

# Traffic View Board Tutorial

## Before takeoff: Introduction

As I started installing AI flight plans for my FS9, I looked for a possibility of checking the installed flight plans on one side and on the other side to watch the AI traffic.

I had two things in mind: Firstly I wanted to find out if all textures for the installed AI aircrafts were working and secondly if the AI traffic itself works.

After a longer search I finally found "Traffic View Board" by "Most Realistic AI" (MRAI), which meets all my needs.

After working with this tool now for a long time, which was originally written by Arnt Helge Haaland, I want to give with this little tutorial some tips and tricks for all of these people, who are working the first time with "Traffic View Board". Everywhere you will find this symbol ✈️ I have some very necessary information for you.

I am not giving any information on how to install "Traffic View Board" because all this is explained in the "readme.rtf" file of "Traffic View Board".

## Takeoff: Tips and Tricks

### 1. Check out an installed flight plan

If you want to check out a new installed flight plan, you have to choose an airport which will be flown by day. For example:

British Airways, flight 49, to Seattle: ...@6/23:34:10,380,F,0049,KSEA

After starting the flight simulator you choose "Most Realistic AI" as manufacture in the aircraft menu. This "aircraft" will activate "Traffic View Board" later on.

Next you have to choose the corresponding airport (no parking position, please!) and the appropriate approaching time.



✈ In order to give the AI aircraft enough time to fly a correct approach you have to reduce the approaching time for **15 minutes**. As you can see in the screenshot I had set the local time from 15:34 to 15:20.

In spite of if this it can happen that the observed airplane flies an unrealistic approaching manoeuvre, which will cause every real passenger to give back the contents of his stomach to the flight assistants ☺. I don't know where this strange flight behaviour comes from.

If you have made all settings, the "Traffic View Board" will be started as a normal aircraft in FS9. After the loading procedure you will find yourself on the current runway of your chosen airport to the adjusted time.



To activate the "Traffic View Board" you have to switch on the power button. Then you choose your corresponding airport from the airport list (click on "All flights"! ) and change your view to "In flight". The "Scan range" should be adjusted to the maximum range of 128 nm. Otherwise it could happen that you can't see the expected airplane.



Now you will see all aircrafts that will fly to this airport. On one hand you can recognize this with the status “Descend” and on the other hand with the assigned flight number, the callsign, the airlines’ IATA code and also with the flight destination (shown as IATA code).

(If you don’t see neither an IATA code nor a callsign from the chosen airline [but only “-- “], then there is a little problem on which I will refer later on – look for the chapter “Troubleshooting”. The worst case could be that you don’t see your chosen flight at any time. Then you will have a greater problem with the installed AI aircraft. The only solution will be a complete check of the AI installation. See also my chapter “Troubleshooting”).

To watch the desired aircraft you only have to click the corresponding flight (a little dot on the left side shows your choice). Then you have to click the button "Follow aircraft" (best twice, so you are able to listen to the ATC – the button will now show "COM") and now you can admire you AI plane after switching the "s" key several times.



At this time you are also able to check your installed texture.



(Aircraft with correct texture)

Do you see your plane only in grey, there is something wrong with your installed texture.



(Aircraft with wrong texture)

✈ In order to accelerate the approach a little bit you can use the time compression. Push the "r" key and twice the "+" key to adjust the speed of your aircraft four times. **Never exceed this acceleration!** If the time compression is much higher your AI aircraft will disappear.

✈ After landing you should wait a moment until your aircraft is about to taxi to the gate. In many cases I noticed aircrafts that disappeared suddenly at this moment from the runway. The reason is that an AFCAD file is missing for this airport or the file is not accurate.

In this case you have to download a corresponding AFCAD file from AVSIM or other FS download sites or you have to modificate the existing AFCAD file yourself.

## 2. Troubleshooting

As I said before you will have perhaps some problems while watching the AI traffic: no textures, no callsigns, no IATA codes and, in the worst case, no airplane at all.

Here you will find a little FAQ:

### **Q: The chosen flight is not seen!**

A: The installation of the AI aircraft is probably incorrect resp. you have an error in your flight plan file „aircrafts.txt“,

- a. The most common mistake is an incorrect naming of the AI aircraft in the file „aircrafts.txt“ or in the file „aircraft.cfg“ of the corresponding AI model and his textures. In both files there must exist the same title of the respective AI model.

An example:

„aircraft.cfg“ file:  
[fltsim.11]  
title=PAI AT72 CEBU  
\_\_\_\_\_

„aircrafts.txt“ file of flight plan:  
AC#9981,280,"PAI AT72 CEBU"  
\_\_\_\_\_

- b. In the file „aircraft.cfg“ there is a wrong name of the AI model. The third line in the corresponding texture file is of vital importance:

```
[fltsim.11]
title=PAI AT72 CEBU
→ sim=paiatr72v6
```

This naming must be according to the name of the AI modell „xxxx.air“. In the example above the corresponding file has to be called „paiatr72v6.air“. If not, the chosen texture doesn't match to the aircraft.

**Q: I can't see a callsign in "Traffic View Board" for the chosen flight!**

A: Either there is a typing error in the writing of the callsign or the callsign is completely wrong or missing.

Normally the callsign of the airline is to be found in the line „atc\_airline“.

```
[fltsim.11]
title=PAI AT72 CEBU
sim=paiatr72v6
texture=CEBU
atc_id=
atc_id_color=0xffffffff
➔ atc_airline=CEBU
atc_flight_number=
atc_parking_codes=
atc_parking_types=
ui_manufacturer=Project AI
ui_type=ATR-72-500
ui_variation=Cebu Pacific
```

As you can see in the example above, there is a callsign in this file. But unfortunately it's the wrong one! The airline CEBU PACIFIC has the callsign CEBU AIR. This has to be corrected.

At this opportunity you also should check the lines „atc\_parking\_codes“ and „atc\_parking\_types“. As you can see they are missing in this example. But they are necessary for the AI aircraft to find the correct parking position.

It should be like this:

```
atc_parking_codes=CEB
atc_parking_types=RAMP,GATE (RAMP because the small ATR72 is
not able to dock at a normal jetway finger.)
```

**Q: There is no IATA code with the chosen flight to sign the corresponding airline!**

A: Either there is a writing error in the line „atc\_airline“ from the file „aircraft.cfg“ or the airline has no IATA code at all.

## **Landing:**

I hope I could give you some needful tips with this little tutorial and I wish furthermore all flight simulator fans much pleasure with "Traffic View Board".

From time to time I release updates for this tool, because the original files don't always have correct callsigns resp. complete IATA codes. Please feel free to search periodically the file list at AVSIM with the key word „tvbup\*.zip“ or simply watch the newest updates in this FS download site.

In case you have any comments or further questions feel free to mail me.

Always happy landings!

I want to express my thanks to Celia Heath for helping in translating this tutorial from German to English.

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