

Victoria and Area Enhancements

Version 5.0



Add-on scenery for Microsoft® Flight Simulator 2004

© 2005 Jon Patch and Holger Sandmann

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Summary

This scenery is intended to work transform Victoria Harbour in FS2004 into a busy centre of activity and a more realistic VFR flying experience. This release is Ultimate Terrain-USA, and Ultimate Terrain-Canada/Alaska compatible (*Copyright © 2005 Flight One Software, Inc*).

The following components are included:

- For South-Eastern Vancouver Island:
 - Revised shorelines
 - Landclass
 - 38m mesh and buffer meshes
- For Victoria Harbour:
 - Boat docks with static boats
 - Seaplane docks and terminal buildings for Harbour Air (N48° 25.42' W123° 22.26'), Kenmore Air (N48° 25.57' W123° 22.27') and West Coast Air (N48° 25.45' W123° 22.26')
 - Simple representations of the Johnson Street (N48° 25.69' W123° 22.30') and Bay Street (N48° 26.06' W123° 22.70') bridges
 - A number of generic buildings simulating the converted warehouses that front the harbour
- For Ogden Point:
 - Piers, buildings, breakwater and other components of the Ogden Point Terminal, Victoria, Canada (N48° 25.0' W123° 23.3')
 - Dock, service building and pilot boats of the Pacific Pilotage Authority (N48° 24.88' W123° 23.18')
 - Odgen Point Cafe and Dive Shop (N48° 24.92' W123° 23.08')
 - Custom seasonal trees and bushes
- For the area:
 - Marine navigational lights for Victoria Harbour and area, including Esquimalt harbour and Oak Bay
 - Antennae location corrections for the area
 - Objects in Victoria: Centre of the Universe observatory (N48° 31.19' W123° 25.10'), Elk Lake Boathouse (N48° 31.50' W123° 23.44'), Christ Church Cathedral (N49° 25.33' W123° 21.56')
 - Metrotowers in Burnaby (N49° 13.56' W123° 0.06')– custom gmax models from the upcoming FSAddon payware project for South-Western British Columbia (see http://www.fsaddon.com/products/products_preview_vancouver.htm)
 - Refinery in Vancouver with smoke and steam effects (49° 17.62' W122° 59.22')
- AFCADs included:
 - Victoria Harbour (CYWH) seaplane base (N48° 25.5' W123° 25.3')
 - Camel Point Public Heliport (CBF7) (N48° 25.1' W123° 23.3')
 - Victoria International Seaplane Base (CAP5) (N48° 39.28' W123° 27.31')
 - Updated AFCADs for the ship and boat traffic (SEA1, VIC1, VIC2, VIC3)

- AI craft models and repaints (Cruise ships are repaints of Asuka model by Mitsuya Hamaguchi)
 - Ship: MS Amsterdam of the Holland America Line travelling from Victoria to Vancouver
 - Ship: MS Summit of the Celebrity Cruise Line travelling from Seattle to Victoria
 - Helicopter: S-61 Sea-King in Helijet colours
 - Boat: Pacific Pilot custom vessel working from the Pilot dock
 - Pleasure boats: 22, 30 and 40 foot vessels plying the harbour and nearby Strait of Juan de Fuca
 - Note: users of Misty Fjords will also get additional cruise ship traffic: the Island Princess and the Volendam alternating with the Amsterdam and Summit
- Other components:
 - Effects files for lights, water, smoke effects
 - Several Flights

AI Schedule

- Helicopter leaves Victoria hourly for short harbour tour at 10 past the hour
- Cruise ship leaves Seattle for Victoria hourly at 10 minutes past the hour
- Cruise ship leaves Victoria for Vancouver hourly at 30 minutes past the hour
- Pilot Boat leaves Ogden Point for rendezvous at 5 and 35 minutes past the hour
- Small boats leave various docks every 10 minutes

AI, except for the helicopter, will be enabled at 1% GA traffic. The helicopter will be enabled at 1% airline traffic. Due to vagaries in FS2004 AI collisions may occur. Nobody will be hurt. It's only a game.

If you want to learn more about the hazards of mixing pleasure craft, rowers, seaplanes, cruise ships, ferries, and cargo ships in a small harbour visit:

<http://www.geoinfosolutions.com/projects/Vichbr.pdf>

Other Recommended Scenery

If you want roads, you can download and install Joel Gill's British Columbia road system from: <http://library.avsim.net/download.php?DLID=65253> It is suggested that streets be disabled in that release to minimize disruption of autogen. Otherwise you find your autogen (trees, buildings, etc.) greatly reduced.

This scenery is Ultimate Terrain – Canada/Alaska compatible with the one exception that UT users will not see Highway 17 from Elk Lake to Swartz Bay.

Installation Instructions

Note: if you have installed the Victoria scenery bundled with the Aerosoft Beaver, simply overwrite all the files with this version. This version contains additional components.

1. Disable all components of evi04.zip (from Harvey Janszen, see installation item number 6, below), ve4_tr1.zip (Additional traffic files), viflat.zip (Vancouver Island flattens), vicenh02.zip (Scenery enhancements for Victoria), vicenh03.zip (Boats for Victoria harbour) and vicenh04.zip (Ogden Point/Camel Point). In particular ensure that you have disabled AFCADs: CAP5, CBF7, CYWH, SEA1, VIC1, VIC2, VIC3. Where you find these files will depend on where you installed them, in an addon scenery folder or in another folder. See the Appendix for a list of files to be replaced if you are unsure where you placed them.

2. Install files, you have two options:
 - a. unzip **vicenh05_files.zip** into your FS2004 program folder, e.g. **C:\Program Files\Microsoft Games\Flight Simulator 9** or;
 - b. for more advanced users, unzip the contents of the **vicenh05_files.zip** to a temporary folder then copy the files to the appropriate folder in your FS2004 program folder of your choice
3. In your FS2004 scenery library, add the following folders to your library. If you have Ultimate Terrain USA or Canada installed (*not required*), ensure the folders below are installed at a higher priority than your Ultimate Terrain folders. Note that Ultimate Terrain entries are shown below as priorities 3 and 4 for illustrative purposes only; in reality it is recommended that Ultimate Terrain folders be your lowest priority addon scenery.
 - a. Addon Scenery\British Columbia - Victoria - Landscape (as lowest priority, ie lower priority number)
 - b. Addon Scenery\British Columbia - Victoria - Landclass (as highest priority, ie higher priority number)

Enabled	Scenery Area	Priority
<input checked="" type="checkbox"/>	British Columbia - Victoria - Landcla	1
<input checked="" type="checkbox"/>	British Columbia - Victoria - Landsca	2
<input checked="" type="checkbox"/>	Ultimate Terrain - USA	3
<input checked="" type="checkbox"/>	Ultimate Terrain - Canada/Alaska	4

4. It is OK to overwrite your Misty Fjords or Columbia Gorge marine effects with the effects in this package. This release includes updated effects from Holger that he distributed with his Columbia Gorge package.
5. For the adventuresome, there are additional files included which will refine the mesh near the shorelines. These have been known to crash some machines, so use at your own risk. To enable these, navigate to the British Columbia - Victoria - Landscape\Remesh_files folder as noted above, and double-click on "Install remesh files.bat". Press any key at the warning note to continue. If these don't work properly for you, then close FS9 (if it hasn't crashed), navigate to this folder, and double click on "Uninstall remesh files.bat". The crash occurs when flying into the area from some distance away. **Do not use these remesh files if you plan to fly with Terrain_max_vertex_level = 21.**
6. For those who want to use Harvey Janszen's Vancouver Island shorelines for the rest of Eastern Vancouver Island, and **if you do NOT have UT - Canada**, a special version of these shorelines will be available for download that will work with this release. Check AVSIM.com or FLIGHTSIM.com.

Flights

Several flights are included, which you can access via Select Flight in your FS2004 menu. Look for the Victoria - Canada folder.

- Robinson helicopter at CBF7.
- Cessna 172 in bad weather over the Juan de Fuca Straight. You're running low on fuel and can't make it to Port Angeles or CYYJ. Your only choice is to land on Pier B.
- Victoria Harbour (CYWH) water start using the only FS9 default water-capable aircraft, the Cessna 208. Make your way across Juan de Fuca Strait to KCLM.
- Victoria International/Patricia Bay Seaplane Base (CAP5) start
- For owners of the Aerosoft Beaver:
 - a West Coast Air Victoria Harbour (CYWH) start
 - a Victoria International/Patricia Bay Seaplane Base (CAP5) start
- Helicopter challenge: this is what Helijet pilots deal with often in the fall and winter.

Notes and Oddities

Scenery

- Users will note at CAP5 that water appears to climb up the bank. This will be fixed in a new release of Vancouver Area Airport Corrections. Look for ap1514r2.zip in the fall of 2005.
- This scenery has not been tested with FS2002.
- Scenery models have been made simple to reduce frame rate impact
- The water appears to be elevated on the shoreline in a couple of places. This is a necessary by-product of having an AFCAD so close to the water
- Waves will appear under the wharves
- The airphoto is ortho-corrected to the online airphoto reference of the Capital Regional District Natural Areas Atlas at <http://www.crd.bc.ca/es/natatlas/atlas.htm>
- Users with Radeon video cards may experience flickering in some areas of the terminal surface when observing from nearby at a very oblique angle.
- Due to the design of Ultimate Terrain, you will not see Hwy 17 north of Elk Lake.
- Airport 2WA3 near Friday Harbour may appear partly in the water.

Marine Traffic

- Marine AI traffic will not work with FS2002.
- AFCAD VIC1 is for the boat traffic. VIC2 and SEA1 are for AI cruise ship traffic. VIC3 is for the pilot boat. These will appear on your GPS and ATC.
- Boats at best are a perversion of FS2004 AI and you may see odd behaviour.
- The MS Amsterdam will dock in Victoria somewhat far out on the wharf. The docking location is fixed regardless of the size of ship, and to allow the Island Princess to dock properly it was necessary to place the docking location at this far out. In the same way, both the MS Summit and MS Amsterdam sit a short lateral distance from the berth, while the Island Princess is very close.
- The cruise ships are based on the Asuka from Mitsuya Hamaguchi and are not accurate in shape or size. The repaints approximate the line colours adapted as best as possible to this model.
- Docked ships should disappear 5 minutes after arrival.
- Navigational light location is not intended for real-world marine navigation.

Helicopter AFCAD and Traffic

- The CBF7 heliport shares the Victoria Harbour communication frequencies with CYWH, Victoria Harbour Seaplane Base. No frequencies are specifically assigned to CBF7. In any case, with the proximity of the two airports FS2004 would suffer from AI clearance issues if there were different frequencies.
- FS2004 was not designed for Helicopter AI. The resulting helicopter flight path is at best an approximation and annoyance to nearby residents. The real flight paths follow much more considerate noise abatement routes, and avoid buzzing cruise ships. A heli will go through a cruise ship if there is one docked at Pier B. This release includes the latest in improved heli configuration files from Graham E Stanley. These minimize landing and takeoff distances, but they are still not particularly abrupt.
- The helipads are too close to the runway (as they are in their real world positions) to allow more than one AI helicopter to work at a time.
- Helijet really uses the S-76, not the venerable Sea King (S-61). I'd be delighted to substitute when notified of an available AI S-76.

Developers Notes

- Many of the gmax source files and objects are available at scenerydesign.org, AVSIM.com and Flightsim.com, as well as in Rwy12 format.
- Custom objects were created in gmax V1.2 using the FS2004 gamepack.
- It is difficult to create a high-resolution ground image from an airphoto in FS9. A gmax object was used, with the airphoto as material. However as objects cannot cast shadows on objects there are no object shadows on the surface, although aircraft will cast a shadow.
- The large surface object has a height of 2.5m to simulate the height of the wharves. The surrounding terrain is at 0m, so to smooth the transition a 2.5m flatten is used where the surface meets local terrain. This can create a flickering problem in FS9; to minimize this, the material assigned in gmax to the object has a zbias of 2. This results in objects appearing to disappear into the surface at a distance, but this is very hard to discern. There is still a small flickering issue on Radeon cards under specific circumstances.
- MipMaps are not used for the cruise ship textures, which creates a framerate hit, but eliminates fuzzy ships. A few selected objects, such as the red and white light poles, and the Helijet repaint also have no MipMaps for the same reason.

Facilities Information

Ogden Point Terminal

The following information is provided with the permission of the Greater Victoria Harbour Authority.

Ogden Point is a deep water port facility with four docks able to handle very large vessels. The facility has become a major destination for cruise ships in the North West.

Ogden Point is also an important depot for fibre optic cable repairs. A heliport provides direct services to Seattle, Vancouver and Vancouver International Airport.



The GVHA has undertaken significant improvements to Ogden Point in 2003, aimed at improving facilities for cruise ship passengers and crews.

Victoria is reaping the benefits for a sustained campaign to lure large cruise ships and their passengers to the city's spectacular harbour. The 2004-cruise season was another record, with 139 cruise ship visits and over 262,000 passengers.

Recent cruise industry growth has been nothing short of phenomenal. Since 1999, the number of cruise ship visits has gone up 409 per cent and the passenger count an amazing 670 per cent, according to Westcan Terminals Ltd., which handles the ships on behalf of the GVHA. During the 2004 season, which ended October 2, Ogden Point handled three ships at once on 15 occasions and pressure is mounting for a fourth berth. On two days in 2004, a total of four ships were handled. On-shore a host of tour opportunities and other package operators were kept busy. Some passengers simply walked to the downtown area, bringing a welcome boost to the local businesses.

To learn more about the facilities, visit: [Victoria Harbour Cruise Ship Facilities](http://www.victoriaharbour.org/cruiseship/index.htm#CruiseShipPortFacilities)

<http://www.victoriaharbour.org/cruiseship/index.htm#CruiseShipPortFacilities>

And here's the 2005 Cruise Ship schedule: [2005 Cruise Ship Schedule](http://www.victoriaharbour.org/Ogden%20Point%20Cruise%20Ship%20Schedule%202005.pdf) (PDF)

<http://www.victoriaharbour.org/Ogden%20Point%20Cruise%20Ship%20Schedule%202005.pdf>

The Building of the Breakwater and Docks

By Ramsay Murray, reprinted with permission from the James Bay Beacon, February 2005

One of the most popular attractions in James Bay is the Ogden Point Breakwater. With its massive stone blocks and wide walkway, it used by walkers, joggers and even divers exploring the rich local waters. But did you know that this project and the adjacent two docks were built almost 90 years ago?

The rocky point on the eastern side of the entrance to Victoria Harbour was named Ogden Point in 1842 after Hudson's Bay Company Factor Peter Ogden. In the 1890s, Robert P. Rithet, shipping magnate and politician, constructed "Rithet's Wharves" just inside the point, to attract large liners that would bring tourists and goods to the provincial capital. However, the docks were exposed to regular southwest and southeast gales from the Strait of Juan de Fuca. The well-protected inner harbour could only accommodate vessels up to 20 feet draught, not sufficient for modern ocean-going ships.

In 1912 Dominion Public Works commissioned Louis Coste to submit a report to the Canadian Government on the possibility of designing a breakwater at Ogden Point, where the water depths close to shore allowed a 30-foot draught. Already dockings in Victoria had reached 2,500 per year. Tonnage of goods landed had gone from 38,000 in 1907 to 100,000 in 1911. It was clear Victoria needed new docks to remain competitive in the shipping business.

In a five-page report, Louis Coste proposed a breakwater extending 2,500 feet from the point with a 700-foot hook on the end for protection from the south-westerlies and south-easterlies. His interesting design would be founded on rock fill with a gravel core. The outer side was to be faced with large rectangular 15-ton rocks extending from 20 feet below low tide to 16 feet above, set three deep towards the center of the breakwater and stepped to dissipate wave energy. The stones were backed up by a wide concrete wall, which was poured from low-tide level up to form the crest of the breakwater. In the lee of the breakwater he proposed two large docks 250 feet wide, on 900 feet long and the other 700 feet long. Coste's report was accepted and tenders called in 1913. Work began by March 1914 on the breakwater and by May 1914 on the docks.

The contract for the breakwater was let to Sir John Jackson who had been knighted for his work on the Manchester Ship Canal. Sir John brought two hundred Cornishmen over from England to a camp at William Head. He established a quarry across the bay from the breakwater side. He is still remembered in



Victoria sporting circles through the Sir John Jackson Cup for soccer, which he presented to encourage his workers to play against the locals.

By June of 1914, rock was being dumped using side-dumping barges at the rate of 30,000 tons per month. The large granite blocks were quarried from a number of sources, particularly Nelson and Hardy Islands near Jervis Inlet. Carefully hewn from the native rock in rectangular shapes, they could easily be placed on top each other, approximately 10,000 blocks in all. The placing of the majority of these blocks below low-tide level by underwater divers is probably the most admirable part of the whole operation. The divers levelled the rocks then guided the blocks into position by hand – yet there is no mention of accidents in the press of the time.

In 1915 a large self-dumping ship called the *Hercules* was employed. The Great War may have been raging in Europe, but work continued steadily through 1915 and 1916, reaching the corner of the hook. A violent storm in September 1915 displaced some of the newly set blocks. The divers experienced problems from increased tidal currents due to the breakwater constricting the harbour mouth. By August 1916 only eighty feet remained, but it was not until 23 January 1917 that work was finished. The champagne was brought out, but little was wasted on the rocks but rather consumed by those present.



Work on the two docks went on simultaneously. The contract, awarded to Grant Hall McDonnell, commenced on May 20th 1914. Rock was barged to the site from a quarry in Esquimalt and placed as foundation for over 50 caissons that were to form the outline of the dock. These were hollow reinforced concrete boxes 85' long, 35' wide and 39' deep, weighing 3,500 tons. The caissons were floated and sunk in position, then filled with rock. Finally, over one million cubic yards of dredged fill was placed behind the caissons by a large suction dredge. The work was completed in May 1917.

Camel Point Public Heliport

Camel Point Public Heliport is officially located at N 48° 25' 6" W 123° 23' 25", and is designated CBF7. There are five helipads serving downtown Victoria. Helijet International provides scheduled service to Vancouver International Airport (CYVR) and Vancouver Harbour Heliport (CBC7).



For more Information

[Celebrity Cruise Lines](http://www.celebrity.com/)
[Greater Victoria Harbour Authority](http://www.victoriaharbour.org/)
[Helijet International Inc](http://www.helijet.com/)
[Holland America Cruise Lines](http://www.hollandamerica.com/)
[Pacific Pilotage Authority Canada](http://www.ppa.gc.ca/english/)

www.celebrity.com/
www.victoriaharbour.org/
www.helijet.com/
www.hollandamerica.com/
www.ppa.gc.ca/english/

Acknowledgements

Support

Thanks to Vancouver Island Virtual Airlines for hosting the beta forum. A special thanks to Miles Arsenault of Smiles Photography for hanging out of a helicopter at 5000 feet to create the airphoto. I received inexhaustible support from some very patient and knowledgeable folks at the forums listed below.

- [AVSIM](http://www.avsim.com) <http://www.avsim.com>
- [Free Flight Design Shop](http://www.aerodynamika.com/cgi-bin/yabb/YaBB.cgi) <http://www.aerodynamika.com/cgi-bin/yabb/YaBB.cgi>
- [FSGenesis](http://portal.fsgenesis.net) <http://portal.fsgenesis.net>
- [FS-Shipyards](http://shipyards.greatboard.com) <http://shipyards.greatboard.com>
- [Project AI](http://www.flightsimmer.com/forums/forumdisplay.php?f=3) <http://www.flightsimmer.com/forums/forumdisplay.php?f=3>
- [Scenerydesign](http://www.scenerydesign.org/) <http://www.scenerydesign.org/>
- [Turbo Squid](http://www.turbosquid.com/MessageBoard/index.cfm) <http://www.turbosquid.com/MessageBoard/index.cfm>
- [Vancouver Island VA](http://www.vanisleva.com/) <http://www.vanisleva.com/>

Beta testers provided invaluable feedback. <update>

Tools

Many thanks to the noble and hardworking developers of software to make it possible to make such silly scenery releases:

- AFCAD2 – AFCAD design – Lee Swordy
- BGLC – compilation – Microsoft
- BGLComp – compilation – Microsoft
- BGLXML – conversion – Microsoft
- DxtBmp – extended bitmap image manipulation – Martin Wright
- FSRepaint – model viewing – Jorge Luiz da Costa Santoro & Marco Paulo da Silva
- gmax – 3D model creation – Discreet Software div. of Autodesk Inc.
- Imagetool – image format conversion – Microsoft
- LWM Viewer – land/water mask viewing and locator – Jim Keir
- Microsoft SDKs – Microsoft
- Photoshop Elements – Adobe
- Scenery Builder, available at www.ptsim.com, – shorelines, land and water polygons, flatten and excludes – Luís Sá
- Screen Shots – Carl W. Frisk
- Slartibartfast – Jim Keir
- Tcalc2004 – scenery location parameters – Richard Ludowise
- Traffictools – AI traffic compilation – Lee Swordy
- Traffic toolbox – AI traffic viewing – Microsoft

Embedded scenery components

Many thanks to the folks who have permitted inclusion of their hard work in this release. They are listed in the "Ownership and Rights" section of the legal stuff below.

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Thanks to Tom Allensworth and other contributors at AVSIM for the EULA.

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TRADE MARKS AND AFFILIATION

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END USER LICENSE AGREEMENT (EULA)

File Name: vicenh05.zip

Author: Jon Patch and Holger Sandmann

Copyright Dates: August 1, 2004 through August 31, 2005

Authorized Web Sites:

www.AVSIM.com

www.Flightsim.com

www.vanisleva.com

www.fs-shipyards.com

www.fsgenesis.net

Other websites may be authorized from time to time, and if so will be listed at www.jonpatch.ca/flightsim.

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Objects

- gmax fence based on fence by Marci Dunn
- Trees and bushes : © 2005 Arno Gerretsen

Helicopter

- S-61 Helicopter model : © 2003 Ole Egholm
- S-61 Helijet repaint : © 2003 Richard McMaster
- Helicopter configuration files : © 2005 Graham E Stanley

Ships and Boats

- Cruise ship models © 2004 by Mitsuya Hamaguchi (hama). Do not distribute without permission. See <http://f1.aaa.livedoor.jp/~rjnnhama/craft.htm>
- Small boats supplied by Larry Silsbee
- Pilot Boats inspired by Winfried Orthmann
- Boat configuration files : © 2005 Ken Peters and Holger Sandmann

Effects

- Light effects : © 2004-5 Holger Sandmann
- Wake effects : © 2003-2005 Holger Sandmann

Miscellaneous

- Custom airphoto : © 2005 Smiles Photography
- Ogden Point Terminal background © Greater Victoria Harbour Authority
- "The Building of the Breakwater and Docks" : © 2005 Ramsay Murray

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Appendix – files to be replaced

- From EVI04.zip: wherever you installed the East Vancouver Island Shoreline folder
- ve4_tr1.zip
 - Either in your scenery/world/scenery folder, delete: Traffic_Ogden_Point_additional.bgl
 - Or it will be disabled when you follow instructions for vichenh04, below
- From viflat.zip:

 Flatten - Central Van Island #1.bgl	1 KB
 Flatten - Duncan Lake.bgl	1 KB
 Flatten - Malahat - Lake #1.bgl	1 KB
 Flatten - Malahat #2.bgl	1 KB
 Flatten - Victoria - Blenkinsop Lake.bgl	1 KB
 Flatten - Victoria - Swan Lake.bgl	1 KB
 Flatten - WA - Lake Union.bgl	1 KB

- From vichenh02.zip:

 Bay Street Bridge.BGL	1 KB
 Burnaby Refinery.BGL	1 KB
 Centre of the Universe.BGL	1 KB
 Christ Church Cathedral Victoria.BGL	1 KB
 Elk Lake Boathouse.BGL	1 KB
 Johnson Street Bridge.BGL	1 KB
 Metrotower I & II.BGL	1 KB
 Mount Douglas Antenna.BGL	1 KB
 Trial Island - Baynes Channel Antennae.BGL	2 KB
 Victoria Antenna Exclude.BGL	1 KB
 Victoria Harbour Boat Docks.BGL	2 KB
 Victoria Harbour Seaplane Docks.BGL	2 KB
 Victoria Harbour Static Boats in Dock.BGL	1 KB

- From vichenh03.zip:
 - AF2_VIC1.bgl (likely in your addon scenery/scenery folder)
 - Traffic_victoria_ships.bgl (likely in your scenery/world/scenery folder)
 - Ferry_slips.bgl
 - Aircraft are ok to leave as is
- From vichenh04.zip:
 - Disable the Addon Scenery/British Columbia – Victoria – Ogden Point folder
 - If you put AF2_CBF7, AF2_SEA1, AF2_VIC1, AF2_VIC2 and AF2_VIC3 somewhere else, then disable them
 - Effect, flights and generic tree library are ok to leave as is