

CHALK RIVER GRAPHICS

# CrgSim Documentation

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## Application Note Traffic

**Chalk River Graphics**

**3/5/2016**

We use our flight simulators for a number of purposes: enjoyment, learning, temporary escape, .... Everyone has their own reasons for turning on the computer and starting up a flight simulator.

Unless you fly with others from a server or as part of a virtual airline it may seem at times that you are piloting the only aircraft in the world. While on the ground you may see AI traffic land or takeoff. At altitude you may see the occasional contrail. Other than that: where is everybody?

## **Nav Display**

If you have AI traffic turned on and are using the CrgSim Nav Display you should see traffic indicators on the display. Blue diamonds represent AI traffic far enough away not to represent a concern. Filled magenta diamonds represent traffic closer but still not an immediate concern. A yellow filled circle is traffic that needs close attention and a red filled square is traffic that presents an immediate danger.

If the other aircraft is at a higher altitude than your aircraft there will be a number above the traffic indicator showing how many hundreds of feet separates the two altitudes. +04 means the other aircraft is 400 feet higher than your aircraft. Similarly a -07 indicates an aircraft 700 feet lower.

An up arrow to the right of the traffic symbol indicates the aircraft is climbing. A down arrow indicates the aircraft is descending. No arrow indicates relatively level flight.

To test all this out make sure you have AI traffic turned on and go to a larger airport - for example Lagaardia - and hang around for awhile. After 3-5 minutes you should see other aircraft on the Nav Display.

## **Moving Map**

Another place to “see” other traffic is on the chart display. Charts do take up another valuable screen but if you have the resources give charts a try. Other aircraft (within 20 KM) are displayed on the chart as well as their altitude.

While on the subject of moving charts you can select the chart scale or type of chart by pressing the number 1,2,3, or 4 keys on your keyboard as long as the simulator window is selected. If the chart does not change it probably means that chart is not available for your location.

## **Multiplayer Traffic**

So what about multiplayer sessions? Mostly untested but a quick visit to a Steam FSX multiplayer server seemed to show lots of other traffic on the Nav Display. Please let us know about your multiplayer experience and accuracy of the Nav and Chart displays.

You probably have company in the skies and the two displays discussed should help you find it.