

# **CYXX (2012)**

**for FS9/FS2004 and FSX**

**(CYXX version 1.00)**

**an Add-On Covering**

**the Abbotsford, British Columbia, Canada International Airport**

**as it Appeared in Late 2012.**

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**USER MANUAL**

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### **1. INTRODUCTION**

CYXX for Microsoft® Flight Simulator ("MSFS") portrays the Abbotsford (British Columbia, Canada) International Airport (CYXX).

#### Features - CYXX features:

- an airport definition (AFCAD) based on high-resolution aerial photos that:
  - accurately places all runways and taxiways,
  - displays realistic taxiway and apron markings,
  - drive-through parking for all AI,
- custom airfield lighting that places every runway, taxiway and approach light in its actual location, including approach lights mounted on towers,
- accurate taxiway and apron signage,
- low-FPS-impact, multi-LOD, ground-hugging perimeter fencing (8' high chain link with bent top, and
- a selection of static aircraft and operating AI (including all scheduled traffic at time of release) painted to represent actual aircraft likely to be seen at the real CYXX.

The real CYXX has recently completed major runway and taxiway extensions. This version of CYXX incorporates them.

Compatibility - CYXX (2012) is fully compatible (once the necessary compatibility files are configured) with:

- Joel Gill's BC Roads for FS9 ("BC Roads"),
- ORBX FTX NA Blue USA Canada Pacific Northwest ("ORBX FTX NA"),
- Jon Patch's and Holger Sandmann's Vancouver Plus (both V1.1 for FS9 and V3 for FSX) and
- Ultimate Terrain Canada/Alaska for FS9 and Ultimate Terrain X - Canada for FSX (generally referred to as "Ultimate Terrain" or, simply, "UT"). **Due to the proximity of**

**CYXX to the Canada/US Border, users who have only the US versions of Ultimate Terrain installed will still need to configure CYXX (2012) for Ultimate Terrain compatibility.**

All these add-ons generate roads, shorelines and/or landclass that may differ in position and textures from one another and from the default. Without attention, there would be discontinuities at the boundaries of CYXX where, for example CYXX's roads meet those generated by whatever add-on is controlling the roads in the surrounding area. (CYXX is outside the area addressed by Harvey Janszen's Eastern Vancouver Island Shorelines and Jon Patch's and Holger Sandmann's Victoria+, so it should not affect, or be affected by, these offerings.)

Add-on compatibility may be managed in either of two ways. If compatibility with only a single add-on is required, the compatibility files are installed in the same folder as the CYXX scenery. However, if you wish to be able to quickly reconfigure CYXX to be compatible with more than one add-on, the compatibility files remain in separate folders and a Scenery Library item is used for each set of compatibility files. The latter method is referred to as the "Scenery Library method" of compatibility. (For further detail, see Section 4, Reconfiguration and Customization.)

## **2. INSTALLATION AND UPDATES**

Automatic Installation - CYXX (2012) includes an installer. This installer is a Microsoft .NET.Framework 3.5 application. If .NET.Framework 3.5 or a later version is not already installed on your computer, the latest "redistributable" can be downloaded from the Microsoft website at no charge. The installer does not affect the system registry or any other files/folders managed by the operating system.

For those users who cannot, or choose not to, use the installer, a manual installation procedure is provided below.

**Vista and Windows 7 users must have and others may require administrator privileges when running the installer. If you need, but do not have, administrator privileges, the installer will "complain" when you attempt to install. To run the installer with administrator privileges, right-click on *Installer.exe*, select "Run As ..." and select "administrator".**

Windows 7 users who run the installer in other than the XP compatibility mode may receive a "this program may not have installed correctly" message upon closing the installer. Despite the error message, the installation completes normally and the message may be safely ignored.

When updating a previous installation of CYXX, the installer backs-up the previous version before overwriting it. If the installation procedure does not complete normally, the previous installation will be restored. As well, any AI traffic files (*traffic\*.bgl*) in the existing CYXX\scenery folder will be retained.

If you retain an earlier version of CYXX by installing CYXX to a new folder, ensure only one of them is enabled in the Scenery Library at a time.

Installation is performed as follows. (It will take you far longer to read this than to do it! Buttons and other controls are enabled only when they can be used. Hence, they are progressively enabled as you make prerequisite selections.)

- (a) Unzip the file CYXX\_nnn.zip to a temporary folder ("folders" option enabled). DO NOT UNZIP TO THE INSTALLATION FOLDER and DO NOT REMOVE ANY FILES FROM

THE TEMPORARY FOLDER. (Depending on your operating system, you may be able to omit the "unzip" and run *CYXX Installer.exe* directly from the .zip file.

- (b) Run (double-click on) *Installer.exe*. The installation dialog will appear.
- (c) Select the target MSFS version (FS9 or FSX). The installer will attempt to locate the main folder for that version. If successful, the path is shown in the FS Base Folder text box. If not, you must locate it manually using the FS Base Folder "Select" button before installation can proceed. If you plan to install for both FS9 and FSX, perform a separate procedure for each.
- (d) Select the type of installation (New Installation or Update Existing Version of CYXX.) If you select New Installation, the installer "recommends" *Addon Scenery\CYXX (2012)* as the Top Level Folder folder. You may install to any folder - **but recognize that the contents of the nominated folder and all its sub-folders will be deleted prior to installation**. If updating an earlier version of CYXX, the installer scans the *Addon Scenery* folder in an attempt to locate any previously installed versions. (The scan may take a few seconds, depending on the number of installed add-ons on your system.) If the installer finds more than one previous installation, it will identify each in turn asking if that is the version you wish to update.
- (e) Select the add-on(s) with which you want CYXX to be compatible. If you plan to use CYXX with:
  - only one compatible add-on, check the radio-button for that add-on, or
  - several compatible add-ons (at different times), select Compatibility: Multiple and check the relevant add-on boxess.

FSX users with both Orbx PNW and Vancouver+ V3 should select PNW compatibility.

If you do nothing, the installed CYXX will be compatible with the default Flight Simulator.

**DO NOT CONFIGURE CYXX (2012) FOR ADD-ONS THAT ARE NOT  
INSTALLED ON YOUR SYSTEM OR THAT WILL NOT BE INSTALLED  
BEFORE USE OF CYXX. OTHERWISE, FLIGHTSIM MAY CTD.**

- (f) De-select any optional scenery, static aircraft and AI you do not want. (See Section 4, RECONFIGURATION AND CUSTOMIZATION and Section 6, STATIC AIRCRAFT and CUSTOM AI for a discussion of the optional components.)

To facilitate selection of the best optional scenery configuration on "challenged" systems, it is recommended you check "Save all optional files" on the initial install. Only the checked features will be enabled, but you will be able to create different configurations by simply enabling/disabling scenery files. Otherwise, you'll need to re-install for each desired configuration. Once you've decided on a configuration, re-install with "Save all optional files" unchecked.

- (g) Unless you uncheck Update Scenery Library, all necessary Scenery Library items will be created for you. If you want the main Scenery Library entry named other than "CYXX (2012)", edit the Name textbox. If you checked the Compatibility - Multiple radio button, CYXX will be configured for default operation - since the installer does not know your preference. If that's not your intent, you'll have to uncheck the Scenery Library item for default operation and check the one of your choice. Please refer to Section 4, RECONFIGURATION AND CUSTOMIZATION, for further details.
- (h) If, for some reason you do not wish a backup file of the Scenery Library to be made, uncheck Backup Scenery Library.

When all selections have been made, click the "Install" button. The installer will ask you to confirm the installation folder and compatibility selections, following which it will install and configure CYXX accordingly. Should you change your mind about an option or wish to change any other aspect of the installation, simply select the desired new parameter(s) and click the "Install" button again.

When finished, close the dialog. If you checked the Delete Temporary files checkbox, all the temporary files except the installer will be permanently deleted without being put in the Recycle Bin.

If the installer encountered difficulties and was unable to fully restore a previous installation, a folder named *CYXXInstall\_bak* will also remain in the installation folder. In that folder is a copy of the installation folder prior to the installer being run. To restore the previous version, delete the contents of the partially-installed folder and copy into it the contents of *CYXXInstall.bak*.

Manual Installation - Users who do not wish to use the automatic process or who otherwise have difficulty in using the installer may manually install and configure standalone CYXX as follows:

- (a) For a new installation, create a top-folder called *CYXX (2012)* or another name of your choice in your Flight Simulator's *Addon Scenery* folder or elsewhere. If upgrading from an earlier version of CYXX, delete everything from the old CYXX (2012) top-folder except any traffic files you wish to save. The traffic files should be moved elsewhere temporarily.
- (b) Create a subfolder named *CYXX* in *CYXX (2012)*. Copy into that subfolder the *\scenery* and *\texture* subfolders from the temporary *FS9* or *FSX* folder, as applicable.
- (c) Copy the *Compatibility Files* folder from the temporary *FS9* or *FSX* folder, as applicable, to *CYXX (2012)*. If you plan to use CYXX with only one compatible add-on, also copy the files from the *\scenery* subfolder in the relevant *Compatibility Files* subfolder(s) into the *CYXX\scenery* folder. If you don't have any of the compatible add-ons, copy the files from the *Default\scenery*. (You may find Sections 4, RECONFIGURATION AND CUSTOMIZATION helpful in this regard.)
- (d) Copy the contents of the *Effects* folder to your *FS9* or *FSX Effects* folder as applicable.
- (e) For each of the static aircraft collections you wish to use, from the corresponding folder in the temporary *Static AC* folder, copy the file in the *\scenery* subfolder into *CYXX\scenery* and the folders from the *\texture* subfolder into *CYXX\texture*.
- (f) For each of the custom AI collections you wish to use, from the corresponding folder in the temporary *AI* folder, copy the subfolder(s) into the *FS9 \Aircraft* or one of the *FSX SimObjects* folders and the traffic file for *FS9* or *FSX*, as applicable, into either *CYXX\scenery* or *Scenery\World\scenery*. Also, for prop aircraft in *FSX*, copy the file *prop-hs\_FSX.bmp* from the temporary *AI* folder into each texture folder of the relevant aircraft just installed.

**Do not install both the Static AC and AI of the same name. Otherwise, you will have duplicate aircraft, some on top of one another.**

- (g) If you saved any AI traffic files as noted in (a) above, they may now be copied back to the *CYXX\scenery* folder.
- (h) Copy additional files as required to the destination of your choice (see following sections).

Alternate Textures - The default texture folders contain mipmapped textures. If you'd rather use textures without mipmaps, you can rename the folder *texture\_nomips* to just *texture* (after first

renaming the folder *texture* to *texture\_mips* or something else. Also, for better photo-texture ground resolution, you may substitute 32-bit textures by copying the eight textures from the folder *PhotoTextures\_32-bit* into the *texture* folder after backing up the corresponding textures from the folder *texture* in case you wish to restore them later. These 32-bit textures have mipmaps.

Folder Configuration – Following installation of CYXX with the installer, the following sub-folders/files will exist in the “installation folder”, i.e., CYXX (2012) - or whatever you choose to call it:

- CYXX– the main folder, containing:
  - *lscenery* - containing the scenery .bgl's, suffixed with ".xxx" if not activated
  - *texture* - containing .bmp and/or .dds (FSX-only) mipmapped texture files for all features whether or not activated as well as a texture subfolder for each static aircraft
- *Compatibility Files* – containing the files that allow the features of CYXX to integrate seamlessly with other add-ons that control the "environment" collected into a series of sub-folders entitled *Enable for ...* ,
- *Flight Plans* - containing the Ttools-format flight plans for the included AI,
- *Update Checker* - containing the Update Checker application and associated files,
- *Mipmap Manager* - containing the Mipmap Manager utility and associated files,.
- *halo.bmp* - a file to adjust the size of airfield light "dots" (see Section 7),
- *EULA.txt* - the end user license agreement, and
- a .pdf version of this user manual.

You may move any of these file/folders except *CYXX* and *Compatibility File* elsewhere.

Mipmap Manager - Mipmap Manager is a utility to add or remove mipmaps from textures. It is a VB NET.Framework 3.5 application. (If NET.Framework 3.5 is not already installed on your computer, the “redistributable” can be downloaded from the Microsoft website at no charge.) Mipmap Manager does not affect the system registry. Nonetheless, Vista and Windows 7 users may need to run as administrator to use it. Mipmap Manager uses Martin Wright's mwgfx.dll and mwdll.dll, which are the same .dlls required by DXTbmp and other of Martin's utilities. (If you have not previously installed these .dlls, you may obtain them at no charge from <http://mwgfx.co.uk>.)

The operation of Mipmap Manager is straightforward. Double-click *Mipmap Manager.exe*. Specify the source folder (i.e., the folder where the textures to be processed reside), either check Update Source Folder or specify a destination folder, indicate whether mipmaps are to be added or deleted and click Process Textures. If you wish to process only a single file or a subset of the files in the source folder, also specify a mask (using standard Windows wildcard characters) to define the file(s) of interest.

If Mipmap Manager attempts to process a FSX fresnel-ramp or other very long and narrow texture file, it will throw an exception suggesting there may be memory corruption. So, Mipmap Manager avoids any file named *Fresnel\_Ramp.dds*. But, unfortunately, it can't detect other long-narrow files until it's too late. If this happens, close Mipmap Manager, inspect the files visually to determine which is/are the offending ones, temporarily rename or remove them and try again.

Recognize that successive conversion of files may affect the quality of those files for display purposes. So, you should not convert previously-converted files. It is recommended you always start with the texture files provided in the CYXX (2012) archive.

Update Checker - To check for updates for CYXX at any time, simply run *CheckForUpdate.exe* from the *Update Checker* folder.

Uninstalling CYXX - The installer only installs the files as noted above. It does not write to the Windows Registry or anywhere else. To uninstall CYXX:

- delete the CYXX folder from the Flight Simulator *Addon Scenery* folder (or wherever else you installed it),
- remove the CYXX entry(ies) from the Scenery Library.

Other CYXX Scenery - You should, of course, disable any other scenery for CYXX in your Scenery Library. In particular, if you have Pete & Sid's Scenery 3 (pss\_3.zip) installed, you should open its *lscenery* folder and disable or delete any those files whose name begins with "Abbotsford". Otherwise, you will find hangars and other buildings in unexpected places.

### **3. SCENERY LIBRARY**

If you did not have the installer do it for you, add an entry for the folder *CYXX (2012)\CYXX* to the Scenery Library and, if you've selected the Scenery Library method for compatibility management (see next section), an additional entry for each required compatibility folder. The compatibility entries must be of lower priority than, i.e., below, *CYXX (2012)*.

All the CYXX Scenery Library entry(ies) **must** be placed above (be of higher priority than) those for Ultimate Terrain, ORBX FTX NW, Vancouver Plus and any other scenery that includes terrain, roads and/or shorelines. If you have other add-ons that affect the CYXX area, their position in the Scenery Library relative to CYXX will depend on what they do. Please refer their documentation. In general, unless they are intended to override something in *CYXX (2012)*, they should be of lower priority.

### **4. RECONFIGURATION AND CUSTOMIZATION**

Management of add-on compatibility files - Compatibility files may be used in either of two ways:

- If you want CYXX to be compatible with a different add-on than the one designated during installation, remove any existing compatibility files named as described below and then copy the files from the relevant *CYXX (2012)\Compatibility Files\Enable for...lscenery* and *ltexture* (if the latter exists and is not empty) into the *CYXX\lscenery* and *ltexture* folders.
- However, if you want the ability to quickly reconfigure compatibility for various add-ons (e.g., sometimes you'll have UTX Canada enabled and at other times you'll want to be compatible with Orbx's FTX PNW), you should not copy anything into the *CYXX\lscenery* folder. Instead, create a Scenery Library entry for each folder of interest in *CYXX (2012)\Compatibility Files*. If you installed with the Compatibility: Multiple and Update Scenery Library options enabled, these entries will have been created for you. Only one of these entries may be enabled at a time - in addition to *CYXX (2012)*, of course. These entries must be at a lower priority in the Scenery Library than *CYXX (2012)*.

Compatibility files are named:

for FS9: *0\_CYXX\_Roads\_(...)\_VTPX.BGL*  
*CYXX\_Roads\_(...)\_VPTL.bgl*

*CYXX\_Terrain\_(...).bgl*  
*LD\_1514.bgl*

for FSX: *CVX\_CYXX\_Roads\_(...).BGL*  
*CVX\_CYXX\_Terrain\_(...).BGL*  
*LC\_1514.bgl*

where (...) is the abbreviated name of the add-on to which they apply. All files whose names follow these patterns must be removed from the *CYXX\scenery* folder before installing new compatibility files or converting to the Scenery Library method of compatibility.

Textures - Supplied textures for the scenery are mipmapped where the format allows. In some instances where two scenery add-ons are in close geographic proximity, undesirable effects have been reported if one uses mipmaps and the other does not. As well, some users prefer textures without mipmaps. Mipmaps can be added to/removed from some or all the textures using the supplied utility Mipmap Manager. Instructions for its use can be found in the Installation section of this manual.

Airfield Light Size - Some (including me) think the stock lights used to represent taxiway and runway lights in both FS9 and FSX are too big. The CYXX (2012) archive includes a file (*halo.bmp*) that will reduce the size of those lights. Please note, however, using this file will affect the lights at all airports, not just CYXX. If you want to try it, copy this file to your *FSn\texture* folder - after backing-up the current *halo.bmp* so you can easily revert to the original if necessary. (I obtained the file from an attachment to a fsDeveloper.com post. Unfortunately, I have been unable to find that post again in order to give proper credit. So, thank you, whoever you are.)

Fence - The perimeter fence is of the ground-hugging variety, generated by FenceBuilder PRO (a payware application by the author and available from Silver Cloud Publishing, Flight 1 and other fine retailers.) Due to the limited amount of other scenery at CYXX, the addition of the perimeter fence is unlikely to cause low-FPS issues. However, should you want eliminate the fence, disable/delete the file *FBP\_CYXX\_Perimeter.bgl* in the *CYXX\scenery* folder.

Fuel Triggers - The whole of the main apron is a fuel-trigger area. MSFS does not permit user aircraft doors to remain open in fuel trigger areas. If you want your aircraft automatically refuelled, enable *obj\_FuelTrigger.bgl*. If you want to leave the user a/c doors open while parked in these areas, disable *obj\_FuelTrigger.bgl* (but keep an eye on your fuel gauge).

Other Customization - Some users may be tempted to modify the airport definition files (*ADE\_CYXX\_nnn\_....bgl*). I strongly recommend against that since, regardless of your skill level, any changes you make will have to be re-done if they are to be used with any future versions of CYXX. Instead, unless you must change the runway/taxiway/apron configuration (I can't image why you'd need to other than to add/modify parking), implement your changes as a separate add-on, placed above CYXX in the Scenery Library.

## **5. OTHER THINGS YOU SHOULD KNOW**

Airfield Lighting in Low Visibility - (CYXX (2012) gives you a choice of stock airfield lighting or custom lighting. Neither FS9 nor FSX provides any mechanism for scenery models to test visibility. Consequently, the custom airfield lights do not automatically illuminate in daytime low visibility conditions - like the stock lights. If you use the custom lights and want airfield lights during the day, select code 0066 on your transponder.



Collisions While Taxiing - As at the real CYXX, aircraft parking is “drive-through”, implemented using an invisible, overlay taxiway network for departures. Consequently, even though arriving and departing AI traffic in close proximity may appear to be on the same taxiway and you would expect one to give way, they are not on the same taxiway as far as MSFS is concerned. Hence, they may appear to collide. This is the price for drive-through parking.

Departing AI - It is necessary with drive-through parking to have two hold-short nodes at the ends of each runway - one in the arrivals network, the other in the departures network. To ensure arriving aircraft remain on the arrivals network, it is necessary to place the hold-short node in the (invisible) departure network to the runway side of the one in the (visible) arrivals network. Consequently, departing AI may hold-short on, rather than before, the hold-short line.

## **6. STATIC AIRCRAFT AND CUSTOM AI**

CYXX contains a selection of static aircraft and operating AI (including all scheduled traffic at time of release) painted to represent actual aircraft likely to be seen at the real CYXX. Please see Appendix "A" for a complete list of aircraft models used.

There are 20 different static aircraft - all created with SAMM. (SAMM - Static Aircraft Model Maker - is a freeware utility to convert flyable and AI aircraft models into static scenery models. It was developed by this author and is available from popular download sites and from <http://stuff4fs.com>.) The static aircraft are lumped into four collections:

- Conair - Conair, a major tenant at CYXX, is a large operator of air tankers for forest fire fighting purposes. Every type of aircraft currently operated by Conair is included.
- Helicopters - CYXX has a number of helicopter operators and support operations.
- Cascade - Cascade Aerospace has a major aircraft maintenance facility at CYXX. Several static aircraft of the type it maintains are positioned nearby.
- Local - aircraft belonging to the Abbotsford Flying Club and CYXX-based companies.

The models are contained in and are placed by several files named as `CYXX\scenery\sa_.....bgl`. The textures for these models are contained in appropriately-named folders in the `CYXX\texture` folder. If you don't like my arrangement, simply delete the `sa_.....bgl` files and corresponding textures and replace them with your own.

The custom AI utilizes stock aircraft, freeware add-ons (all included in the archive and installed by the installer) and in one case, payware (HTAI single-engine Cessnas, available from <http://htai-models.com> at a modest cost). There are 6 collections of custom AI:

- Westjet - Westjet's full schedule serving CYXX,
- Orca - Orca Airways full schedule
- Island Express - Island Express Air's full schedule
- Conair - same as the static selection but all departing daily for and returning from Kamloops (CYKA) or Kelowna (CYLW)
- Local - same as the static selection but with the Peregrine Navajo departing for and arriving back from Calgary (CYYC) daily, the AFC aircraft making local flights and then in some cases doing a couple TNGs on return, and the Selair C172 doing three periods of touch 'n go each day. (CYXX 2012 includes only the texture and aircraft.cfg files for the Selair and AFC C172s. You'll need to add the .mdl and .air files from the HTAI Single engine Cessnas package to see the aircraft.)

- GA - a selection of bizjets that park at the Aerocenter, staying a day or so, and several Mooneys that park where available.

**Static aircraft and custom AI collections having the same name should never be enabled at the same time. While no harm will come of this, it will result in duplicate aircraft often with one on top of another.**

The flight plan files on which this AI is based will be placed in the CYXX (2010)\Flight Plans folder by the installer. These files may be edited with AI Flight Planner (also by the author and available from popular download sites and <http://stuff4fs.com>.)

## **7. SUPPORT**

CYXX is freeware. Hence, support will be limited. Nonetheless, I would like to be made aware of any problems you discover in CYXX and will make reasonable effort to respond. As well, I welcome your comments suggestions for improvements and, where warranted, your criticisms.

The website <http://stuff4fs.com> is the primary mechanism for delivering support for CYXX. Among other things, it documents known problems with the most current release and, where available, provides workarounds and patches. Please check the site before reporting any problems or suggesting new features.

## **8. ACKNOWLEDGEMENTS**

Thanks (in no particular order) to Luis Sa for SBuilder and SBuilderX, Jon Masterson for ADE, Martin Wright for DTXBmp, Google for Google Earth and Microsoft for Bing Maps - all of which were used extensively in the development of CYXX.

As well, I wish to thank and give credit to the authors of the aircraft models and other objects used in CYXX (2012), namely:

- Arno Gerretsen for the animated windsocks,
- Gian P - Agen\_XTrees\_lib9\_2,
- Henry Tomkiewicz - Cessna C172, Cessna C208B, Lockheed C130 models and C172, C208B, L-188 and PA-31 paintkits,
- Dee Waldron - Cessna Citation, Convair CV580, Lockheed L188 Electra, Piper PA28 Arrow and Piper PA31 Navajo models and paintkits,
- David Rawlins - Boeing B737 models,
- Ryan Adams - Boeing B737 repaints,
- Hrvoje Kovacevic - Bombardier CL-604 Challenger model,
- Gregory Putz - Bombardier CL-604 Challenger repaints,
- Mike Cronin - Rockwell Aero Grand Commander 680FL model and paintkit,
- Jordan Moore - Bell 205 Huey model and paintkit,
- Owen Hewitt - Bell 206 JetRanger model and paintkit,
- Darren Belanger - Orca Airways and Island Express Air Alflight plans and repaints,
- Jean-Marie Mermaz - Bell 47 model,
- Tom Heaverlo - Bell 47 (C-FETR) repaint,
- Pierre Marchadier - Canadair CL-215 model and base textures,
- Michael Carr - Cessna Citation repaints,
- Kazunori Ito - CF-101 model,
- Shane Strong - CF-101 repaint,
- Tomohito Unayama - Grumman S2 model,

- Vern Opperman - Conair S2 Firecat repaint,
- Graham King - C-130 repaints,
- Mike Stone - Piper PA60-600 Aerostar model and base textures,
- Just Flight - Robinson R44 model (converted to static) and paintkit, and
- the City of Abbotsford for the aerial photos.

Enjoy,  
Don Grovestine

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Website: <http://stuff4fs.com>

### **Other Airports by Don Grovestine**

CYYJ (2011) - Victoria International  
CYQQ (2010) - Canadian Forces Base Comox  
CZBB (2011) - Boundary Bay  
CYCD (2011) - Nanaimo  
CYBL (2011) - Campbell River

all on Vancouver Island or south-western British Columbia, Canada

### **End User License Agreement (EULA)**

You are granted a free, non-exclusive right solely to install and use CYXX (2012) on your computer system(s).

You may not:

- upload CYXX (2012), whether or not modified, in whole or in part, to any file distribution system,
- reverse engineer, disassemble or decompile any part of CYXX (2012) for any purpose other than to implement improvements for your own personal use, or
- incorporate CYXX (2012) in whole or in part into any commercial product or facility, "shareware" or "freeware", or any other product or facility for which there is a charge of any kind,

without the express written permission of the author.

Your use of CYXX (2012) is entirely at your own risk. The author accepts no liability whatsoever for any damage arising from its use no matter how caused.

By downloading and installing this software, you are deemed to have agreed to the foregoing.

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## **APPENDIX A – CYXX (2012) Static and AI Aircraft**

The following table identifies the add-on aircraft and repaints used in the CYXX (2012) static and AI aircraft schemes. Except for the repaints by the author (indicated in the column headed "\*"), all associated files are proprietary to others. They are included in CYXX (2012) with the permission of their authors and are provided solely as a convenience to users. These files may not be decompiled, reverse engineered, uploaded to any file distribution system or used other than in association with CYXX (2012) except as expressly permitted by their authors, whose original terms of use may be obtained by downloading the noted archive (.zip) file and referring to the end-user license agreement or "readme" included therein. Use of the repaints prepared by the author of CYXX (2012) are subject to the CYXX (2012) end user license agreement above.

<b>Aircraft</b>	<b>Archive File</b>	<b>Available From</b>	<b>Model Author</b>	<b>Repaint Kit Author or Repainter</b>	<b>*</b>
Air Tractor AT-802 (Floats)	at802_fireboss.zip	avsim.com	Brian Gladden	n/a	*
Air Tractor AT-802 (Wheels)	at802ff.zip	avsim.com	Brian Gladden	n/a	*
Beechcraft King Air A100	AI_Beech_A100_up1.zip sm_cdn_op_pkg4_dtb.zip	htai-models.com avsim	Dee Waldron	Darren Belanger	
Boeing 737-700W	aia_737w.zip ai737wja.zip	ai-aardvark.com ai-aardvark.com	David Rawlins	Ryan Adams	
Boeing 737-800W	aia_738w.zip ai738wja.zip	ai-aardvark.com ai-aardvark.com	David Rawlins	Ryan Adams	
Bombardier CL-604 Challenger	ai_cl601.zip corporate_challenger_c-fund.zip corporate_challenger_c-gawh.zip corporate_challenger_c-gdpf.zip corporate_challenger_c-gwll.zip	avsim.com avsim.com avsim.com avsim.com avsim.com	Hrvoje Kovacevic	Gregory Putz Gregory Putz Gregory Putz Gregory Putz	
Bell 205 (Huey)	Huey_FS2004.exe	hovercontrol.com	Jordan Moore	Jordan Moore	*
Bell 206B	B206b3.zip	hovercontrol.com	Owen Hewitt	Owen Hewitt	*
Bell AB-47	bell47gmaxskids+txt_107830.zip c-fetr.zip	avsim.com avsim.com	Jean-Marie Mermaz	Tom Heaverlo	
Canadair CL-215	gmcan215.zip	avsim.com	Pierre Marchadier	n/a	*
Cessna 172 (HTAI)	htaicsep12.exe (payware)	htai-models.com	Henry Tomkiewicz	Henry Tomkiewicz	*
Cessna 208B Grand Caravan	ai_cessna_c208b_grand_caravan.zip	htai-models.com	Henry Tomkiewicz	Henry Tomkiewicz	*
Cessna Citation II	ultimate_citation550_ai.zip aicitii.zip	avsim.com avsim.com	Dee Waldron	Michael Carr	
CF-101 Voodoo	caf-101.zip	avsim.com	Kazunori Ito	Shane Strong	
Convair CV580	AI_CV580_v3.zip	htai-models.com	Dee Waldron	Dee Waldron	*
Grummen S2 Firecat	conairs2.zip	avsim.com	Tomohito Unayama	Vern Opperman	
Lockheed C-130H	ai_lockheed_c-130h.zip woamil3.zip	htaimodels.com avsim.com	Henry Tomkiewicz	Graham King	

<b>Aircraft</b>	<b>Archive File</b>	<b>Available From</b>	<b>Model Author</b>	<b>Repaint Kit Author or Repainter</b>	<b>*</b>
Lockheed C-130H-30	ai_lockheed_c-130h-30.zip woamil3.zip	htaimodels.com avsim.com	Henry Tomkiewicz	Graham King	
Lockheed L-188 Electra	AI_L188_v2.zip	htai-models.com	Dee Waldron	Henry Tomkiewicz	*
Piper PA-28 Arrow (DWA)	AI_PA28.zip sm_cdn_op_pkg3_dtb.zip	htai-models.com avsim	Dee Waldron	Darren Belanger	*
Piper PA-31 Navajo (DWA)	AI_PA31-v2 sm_cdn_op_pkg4_dtb.zip	htai-models.com avsim	Dee Waldron	Henry Tomkiewicz Darren Belanger	*
Piper PA60-600 Aerostar	saerostar.zip	pmstone.com	Mike Stone	Mike Stone	*
Chinook R44	FlyingClubR44.exe (payware)	Justflight.com	Just Flight	Just Flight	*
Rockwell TC 680FL	4_ga_aero_grand_commander_680FL.zip	avsim.com	Mike Cronin	Mike Cronin	*