



FTX AU AI Traffic

For Lockheed Martin Prepar3D®V5

USER GUIDE April 2021



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Welcome

We're pleased to be able to provide you with this latest release of FTX AU AI TRAFFIC specifically developed for P3D V5.

Aircraft models used in this package have been modified and compiled to work in Prepar3D V5 utilizing the new features introduced in that platform. All now utilize PBR textures, Dynamic Lighting, have takeoff flaps and many now have steering nose wheels. LUA script coding has been used to provide conditional effects such as cabin lighting etc.

Product requirements

This FTX AI Traffic addon is designed to work in **Lockheed Martin Prepar3D V5** only.

Some elements of the compile process makes these models unsuitable for FSX or P3D V4 or earlier and as such, it is recommended you do not install this package or copy aircraft files to those platforms.

Orbx scenery and airports are not required.

What will you miss out on if you don't have Orbx Scenery and Airports installed.

- Custom parking codes at major airports such as Melbourne, Brisbane, Queenstown etc.
- Parking provision at many airports not available with default scenery.
- Enhanced airports in the Australian and New Zealand regions with provision for AI traffic.
- The Orbx Central application, which is used to launch all of the Orbx tools and to manage traffic files via the Control Panel.

Please visit <https://orbxdirect.com> to purchase your copy of Orbx Regions and Airports if you haven't already done so.

Quick Installation Guide

Installing FTX AU AI Traffic for P3D V5 is all managed by our Orbx Central application. This app is responsible for many aspects in maintaining your FTX installation. Please visit the support forums to learn more.

Once you have added The FTX AU AI Traffic pack it will be added to your account and you can have Orbx Central download and install it for you. The appropriate scenery library entries will also be managed by Orbx Central.



FTX AU AI Traffic Control Panel

The AI Traffic Control Panel (CP) can be accessed from the main Orbx Central interface by clicking the Configure button.

The CP application will enable you to mix and match the four separate FTX AU AI Traffic files to suit your personal needs.

FTX AI AUSTRALIAN AND NEW ZEALAND AIRLINE TRAFFIC

- To select FTX AI Aust and NZ Airline Traffic in the sim, tick this box. This option will give you full coverage for all Australian and New Zealand based Airlines. If you have other AI packages installed, it is best to deselect these Airlines in the other packages as the FTX pack could be more complete and up to date.

FTX AI INTERNATIONAL AIRLINE TRAFFIC

- To select FTX AI International Airline Traffic in the sim, tick this box. This option will give you coverage for International Airlines operating in Australian and New Zealand skies. It is advisable to untick this option when using other AI packages as they would most likely already include many of the Airlines and flight plans included in the FTX pack.

FTX AI GA TRAFFIC

- To select FTX GA Traffic in the sim, tick this box. This option will give you most of the small, lesser known regional operators for Australia and New Zealand plus many small single and twin engine aircraft at most of the Australian and New Zealand airports. This option can remain selected at all times as it would be very unlikely for there to be any conflicts with aircraft or flight plans in any other AI packages

FTX AI MILITARY TRAFFIC

- A complete set of RAAF AI aircraft plus a small selection of RNZAF AI aircraft is included in this pack.. Flights are set to populate all the RAAF bases within Australia and some RNZAF bases within New Zealand as well as movements to a limited number of non-military airports in both countries. This option can remain selected if you do not have any other military AI packages installed such as those produced by MAIW. If you do have any MAIW packages installed, you can deselect those for Australia and New Zealand as this package is all inclusive.

P3D DEFAULT AI TRAFFIC

The P3D default AI Traffic file is disabled as part of the installation process for this product. If you choose to reactivate this Traffic file you can do so by going to your **Prepar3D/Scenery/World/scenery** folder and remove the **disabled-by-aitraffic-aunz-p3dv5** suffix from your **trafficAircraft.bgl**

While it is possible to have the P3D Default Traffic active at the same time as all of the FTX Traffic options, it is not recommended while flying in Australia or New Zealand as this will give you far too many aircraft for the sim to run efficiently.

Important Information About AI Behaviour

AI SPAWNING

When a session is commenced within P3D, all AI aircraft that are already in the air, start at the cruise altitude included in their relevant flight plan. While this is fine for aircraft still some way from their destination, it does result in peculiar AI activity if it is close to that destination. An aircraft at say 30,000ft and only 15kms from its destination will go into a steep dive to reach airport altitude in time to land. If it does not make it, it will generally overfly the airport and go around for a more conventional landing. Conversely, aircraft scheduled to depart in the 5 or 10 minutes prior to starting a session will all head for the runway together resulting in a possible traffic jam.

Both these situations settle down after about 10 or 15 minutes into a session after which time all AI aircraft should move in an orderly manner.

AEROBRIDGES

Exit settings have been included for aerobridge-capable aircraft in this pack. That will mean that when you are at a major airport with aerobridges they will attach to those aircraft while they are parked. While there is a minimum performance hit with one or two aerobridges moving into position at once, when you commence a new session, all aerobridges will attach together in the first few minutes. That will result in a significant performance hit during that time but will settle down once all are in place after a short period.

These exit settings have been done as accurately as possible however there is a level of inconsistency in how the aerobridges perform within P3D. We have had instances where an aerobridge fits perfectly to an aircraft at one gate, while the aerobridge at another gate at the same airport may fit incorrectly to that same aircraft.

Multiple exit settings have been included in larger AI aircraft and will enable SODE operated aerobridges to attach more than one aerobridge at a time. Default aerobridges will only attach one jetway at a time though. It should also be noted that aircraft painters sometimes place the doors at different points along the fuselage. This can result in aerobridges attaching to a point that misses the doorway. Unfortunately, there is little that can be done in these instances.

PARKING CODES

Parking codes have been included for all AI aircraft. This will mean that aircraft will be seen at their correct parking spots at all Orbx airports and any other airports where parking codes have been added to the APX. Parking codes have been added to many of the updated airports in Australia V2 plus New Zealand North and South Island packages. Parking codes are not included in P3D default airports so all parking will be random at those airports.

Proper airline call signs and flight numbers are also included in the aircraft config file and traffic file, so ATC chatter should always be in sync with your AI traffic movements. Some airline call signs, eg. Q Link, were forgotten by Lockheed Martin but many of these have been updated in an amended ATC sound file as detailed to on the following page.

Where will you see the FTX AI Traffic

FTX AU AI TRAFFIC covers the whole of the Australian continent and New Zealand, particularly where there are commercial airline schedules. This means all the major gateway airports such as YSSY, YMML, YBBN, YPPH, YPAD, YSCB, YMHB, NZAA, NZCH, NZWN and all regional capital cities will have full traffic enabled. You will also find AI traffic at many medium to small regional airfields serviced by carriers such as Rex, Skippers, Skytrans and other subsidiary airlines.

The flight plans included in this AI Traffic package have been compiled based on the various Airline flight schedules sourced from their particular web sites and are accurate and as up to date as they can be at the time this pack was prepared.

Small to Medium Aircraft

This traffic pack includes a large number of small to medium GA aircraft, single and twin engine Cessna's, Pipers, Beech's etc., with flight plans to provide lots of AI activity at the smaller airports. This pack will give you AI aircraft coverage at all Australian and New Zealand airports in P3D with APX parking plus the larger airports in New Zealand. GA traffic will also be seen at virtually every APX supported airport in Australia and New Zealand

Orbx Payware International Airports

All Orbx airports are specifically designed to run the FTX AU AI TRAFFIC pack. In particular, parking spots at YMML Melbourne, YBBN Brisbane, YSCB Canberra, YBGC Gold Coast, YBCS Cairns, YBAS Alice Springs and YBRM Broome airports have all been fully coded and sized to match the appropriate aircraft for each gate.

The Orbx/FlyTampa YSSY Sydney airport includes an optional APX which is customised to enable parking for AI aircraft included in this package. That customised APX is selectable in the YSSY Control Panel.

Future airports from Orbx and their partners will also have the appropriate parking codes added so even the small Cessna's and Beech's, etc. will park where they should.

Enhanced ATC Sound File

A modified ATC Sound file (**USEnglishBigOrbx.gvp**) has been installed into your **Prepar3D V5/Sound/ATC** folder. This file can be activated as an alternative to the default Sound file by removing the .OFF and adding .OFF to the default sound file, ie. **USEnglishBig.gvp.OFF**.

The modified Sound file includes many airport names and airline call signs not included in the default Sound file.

Using other AI traffic addons for P3D

We'll be honest with you – FTX AU AI TRAFFIC is designed mainly for users who have not yet invested in payware traffic packages (such as MyTrafficX) or downloaded and installed freeware packages (such as AIG or WOAD).

As such, we have focused our testing mainly on 'virgin' P3D installations which have default P3D traffic enabled only. To that end, we suggest that the best way to have other payware or freeware AI traffic for Australia co-exist with FTX AU AI TRAFFIC is to consult the documentation for those addons, or perhaps visit the Orbx support forums and discuss and share your solutions with fellow FTX AU AI TRAFFIC users.

The only area we feel there may be an initial conflict is if any other package has already renamed (or instructed you to rename) the default AI traffic Scenery\World\Scenery\trafficAircraft.bgl file. That will only cause a slight issue at installation time, but it's not a major showstopper.

That said, a few of our beta testers already have a mixture of WOAI + P3D AI TRAFFIC running with no apparent issues.

For Planespotters – Control Tower Mode

You will find two Control Towers have been added to your Aircraft Selection menu. These towers are just a rehash of the P3D Default Control Tower to make them selectable for any airport as you would with a regular aircraft. There are two towers, one set at about 20 metres and one at about 60 metres.

The selected tower will start at the chosen start position at the airport, usually the active runway. Once the P3D session has started, you will need to slew the tower to an appropriate location at the airport to observe the activities.

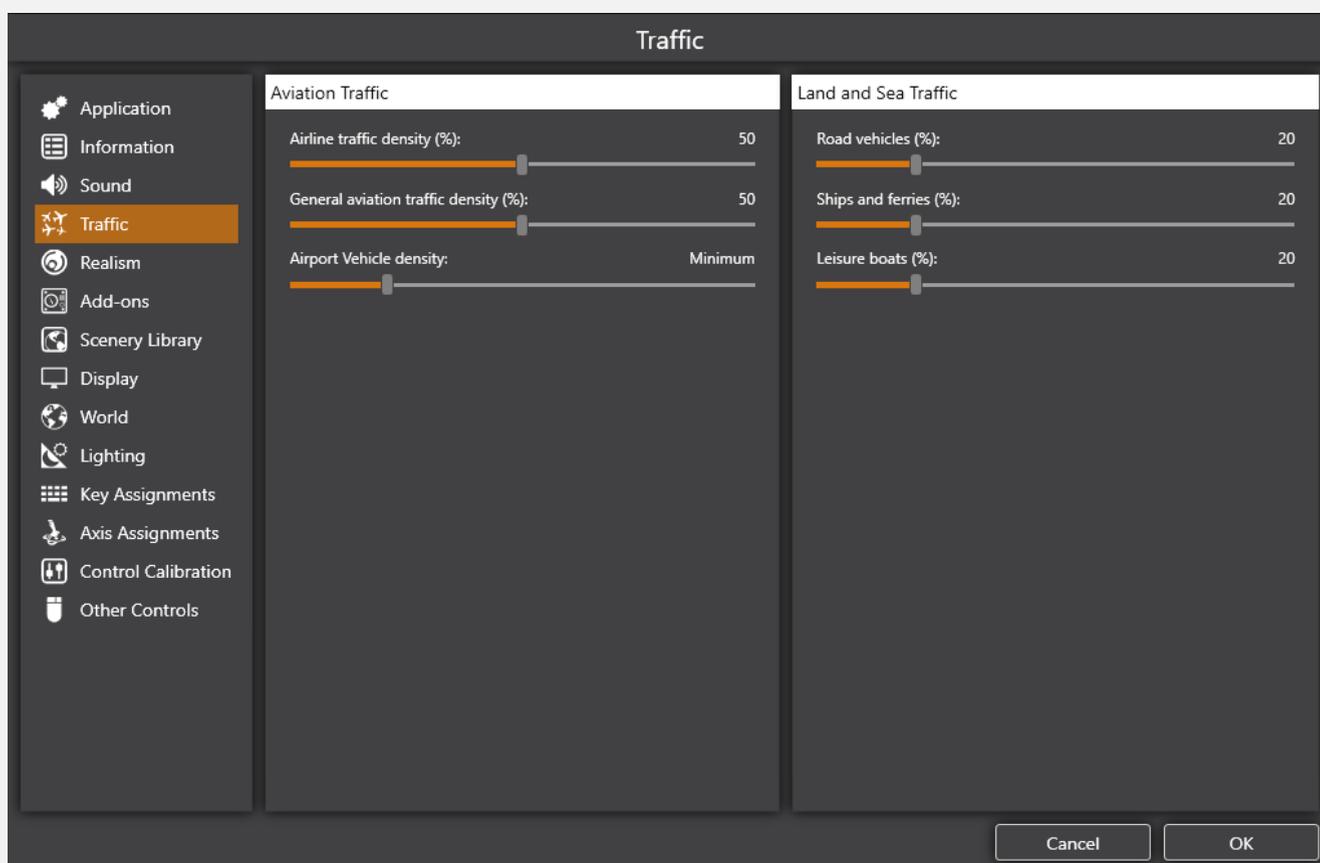
There are two views for each tower, virtual cockpit will give you an unobstructed view of the airport in all directions while the 2D view will give you the airport radar plus associated information boards. Various systems will generally have a different keyboard mapping, but for my system, hitting the 'A' key alternates between the two different views.

If you choose not to have the towers, they can be removed by deleting the two folders **Orbx_AU Control Tower – High Level** and **Orbx_AU Control Tower – Low Level** from your SimObjects\Airplanes folder.

Recommended P3DTraffic Settings

Now that you've perhaps enjoyed a few flights in Orbx with the AI Traffic pack installed, and want to tune the simulator for the best performance both for visuals and frame rates, we suggest a few settings as per the guide below.

Firstly, like default P3D, dragging all your sliders to the right even with today's modern hardware, will for most people result in very poor visuals and performance. FTX AU AI TRAFFIC will generally perform the same if not better than the default P3D AI Traffic.



Airline Traffic Density - Try setting this to 50% and see how it affects your FPS at say, YMML Melbourne or YBBN Brisbane, then move your sliders to the right until you find a sweet spot. The FTX AU AI TRAFFIC density is completely tuned to the sliders.

General Aviation Traffic Density – With the larger airports, it may be best to have this slider at about 50%. As with the Airline traffic slider, you should move this slider to the right until you find the best setting for your personal P3D enjoyment. Don't be afraid to increase this to 100% for some of the smaller, less taxing airports. The extra traffic will certainly enhance your simming experience.

Airport vehicle density – The amount of airport vehicles which you will see is directly tied to the amount of aircraft on the apron at any given time. So in other words, if you have Airline Traffic set to 50% and then Airport Vehicles set to medium, you'll get a reasonably busy airport environment. If you like manic airside activity, then by all means drag this to the right if your PC can handle it.

Road Vehicles – If you have FTX installed, keep this to 20% for optimum FPS. Anything higher will adversely affect your performance, unless of course you prefer denser traffic for videos or screenshots.

Uninstalling FTX AU AI TRAFFIC

To uninstall the FTX AU AI Traffic pack it is recommended you do this via Orbx Central.

If you prefer to uninstall manually, there are four steps involved:

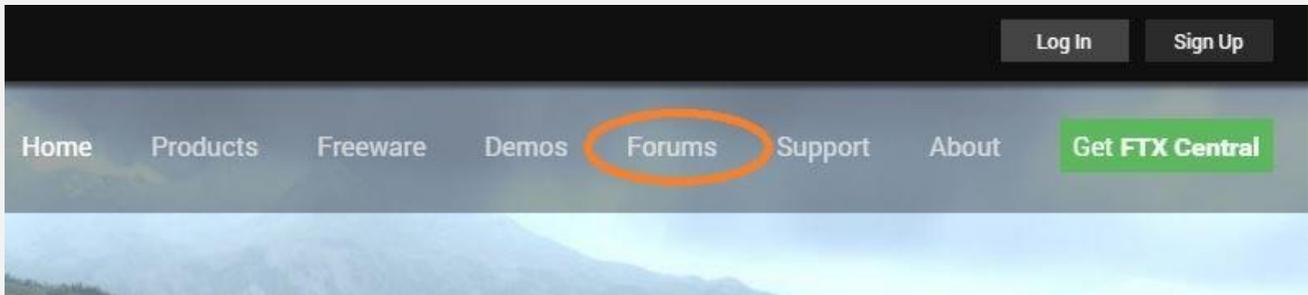
1. (Optional) Remove the suffix **.disabled-by-aitraffic-aunz-p3dv5** from the default P3D Default Traffic file if you wish to revert to the default AI.
2. Delete all the Aircraft folders titled FTX AU xxxxxxxx from your SimObjects\Airplanes folder.
3. Delete the files **Traffic_FTX International Airlines.bgl**, **Traffic_FTX Aust-NZ Airlines V5.bgl**, **Traffic_FTX GA Traffic P3D V5.bgl**, and **Traffic_FTX RAAF.bgl**, from your Scenery\World\Scenery folder.
4. Delete the file **Orbx_cpl_ftxauiP3DV5.xml** from your Orbx\Scripts folder



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Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions this AI Traffic pack or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the Orbx Freeware Support Forum section. Orbx experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the “Forums” button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it’s the only way in which you can receive support for this product. Provided you adhere to the forum terms of use and have a legitimate copy of the FTX AU AI Traffic pack, you will always be offered our support as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum’s built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we’d like to see provided for each request you log:

- A separate post on the Orbx support forums for each issue (don’t tag new issue reports onto existing threads).
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any “show stopper” bugs will be given top priority though.

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums, with over 99,000 members as of January 2021. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the "Forums" menu item.

You don't need a user account to view other people's posts and information posted by Orbx staff, but if you'd like to join in on the discussion there, simply create an account. It's instant and no validation email is required. We like to keep things simple☺.

We hope to see you there soon!

Thanks for reading!

You've stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!



The FTX AU AI TRAFFIC Team

Lead Developer

- **Graham Eccleston:** Traffic schedules, aircraft repaints, file compilation, CP applications coding, V5 model updates and user manual updates.

Additional Orbx Developers

- **Ed Correia:** Installer
- **Ben McClintock:** Orbx Central and website

Further Acknowledgements

We would like to particularly thank **Mal Walker** who had the vision to add AI traffic to the Orbx world and who created the initial FTX AU AI TRAFFIC packs.

Special thanks also to **Don Grovestine** whose great flight planning tool, **AI Flight Planner** has been used extensively in the preparation of the traffic files for this package.

Thank you as well to **Marcel Verheydt (MaVe Creations)** whose AI traffic sounds have been used extensively in this traffic pack.

Particular thanks to **Henry Tomkiewicz** for allowing us to use his payware Single Engine Cessna aircraft models in this traffic pack.

I would also like to thank the small team of dedicated enthusiasts **Gavin Cole, Tony Rodriguez, Jay Savelli** and **Antonio Valcarce** for their work in updating the FS9 AI models to P3D V5 standard.

Individual Developer Credits

The following pages list the credits for the very talented authors of the AI aircraft models and repaints. Without their tireless work this freeware package would never have been possible.

Orbx gratefully acknowledges the kind permission granted by all these authors to allow their work to be included in this freeware pack.

The copyright of each individual author's work is acknowledged and respected in all instances.

NOTE TO CONTRIBUTORS: If Orbx has omitted to list your name as a credit for a model, repaint or flight plan, it is not by deliberate omission and we will rectify the documentation in an updated release if you notify us of the error or omission to info@obxsystems.com

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FSPainter

Airline Parking Codes

AUSTRALIAN AIRLINES

AEROPELICAN AIR SERVICES	PEL
AIR FRASER ISLAND	AFI
AIR NOSTALGIA	ANOS
AIRCruising AUSTRALIA	ACR
AIRLINES OF TASMANIA	ATM
AIRNORTH	ANO
ALLIANCE AIRLINES	QQA
ASIAN AIR EXPRESS/DHL	DHL
COBHAM AVIATION FREIGHT	XME
AUSTRALIAN INDIAN OCEAN TERRITORIES AIRLINES	MAS
AVIATION AUSTRALIA	AVOZ
BRINDABELLA AIRLINES	BRI
BROOME AIR SERVICES	BAS
BROOME AVIATION	BRM
CAPE YORK AIR	CYA
EASTERN	EAQ
GOLDEN EAGLE AIRLINES	GEAV
HARDY AVIATION	HDY
HEAVYLIFT CARGO	HVY
HINTERLAND AVIATION	HINT
INDOJET ASIA	OZJ
INLAND PACIFIC AIRLINES	IPA
JETCRAFT	JCC
JETSTAR DOMESTIC	JST
JETSTAR INTERNATIONAL	JSA
KING ISLAND AIRLINES	KIA
LADY ELLIOTT ISLAND	SEA
MAROOMBA AIRLINES	MAR
NATIONAL JET SYSTEMS	NJS
NETWORK AVIATION	NET
NORFOLK AIR	RON
NORTHWEST REGIONAL AIRKINES	NRA
PACIFIC AIR EXPRESS CARGO	PAEC
PACIFIC AVIATION	PCV
PEARL AVIATION	PAS
PELAIR	JTE
QANTAS AIRWAYS DOMESTIC	QFAX
QANTAS AIRWAYS INTERNATIONAL	QFA
QANTASLINK	QFAZ
QANTAS STARTRACK	XME
REGIONAL EXPRESS AIRLINES	RXA
REGIONAL PACIFIC AIRLINES	QT1
ROSSAIR	ROS
ROYAL FLYING DOCTOR SERVICE	RFD
SEAIR	SEA

SHARP AIRLINES
SKIPPERS AVIAION
SKYTRANS AIRLINES
SKYWEST AIRLINES
SUNSTATE
SURVEILLANCE AUSTRALIA
TASAIR
TIGER AIRWAYS AUSTRALIA
TNT
TOLL HOLDINGS
V AUSTRALIA AIRLINES
VEE H AVIATION
VINCENT AVIATION AUSTRALIA
VIRGIN AUSTRALIA AIRLINES

SAO
SKP
SKY
OZW
SSQ
CW
TAS
TGW
NTR
JTE
VAU
VEE
VAL
VOZ

NEW ZEALAND AIRLINES

AIR CHATHAMS
AIRFREIGHT N.Z.
AIRWORK HOLDINGS
AIR NATIONAL
AIR NELSON
AIR NEW ZEALAND DOMESTIC
AIR NEW ZEALAND INTERNATIONAL
EAGLE AIRWAYS
JETSTAR AIRWAYS
LIFE FLIGHT N.Z.
MOUNT COOK AIRLINES
NEW ZEALAND POST
JETCONNECT
SOUNDS AIR
VINCENT AVIATION

CVA
AFN
AWK
NTL
RLK
ANZX
ANZ
EAG
JST
LFT
NZM
PST
QNZ
SDA
VAL

OCEANIA AIRLINES

AIR CALEDONIE
AIRCALIN
AIR NIUGINI
AIR TAHITI NUI
AIR VANUATU
AIRLINES PNG
FIJI AIRLINES
NORFOLK AIR
SOLOMONS AIR

TPC
ACI
ANG
ATN
AVN
TOK
FJI
RON
SOL

INTERNATIONAL AIRLINES

AIR ASIA X	XAX
AIR CANADA	ACA
AIR CHINA	CCA
AIR INDIA	AIC
AIR MAURITIUS	MAU
ALL NIPPON AIRWAYS	ANA
AMERICAN AIRLINES	AAL
ASIANA AIRLINES	AAR
BRITISH AIRWAYS	BAW
CATHAY PACIFIC	CPA
CEBU PACIFIC	CEB
CHINA AIRLINES	CAL
CHINA EASTERN AIRLINES	CES
CHINA SOUTHERN AIRLINES	CSN
DELTA AIR LINES	DAL
EMIRATES AIRLINES	UAE
ETIHAD AIRWAYS	ETD
EVA AIR	EVA
GARUDA INDONESIA	GIA
INDONESIA AIR ASIA	AWQ
HAWAIIAN AIRLINES	HAL
JAPAN AIRLINES	JAL
JETSTAR AIRWAYS ASIA	JSA
KOREAN AIR	KAL
LATAM AIRLINES	LAN
MALAYSIA AIRLINES	MAS
MALINDO AIR	MXD
PHILIPPINE AIRLINES	PAL
QATAR AIRWAYS	QTR
ROYAL BRUNEI	RBA
SCOOT AIRLINES	SCO
SHANGHAI AIRLINES	CES
SICHUAN AIRLINES	CSC
SILK AIR	SLK
SINGAPORE AIRLINES	SIA
SOUTH AFRICAN AIRWAYS	SAA
THAI AIRWAYS	THA
TIGER AIRWAYS ASIA	TGWA
UNITED AIRLINES	UAL
VIETNAM AIRLINES	HVN
VIRGIN ATLANTIC	VIR
XAIMEN AIRLINES	CXA

INTERNATIONAL CARGO AIRLINES

ATLAS AIR CARGO
CARGOLUX
CATHAY PACIFIC CARGO
FEDEX EXPRESS
KOREAN AIR CARGO
MASKARGO
POLAR AIR
SINGAPORE AIRLINES CARGO
UNITED PARCEL SERVICE

GTI
CLX
CPAC
FDX
KALC
MASC
PAC
SQC
UPS

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