

FTX NA GA AI Traffic

For Lockheed Martin Prepar3D®V4

USER GUIDE MARCH 2018



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Welcome

We're pleased to be able to provide you with this latest release of FTX NA GA AI TRAFFIC specifically developed for P3D V4.

Aircraft models used in this package have been modified and compiled to work in Prepar3D V4 utilizing the new features introduced in that platform. All now utilize 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 v4** only.

Some elements of the compile process makes these models unsuitable for FSX or P3D V3 or earlier and as such, it is recommended you do not install this package or copy aircraft files to those platforms.

Orbx FTX scenery and airports are not required.

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

- Custom parking codes at some of the larger FTX airports
- Parking provision at many airports not available with default scenery.
- The FTX 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 FTX NA Regions and Airports if you haven't already done so.

Quick Installation Guide

Installing FTX NA GA AI Traffic for P3D V4 is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have added The FTX NA GA AI Traffic pack it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central. You may also manually download the Traffic Pack and then have FTX Central manage the installation for you once downloaded.

Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.

Deactivate AI Traffic at Existing Orbx FTX Airports

Many FTX Airports released prior to 2013 have included a Traffic file to provide a few Cessnas or Beechs etc. as AI traffic using the P3D default aircraft. The FTX NA GA AI TRAFFIC pack now incorporates those traffic files using much more efficient P3D V4 AI specific aircraft models.

The installation process for this pack automatically deactivated any of those traffic files for FTX airports on your system. It is recommended you leave these AI Traffic files deactivated as to add them back in will just result in duplicated AI flights and overcrowded airports, not to mention the inevitable drain on system performance

The traffic files/flight plans included in this package will provide reasonable GA AI traffic coverage for FTX regions and airports released prior to 2013. At the time of original release, this included most of the Orbx payware and freeware airports within the PNW region of North America.

FTX NA Regions and airports released from 2013 on will include flight plans linked to the AI aircraft in this package. That will enable the GA AI coverage to grow as you add more Regions and NA airports to your P3D V4.

This AI traffic pack includes a large number of small to medium single and twin engine propeller aircraft as well as small and large business jet aircraft which have been compiled specifically for P3D V4. These aircraft will be installed into your SimObjects/Airplanes folder. You may move these AI aircraft folders to another folder within your P3D install provided it is a current active aircraft folder within your main SimObjects folder.

FTX NA GA AI Traffic Control Panel

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

The CP application will enable the default P3D global AI to be turned on or off as well as the three separate FTX NA GA AI TRAFFIC files.

P3D DEFAULT AI TRAFFIC

To select global P3D default AI in the sim, tick this box. This option is best used when flying outside the NA regions with no other AI traffic pack installed.

NA GENERAL AVIATION AI TRAFFIC

NA General Aviation AI Traffic panel will give you three options to choose from. General aviation AI traffic using abbreviated call signs, general aviation AI traffic using full tail numbers for call signs or a third option to turn your FTX NA GA AI traffic off altogether,

Unfortunately, FSX and P3D will only allow one call sign per aircraft so we cannot fully emulate the real world where full tail numbers are used for initial ATC contact and abbreviated ones thereafter.

These options allow the simmer to choose the communication method most suited to him or her.

NA LARGE BUSINESS JET AI TRAFFIC

The Large Business Jet AI Traffic panel is provided for those of you who prefer to use one of the more extensive Global packages for your Bombardier and Jetstream traffic. As with the smaller GA traffic, there are three options to choose from. Large business jet AI traffic using abbreviated call signs, Large business jet AI traffic using full tail numbers for call signs or a third option to turn your FTX NA Large Business Jet AI traffic off altogether,

While it is possible to select the P3D Default Traffic at the same time as all of the FTXTraffic options, it is not recommended as this will give you far too many aircraft for the sim to run efficiently.

The AI flight plans included in this package have been compiled to provide movement within the flight sim and are not meant to reflect real world schedules or actual flight activity in any way.

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 25,000ft 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.

Parking Codes

Parking codes are currently not included for AI aircraft in many of the FTX airports. This will mean that aircraft may not park where they should and some abnormal parking situations may occur. Parking codes are not included for P3D default airports so all parking will be random at those ones.

Using Other AI Traffic Addons For P3D

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

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 North America co-exist with FTX NA GA 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 NA GA AI TRAFFIC users.

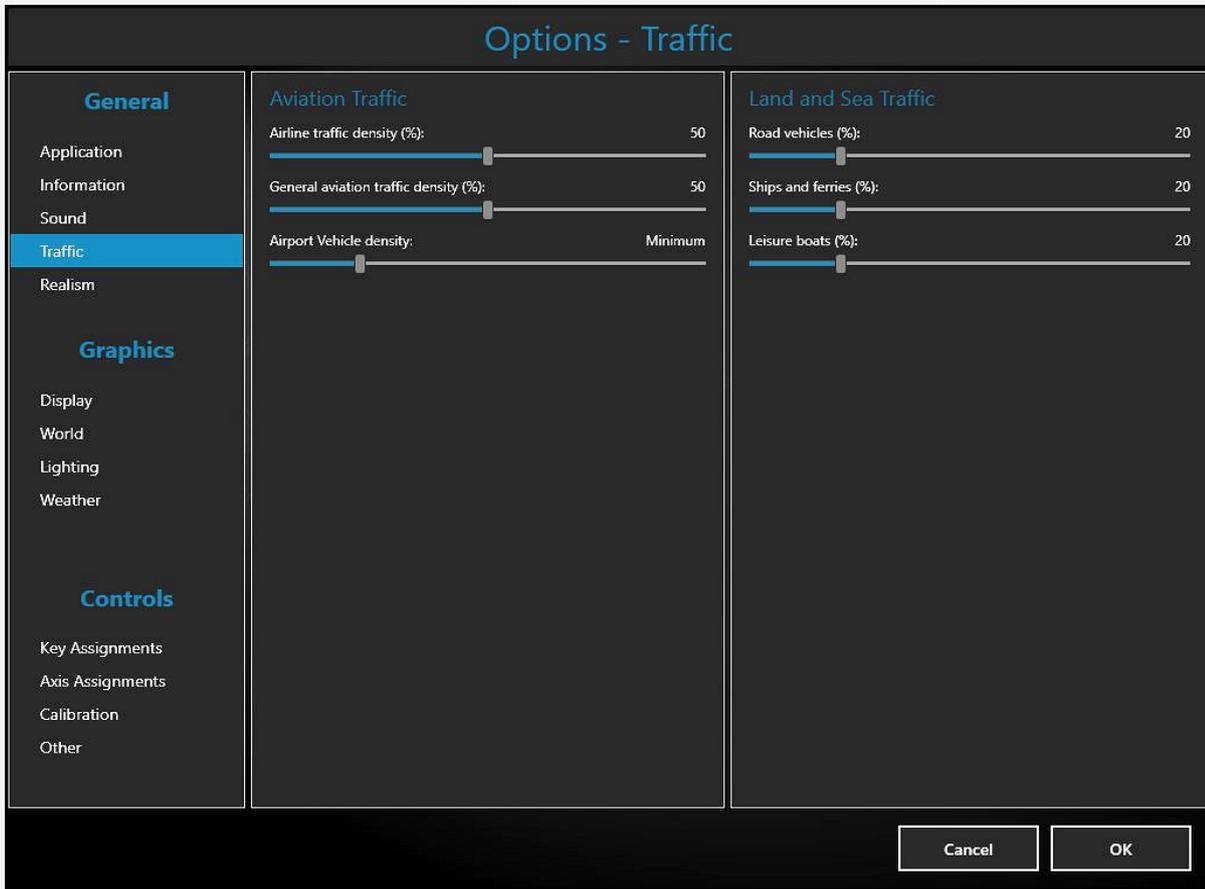
The only area we feel there may be an initial conflict is if any other package has already renamed (or instructed you to rename) the default AI traffic Scenery\World\Scenery\trafficAircraft.bgl file. That will only cause a slight issue at installation time, but it's not a major showstopper.

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

Recommended P3D Traffic Settings

Now that you've perhaps enjoyed a few flights in FTX 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 NA 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, KLAX Los Angeles or JFK New York, then move your sliders to the right until you find a sweet spot. The FTX NA 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 NA GA AI TRAFFIC

Uninstalling FTX NA GA AI TRAFFIC

To completely uninstall the FTX AI, there are four manual steps involved:

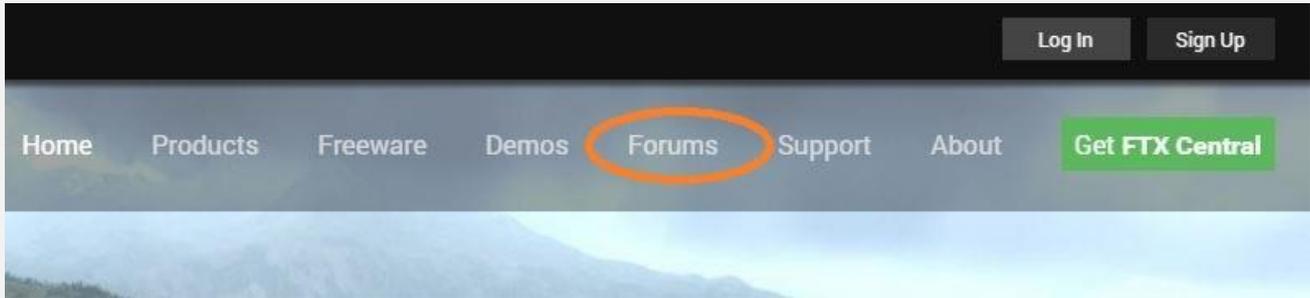
1. (Optional) Run the FTX NA GA AI Control panel and activate the P3D Default Traffic if you wish to revert to the default AI
2. Delete all the Aircraft folders titled FTX NA xxxxxxxx from your SimObjects\Airplanes folder.
3. Delete the three files commencing **Traffic_FTX NA GA Traffic xxxxxxx.bgl**, and the three files commencing **Traffic_FTX NA Large Business Jets xxxxxx.bgl** from your Scenery\World\Scenery folder.
4. Delete the file **orbx_cpl_ftxnaaiP3DV4.xml** from your ORBX\Scripts folder



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 fullterrain.com and

then log a support question in the FTX Freeware Support Forum section. Orbx FTX 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 fullterrain.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 NA 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 FTX 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.

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 71,000 members as of July 2017. To visit the forums, just point your web browser to fullterrain.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 Orbx FTX NA GA AI TRAFFIC Team

Lead Developer

- **Graham Eccleston:** Traffic schedules, aircraft repaints, file compilation, CP applications coding, V4 model updates and user manual updates.

Additional Orbx Developers

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

Further Acknowledgements

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.

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 V4 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.

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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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