A tutorial for
Just Flight's Traffic X
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Introduction

This section will cover the menu that allows you to add new aircraft and edit existing aircraft or paint schemes.

The Traffic Control Centre tool contains the majority of the tools required to make changes to Traffic X. In this tutorial we will cover the ‘Fleet Database’. It provides us with a comprehensive tool set that will allow us to add new aircraft to the Traffic Control Centre and edit the information held on an existing aircraft or paint scheme.

To access the Fleet Database menu, follow these simple steps:

1. Press Start
2. Select All Programs
3. Select Just Flight
4. Select Traffic X
5. Select Traffic Control Centre
6. The Traffic Control Centre menu should appear, select Fleet Database

The Traffic Control Centre tool can also be run directly from the Traffic X folder within the Flight Simulator X directory.
**Fleet Database menu**

The fleet database menu has a very simple lay-out:

1.) The **Aircraft Type** drop-down list contains the names of all of the aircraft available to you. Due to the vast number of aircraft included in Traffic X, the list is very long! To locate an aircraft more quickly you can simply enter its name. The aircraft will then be highlighted in the list.

2.) These data fields allow you to review and customise the current information for every AI aircraft:

- **Cruise Speed** = The speed (in knots) that the AI aircraft will cruise at
- **Min Altitude** = The minimum flight level at which the AI aircraft will be able to cruise
- **Max Altitude** = The maximum flight level at which the AI aircraft will be able to cruise
- **Min Range** = This is the minimum distance (in nautical miles) that the aircraft is able to fly
- **Max Range** = This is the maximum distance (in nautical miles) that the aircraft is able to fly
- **Min Runway Length** = This is the minimum runway length (in feet) required by the aircraft
- **Runway Types** = The runway types that the aircraft can use (Hard, Soft, Water or Snow)
- **Parking Radius** = The minimum radius (in metres) of the parking spaces that the aircraft can use
- **Parking Types** = The types of parking space that the aircraft can use (Ramp, Gate, Cargo, Dock, Military Cargo and Military Combat)
- **IFR %** = This percentage value indicates the probability of the aircraft flying under instrument flying rules. This value is used by the Traffic Control Centre for random traffic generation
There are two boxes for every field, Default and Custom (except for Runway Types and Parking Types). In the default field are the values automatically calculated by the Traffic Control Centre. You can enter your own values, which will override the default values, by entering them into the custom fields.

3.) This button resets all of the fields to their default values

4.) This button adds any newly installed aircraft into the Traffic Control Centre so that they can be edited via this menu and used in flight plans.

5.) Pressing this button will switch you over to the Paint Scheme side of the screen, allowing you to edit the details of each available paint scheme. You can then press the button again to switch back to the Aircraft Type side of the screen.

6.) Clicking on Discard and Exit will return you to the Traffic Control Centre without saving any of the changes that you have made to the Fleet Database

7.) Clicking on Apply and Exit will return you to the Traffic Control Centre, saving all of the changes that you have made to the Fleet Database

8.) Using this drop-down list, you can select any of the paint schemes available in the Traffic Control Centre

9.) All of the information for the selected paint scheme will appear in this area. Most of the information is un-editable as the Traffic Control Centre does not edit the aircraft files, which is where this information is being read from. There are three fields that can be edited:

   Valid from and Valid to = These fields allow you to enter the period that the aircraft variants were in service. This information is then used by ChronoTraffic to filter the aircraft shown in Flight Simulator. More information on the ChronoTraffic function of the Traffic Control Centre will be given in a later tutorial.

The example shown in this image is Concorde; it was first flown commercially in 1975 and was retired from service in 2003.

Airline / Carrier = This drop-down list allows you to select the airline or carrier that the paint scheme is assigned to. For example a British Airways A320 will be assigned to British Airways and an easy Jet A319 to easy Jet.
Adding new aircraft

This tutorial will provide you with step-by-step instructions on how to import new aircraft into the Traffic Control Centre. We will use the 737 Pilot in Command aircraft for this example but you can easily substitute another aircraft in its place due to the simplicity of the process.

Importing new aircraft into the Traffic Control Centre is incredibly simple thanks to the automated system available to you.

Please open the Fleet Database menu using the instructions found on page one of this tutorial.

1.) Currently if you click on the Aircraft Type drop-down list, you should see all of the Traffic X aircraft. These range from the Aerospatiale BAC Concorde to the Vickers VC-10.

2.) To allow new aircraft to be selectable from this list, simply click on the Update Aircraft from CFGs button in the bottom left of the Fleet Database menu. This button will scan your aircraft folders within Flight Simulator X and add any new aircraft it finds.

3.) You should see a green bar appear. The green bar indicates the progress made so far. If you have a very large number of new aircraft installed this process may take a minute or two, but usually it will finish in well under 30 seconds.
4.) Once the green progress bar disappears, you can check the **Aircraft Type** drop-down list to verify that the new aircraft have been installed. As you can see in this image, it has imported the 737 Pilot in Command aircraft successfully.

![Image of Aircraft Type drop-down list]

5.) The **Aircraft Type** drop-down list only shows each model of aircraft and not the variations. To check that all of your aircraft variations have been loaded into the TCC, you will need to use the **Paint Scheme** drop-down list.

6.) Firstly you need to switch over to the **Paint Scheme** half of the Fleet Database menu. To do this, press the **Edit Paint Scheme** button in the bottom centre of the screen. The **Paint Scheme** portion of the menu should now be active.

7.) Click on the **Paint Scheme** drop-down list to display all of the available variants.

![Image of Paint Scheme drop-down list]
8.) You should see every paint scheme. The image below shows a selection of the 737 Pilot in Command liveries have been successfully imported into the TCC.

And that’s it; you’ve now successfully imported an aircraft into the Traffic Control Centre! Proceed to the next section to learn how to use your new aircraft.

Creating a flight using new aircraft

In this section we will explain how to use the new aircraft you have imported into the Traffic Control Centre.

We will create a basic IFR flight from Las Vegas to Los Angeles using a Southwest Airlines Boeing 737-300 from the 737 Pilot in Command series. However, as in the previous section, you can substitute the aircraft for one that you have imported.

1) The first thing that we need to do is open up the Flight Plans menu. You can access this menu by clicking on the Flight Plans button found in the Traffic Control Centre.

2) We want to create a new IFR flight plan for Southwest Airlines, so select Southwest Airlines SWA from the Airline/Carrier drop-down list.

3) Right click on any of the flight plans that appear in the flight plan list and choose Add new from the menu that appears.

4) The first thing that we need to do is choose the aircraft that we wish to use for this flight plan. We have two drop-down lists which we can use in order to select our aircraft. The first is called Aircraft Type and the second Aircraft. Aircraft Type allows us to choose a particular aircraft model, e.g. the Cessna 152. One of the Cessna 152 variants will then be chosen at random for use in the flight plan. Aircraft allows us to be more specific with our selection. Rather than selecting just the aircraft model, we can choose a particular variant/livery. As we want to create a Southwest Airlines flight plan in this tutorial, we will
use the Aircraft drop-down list. Choose Boeing - Just Flight/Feel There/Wilco 737-300 Southwest Airlines (that was a mouthful) from the Aircraft drop-down list

5) Type your choice of aircraft registration into the Registration box. I have used N671SW in this example

6) Type your choice of flight number into the Flight Number box. I have used 123 in this example

7) As we are creating a basic IFR flight, choose IFR from the Flight Rules drop-down list

IFR = Instrument Flight Rules. A flight during which the flight crew will navigate using information from the cockpit instruments. Most commercial flights will be conducted using instrument flight rules

8) Select daily from the Flight Plan repeats drop-down list

Daily – The flight will operate every day of the week
Weekly – The flight will operate on a particular day of the week (e.g. every Monday)

We will not be using the valid from/to boxes during this tutorial, but these are explained in depth in the ChronoTraffic section of the Traffic X tutorials
9) Right click on legs window and choose **Insert before**. This will allow us to create the first leg of the flight plan. Type the airport code for the airfield your IFR flight will be departing from. In this tutorial we will be using Las Vegas' McCarran Intl, with the airport code KLAS. Opening up the drop-down box will show the airport list and highlight McCarran Intl. Click on the airport. It should be automatically entered into the **Airport Selector** box.

10) Click on the **Departure** box. The airport chosen in the **Airport Selector** box will be automatically entered into the **Departure** box.
11) Using the same method, open up the **Airport Selector** and select our destination, Los Angeles (with a code of KLAX) and copy it into the **Destination** box

![Airport Selector](image)

12) We are now going to select the departure time for the flight. We want the flight to depart at 1pm but there is a specific format in which we need to enter it. Click in the time box and type **1300**. You need to press the Enter/Return key on your keyboard to confirm your choice.

Other examples of time: 2pm = 1400  11pm= 2300  5am= 0500

13) Finally, type the flight number 123 into the **Flight Nr** box. You can now click on **Apply** and **Exit** to save the leg.

![Flight Details](image)
14) You will be taken back to Flight Plan overview screen. The leg you have created should appear in the leg list. Also notice how the time zones at both the departure and destination airports have been filled in, as well as the distance that the route covers. The time zone is shown relative to GMT. In this example our departure airport and our destination are on GMT -8.

15) As you can see, the text is in red. This is alerting you to a problem with the flight plan. However you do not need to worry, move your cursor over the leg and a tip box will appear explaining what the problem is: "**Leg Errors: The leg does not end at the first departure airport in the list**". In Flight Simulator, an aircraft can visit as many different airports as it likes in a flight plan but it must always end where it began. So all this error is telling us is that our aircraft is currently going from A-B and not A-B-A. We will now add another leg to return the aircraft to Las Vegas.

16) Right click on the leg in the leg list. Several options will appear, choose **Insert after** to create a leg after the one we have already created.

17) A leg data menu will reappear, allowing us to decide whether the flight will return to Las Vegas or proceed to a new destination. It should have automatically loaded Los Angeles into the **Departure** box and Las Vegas into the **Destination** box. As we are only creating a simple flight plan that is correct and we can move on to decide on a departure time.

18) To give the crew time to disembark the outbound passengers and get the return leg passengers on board, we will change the departure time to **15:00**. Refer to step 10 if you have forgotten how.

19) Finally, enter 124 into the **Flight Nr** box and choose **Apply and Exit** to save the changes and return to the Flight Plan page.
20) The return leg should have appeared underneath the outbound leg as shown in this image. Also note that the red text has gone, indicating that the flight plan is now free of errors.

21) Choose **Apply and Exit** to save your flight plan.

22) You should be taken back to the Flight Plan overview page. The flight plan you have just created will appear at the bottom of the list.

23) Press the **Save Changes** button to add your new flight plan to the Southwest Airlines flight plan list.

Congratulations, you have used an imported aircraft to create a basic IFR flight plan.
Editing aircraft information

In this section we will look at how you can go about editing the Fleet Database data for a particular aircraft. We will carry out some of the most common alterations, using the Beechcraft Duchess aircraft from the Just Flight Flying Club range. You can easily substitute another aircraft in its place due to the simplicity of the process.

Please open the Fleet Database menu using the instructions found on page one of this tutorial.

1.) Firstly we need to select the aircraft that we wish to edit. Click on the Aircraft Type drop-down list and choose Beechcraft Beech Duchess BE76.

2.) The first alteration we are going to make is to decrease the probability of this aircraft using IFR (instrument flight rules). We will do this by entering 25 into the IFR % custom field. You should see that default field has turned grey and is no longer active. This is because the Traffic Control Centre is now using the data we entered into the custom field.
3.) Now we will tell the Traffic Control Centre that the Duchess is capable of landing on a runway made of snow. We do this by simply ticking the SNOW box under the title of Runway Types.

4.) The next alteration we will make is to reduce the runway length required by the Duchess. To do this, enter the new runway length into the min Runway Length custom field. In this example I have reduced it from 1305 feet to 1000 feet. As we saw when we altered the IFR % field, the default field has turned grey signaling that the custom field is in use.

5.) So that the Duchess can carry out very short hops between airfields, we will lower the minimum range from 64 nautical miles to 1. You can make this alteration in the same way as you did the minimum runway length.

6.) The last change that we will make is to the minimum altitude. Change it from the default flight level of 40 (4000ft) to 20 (2000ft) by typing 20 into the custom field.

7.) Click on Apply and Exit to save the changes you have made.
Editing paint scheme information

In this section we will edit the paint scheme information of existing aircraft.

Please open the Fleet Database menu using the instructions found on page one of this tutorial.

**Changing ‘valid from’ and ‘valid to’**

In this example we will bring Concorde back into active service

1.) Upon opening the Fleet Database menu, the **Aircraft Type** portion of the screen will be active. No changes can be made to the **Paint Scheme** until you switch to the **Edit Paint Scheme** mode. To do this press the **Edit Paint Scheme** button.

2.) Now that the **Paint Scheme** section has become active, choose **Aerospatiale BAC Concorde British Airways 2** from the drop-down list.
3.) The paint scheme information will now be filled in. The information includes manufacturer, type, paint scheme and the aircraft’s role (commercial airliner in this example)

4.) To bring the Concorde back into active service we need to remove the Valid to year. To do this, simply click once within the valid to box and use your backspace key to delete 2003. The British Airways Concorde is now out of retirement!

5.) Click on Apply and Exit to save the changes you have made

For more examples and a full explanation of what functions the valid from and valid to dates have, please refer to the ChronoTraffic tutorial
Changing ‘Airline/Carrier’

In this example we will assign a newly imported aircraft (a Bell Jet Ranger from the Rescue Pilot package) to be part of the German VFR traffic carrier

1.) Using the same methods as in the previous section, select Bell 206B JetRanger German Police (fictional) from the Paint Scheme drop-down list

2.) Open the Airline/Carrier drop-down list to reveal all of the airlines or carriers that the aircraft can be assigned to

3.) Select VFR traffic Germany

4.) Click on Apply and Exit to save the changes you have made

It’s as simple as that!