

## **CYQQ (2010) - VERSION HISTORY**

**2.06** (November 2017) – installer to better handle custom lighting under P3D Versions 3 and 4.

**2.06** (August 2017) – Updated for Prepar 3D compatibility

**2.04** (July 2014) – Enhance installer to avoid duplication of AI titles

**2.03** (June 2014) - General Re-Release replacing 1.2, including P3D v2 compatibility and custom airfield lighting (FS9 and FSX only)

### **1.2.1**

- FS9 apron night illumination texture (which was showing as a white rectangle) updated
- Runway 12/30 designators were reversed. Fixed
- Runway 18/36 start positions were reversed. Fixed
- Runway 12/30 localizer heading corrected

### **1.2**

- All ground illumination planes re-compiled to prevent crashes while taxiing
- IFR approach data added
- Civilian aircraft AI no longer taxi on military aprons
- Troublesome (in FSX) museum vintage AI fixed
- Two sets of textures provided - one with mip-maps, the other without

### **1.1**

- Corrects a potentially serious problem in the installer
- Corrects a problem that prevented FS9 from running during dawn or dusk

**1.0** (June 2010) - Initial general release