

CYQQ (2010)

for FS9, FSX and P3D

(CYQQ version 2.xx)

USER MANUAL

**An Add-On Covering CFB Comox and Comox Valley AirTerminal near Comox,
British Columbia, Canada Airport and Surrounding Area as it Appeared in Late
2010.**

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1. INTRODUCTION

CYQQ (2010) is a Microsoft® Flight Simulators (“MSFS”) FS9 and FSX and Lockheed Martin's Prepar3D scenery add-on that portrays Canadian Forces Base Comox (Vancouver Island, British Columbia, Canada) (CYQQ), the Comox Valley Air Terminal and surrounding area. CYQQ (2010) is compatible with all current versions of Flight Simulator and Prepar 3D

While CYQQ (2010) has been updated for Prepar3D Version 4, please note that Prepar3D v2 does not support certain legacy technologies and does not offer replacement technology. So features that use this legacy technology, in particular, the custom approach and airfield lighting is not available when CYQQ (2010) is used with P3D v2. Similarly, you will not see any of the earth-covered armament bunkers and associated buildings.

Features - CYQQ features:

- accurate placement of all buildings, runways and taxiways, and realistic taxiway and apron markings based on high-resolution aerial photos and actual airport drawings:
- accurate taxiway and apron signage,
- custom airfield lighting that places every runway, taxiway and approach light in its actual location, including approach lights mounted on towers,
- drive-through parking for AI,
- buildings and most other objects designed "from scratch" using GMax and "painted" with very efficient hand-drawn textures to represent their real-world counterparts as closely as reasonably possible (Many building details down to a size of less than 10 cm. (4") are modeled. Every significant structure on the airfield is included.)
- realistic apron illumination and illumination of other flood-lit areas for night-fliers,
- low-FPS-impact, multi-LOD, ground-hugging perimeter fencing (8' high chain link with bent top, and
- a selection of static aircraft (including all those in the museum display field in 2010) and variety of military AI aircraft typical of the base.

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

- ORBX FTX NA Blue USA Canada Pacific Northwest ("ORBX FTX NA"), and
- Ultimate Terrain Canada/Alaska for FS9 and Ultimate Terrain X - Canada for FSX (generally referred to as "Ultimate Terrain" or, simply, "UT"), and

- FS Genesis Vancouver Island mesh (default flatten).

These add-ons (other than the mesh) all generate roads, shorelines and/or landclass that may differ in position and textures from one another and from the mating features in CYQQ. Without attention, there would be discontinuities at the boundaries where, for example CYQQ's roads meet those generated by whatever add-on is controlling the roads in the surrounding area. (CYQQ is outside the area addressed by Jon Patch's and Holger Sandmann's Victoria+ and Vancouver +, so it should not affect, or be affected by, either of those 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 combined with the CYQQ scenery. However, if you wish to be able to quickly reconfigure CYQQ 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 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 - CYQQ 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 users who wish to have finer control of the installation 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 do not run the installer in the XP compatibility mode will 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 CYQQ, any AI traffic files (*traffic*.bgl*) in the existing *CYQQ\scenery* folder will be retained. As well, the installer backs-up the previous version before overwriting it. If the installation procedure does not complete normally, the previous installation will be restored.

If you retain an earlier version of CYQQ by installing CYQQ (2010) 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.)

- Unzip the file *CYQQ_mnn.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 *CYQQ Installer.exe* directly from the *.zip* file.
- Run (double-click on) *Installer.exe*. The installation dialog will appear. For P3D versions 3 and 4, the installer must be run in Run as Administrator mode if you want your Scenery Library updated. Otherwise, you will receive an error message – but the installation will be otherwise completed.
- Select the target FlightSim version (FS9, FSX, P3Dv1 or P3Dv2)). 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 use CYQQ (2010) with more than one FlightSim version, perform a separate installation for each.

- (d) Select the type of installation: *New Installation* or *Update existing version*. If you select the former, the installer “recommends” *Addon Scenery\CYQQ (2010)* as the Top Level Folder folder. You may install to any folder - **but recognize that the contents of the nominated folder will be deleted prior to installation**. If you choose to update an earlier version, the installer scans the *Addon Scenery* folder 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 CYQQ to be compatible. If you plan to use CYQQ with:
- only one compatible add-on, check the applicable radio-button, or
 - several compatible add-ons (at different times), select Compatibility: Multiple and check the relevant add-ons.

If you do nothing, the installed CYQQ will be compatible with default FlightSim.

If any compatible add-on is active, CYQQ should always be configured for it. Otherwise, roads, lights, terrain and possibly other features may not display properly.

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

- (f) De-select any optional scenery, static aircraft and AI you do not want. (See Section 4, RECONFIGURATION AND CUSTOMIZATION, Section 5, OTHER THINGS YOU SHOULD KNOW and Section 7, STATIC AIRCRAFT and CUSTOM AI for a discussion of the optional components.)

To facilitate selection of the best option 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 to eliminate all unused features and their related processing overhead.

- (g) Microsoft recommends use of mipmapped textures. All textures provided are mipmapped. However, in some situations, mipmapped textures are not ideal. For example, several mipmap levels may be used when large ground polys are rendered – with obvious boundaries. So, the installer offers four options for the removal of mipmaps:

None (all textures mipmapped)	+Static Aircraft (and key features)
Key features only (GPs, ramp illumination, etc.)	All

Note, however, it has been reported that use of both mipmapped and non-mipmapped textures in close proximity to another scenery that does not use “mixed” mipmaps sometimes results in the “blurries”. If you experience this, try re-installing with None or All, depending on the situation.

- (h) Unless you uncheck Update Scenery Library, all necessary Scenery Library items will be created for you. If you checked the Compatibility - Multiple radio button, CYQQ 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 corresponding Scenery Library entry and check the one of your choice. (Please refer to Section 4, RECONFIGURATION AND CUSTOMIZATION, for further details.) If you wish the Scenery Library entry name to be other than "CYQQ (2014)", edit the Name textbox. 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 CYQQ accordingly. Should you change your mind about an option or wish to change any aspect of the installation, simply select the desired new parameter(s) and click the “Install” button again.

All textures provided in the downloaded archive are mipmapped. Certain features, most notably, ground polys and lines display much better without mipmaps and static aircraft liveries will remain sharp as you get further away. However, a mix of mipmapped and non-mipmapped textures can sometimes be problematic. At the completion of the installation, you will be asked if you want to remove mipmaps. If you respond “Yes”, KillMipmaps (see below) will be initiated.

When finished, close the dialog. If you have checked the Delete Temporary files checkbox, all the temporary files except the installer will be permanently deleted.

If the installer encountered difficulties and was unable to fully restore a previous installation, a folder named *CYQQInstall_bak* will remain in the installation folder. In that folder is a copy of the installation folder as it was prior to the installer being run.

Manual Installation - Users who do not wish to use the automatic may manually install and configure standalone CYQQ as follows:

- (a) For a new installation, create a top-folder called *CYQQ (2010)* or another name of your choice in FlightSim's *Addon Scenery* folder or elsewhere. If upgrading from an earlier version of CYQQ, delete everything from the old CYQQ top-folder except any traffic files you wish to save. The traffic files should be moved elsewhere temporarily.
- (b) Create a subfolder named *CYQQ* in the *CYQQ* top folder. Copy into it the *lscenery* and *ltexture* subfolders from the temporary *FS9* or *FSX* folder, as applicable. **Use the FSX folder for all versions of Prepar3d.** Each temporary folder contains a file named *ElevAdjust_CYQQ_FSn.bgl*; copy it to *Scenery\World\Scenery*. Disable/delete one or the other of *ADE_CYQQ_nnn (Custom Lights)_FSn.bgl* and *ADE_CYQQ_nnn (Stock Lights)_FSn.bgl*.
- (c) Copy the *Compatibility Files* folder from the temporary *FS9* or *FSX* folder, as applicable, to the *CYQQ (2104)* top-folder. If you plan to use CYQQ with only one compatible add-on, also copy the files from the *lscenery* subfolder in the relevant *Compatibility Files* subfolder(s) into the *CYQQ\lscenery* folder. If you don't have any of the compatible add-ons, copy the files from the *Compatibility Files\Default\lscenery*. (You may find Section 4, RECONFIGURATION AND CUSTOMIZATION helpful.)
- (d) You may find several folders named *Optional Scenery* containing various optional sceneries. The *.bgl* files - whether or not in a *lscenery* sub-folder go into your *CYQQ\lscenery* folder and any *.bmp* (FS9) or *.dds* (FSX) files go into the corresponding *CYQQ\ltexture* folder. Generally, to install and enable an optional scenery item, copy all the files contained in its *Optional Scenery* folder. Some optional scenery installations are complex. While it will do no harm, these options cannot be effected simply by copying files (*FS9\Trees* is an example)
- (e) If you are installing for P3Dv2:
 - delete the following files from the indicated folders, and then
 - copy the contents of the *PV2* folder to the indicated locations.
- (f) Copy the contents of the *Effects* folder, if it exists, to your *FS9* or *FSX Effects* folder as applicable.
- (g) For each category of static aircraft, copy from the applicable sub-folder in the temporary *Static Aircraft* folder:
 - the *.bgl* file whose name that starts with "sa_" and from the *FS9* or *FSX* sub-folder, as applicable, *lib_SAMM_...bgl* into your *CYQQ\lscenery* folder, and
 - the contents of the *ltexture* subfolder into your *CYQQ\ltexture* folder.

- (h) If you want custom AI, for each desired category copy from the applicable sub-folder in the temporary *AI* folder :
- the applicable (FS9 or FSX) traffic into your *CYQQ\scenery* folder, and
 - the contents of the *Aircraft* sub-folder into the FS9 *Aircraft* folder or, for other versions, into a valid SimObjects folder.

You should not enable both the AI and static aircraft in the same category.

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

File/Folder Configuration – Following proper automatic installation of CYQQ, the structure of the “installation folder”, i.e., CYQQ (2010) - or whatever you choose to call it will be as follows:

CYQQ (2010) containing the following folders:

- *CYQQ* – the main folder, containing:
 - *scenery* - containing the scenery .bgl's, suffixed with ".xxx" if not activated, and
 - *texture* - containing .bmp and/or .dds (FSX-only) mipmapped texture files for all features.
- *Compatibility Files* – containing the files that allow the features of CYQQ to integrate seamlessly with other add-ons that control the "environment" collected into a series of sub-folders entitled *Enable for ...* ,
- *CheckForUpdate.exe* - To check for updates, simply run *CheckForUpdate.exe*,
- *config.dat* – essential configuration information
- *KillMipmaps.exe* – see below,
- *halo.bmp* and *fx_2.bmp* - files to adjust the size of airfield light "dots" (see Section 4),
- *EULA.txt* - the end user license agreement, and
- a .pdf version of this user manual.

You may move any of these file/folders except *CYBL*, *Compatibility Files* and *KillMipmaps* elsewhere. However, *CheckForUpdate.exe* and *config.dat* must remain together.

Scenery\World\scenery will contain a file named *ElevAdjust_CYQQ_FSn.bgl*. Delete/disable any other elevation adjustment files for CYQQ or ensure they are named such that they will be loaded before *ElevAdjust_CYQQ_FSn.bgl*.

KillMipmaps.exe – As mentioned above, you may wish to remove mipmaps from some textures. *KillMipmaps* serves this purpose without loss of quality. Execute *Killmipmaps.exe*, select the texture sets from which mipmaps are to be removed by checking the corresponding checkboxes. If you check *Select*, you will be presented with a checked listbox showing all textures. Check those from which mipmaps are to be removed. Then click *Remove Mipmaps*.

So mipmaps can easily be restored when necessary, before mipmaps are removed, the texture is saved to the folder *Mipmap Backup*, in a subfolder named as the subfolder the originally contained the texture. This folder serves no other purpose.

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

- the CYQQ folder from the Flight Simulator *Addon Scenery* folder (or wherever else you installed it),
- *ElevAdjust_CYQQ_FSn.bgl* from *Scenery\World\scenery*, and
- the CYQQ entry(ies) from the Scenery Library.

3. SCENERY LIBRARY

If you did not have the installer do it for you, add the folder *CYQQ (2014)\CYQQ* to the Scenery Library and, if you've selected the Scenery Library method for compatibility management (see next section), an additional entry for each *CYQQ (2014)\Compatibility Files* sub- folder.

The CYQQ Scenery Library entry(ies) **must** be placed above (be of higher priority than) those for Ultimate Terrain, ORBX FTX NW and any other scenery that includes terrain, roads and/or shorelines. If you have other add-ons that affect the CYQQ area, their position in the Scenery Library relative to CYQQ will depend on what they do. Please refer their documentation. In general, unless they are intended to affect the CYQQ scenery, they should be of lower priority than, i.e., be below, CYQQ (2014).

4. RECONFIGURATION AND CUSTOMIZATION

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

- If you specified to the installer that you want CYQQ to be compatible with a specific add-on (or with default FlightSim), the installer will have copied the compatibility files from the relevant *CYQQ (2014)\Compatibility Files* folder into the *CYQQ\scenery* and *\texture* folders. Should you wish to make CYQQ (2010) compatible with a different add-on, remove any existing compatibility files as described below from *CYQQ\scenery* (remove only those *scenery* files as are contained in the Compatibility Files folder for the add-on being removed) and then copy the files from the relevant *CYQQ (2014)\Compatibility Files\...scenery* and *\texture* (the latter may not exist or it may be empty) into the *CYQQ\scenery* and *\texture* folders respectively.
- However, if you specified Multiple Compatibility to the installer (which gives you 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), the installer will not have copied any compatibility files into *CYQQ\scenery* and *\texture*. To effect compatibility with any specified add-on, you need only enable its Scenery Library compatibility item - in addition to CYQQ (2014), of course. Only one such Scenery Library item should be enabled at any time . These entries must remain at a lower priority in the Scenery Library than CYQQ (2014).

Compatibility files are named:

for FS9: *0_CYQQ_Roads_(...)_VTPX.BGL*
CYQQ_Roads_(...)_VPTL.bgl
CYQQ_Terrain_(...).bgl
LD_1414_(...).bgl

for FSX: *CVX_CYQQ_Roads_(...).BGL*
CVX_CYQQ_LC_(...).BGL
CVX_CYQQ_Skirt_(...).BGL
LC_1414_(...).bgl

where (...) is the abbreviated name of the add-on(s) to which they apply.

Textures - Both mipmapped and non-mipmapped textures are supplied - mipmapped being the default. Choose whichever you like. Be aware, however, in some instances where two scenery add-ons are in close geographic proximity, undesirable effects have been reported if one uses mipmapped textures and the other does not.

Please note, non-mipmapped textures are only provided for textures where a significant increase in display quality is likely to result. So, if you wish to use non-mipmapped textures, make a backup copy of the folder containing the mipmapped textures and copy the non-mipmapped textures into the original texture folder.

Airfield Light Size - The FlightSim stock texture files that control the size of AFLT's lights and the stock lights results in lights that some, including me, think are too big and bright.

The installation archive includes replacement textures that will reduce the size of airfield lights generally. Please note, however, using these file will affect the lights at all airports, not just those where AFLT-generated lights are used. If you want to try them, copy the file:

- for FS9, *halo.bmp* into your *FS9\Texture* folder, or
- for FSX and P3Dv1, *fx_2.bmp* into your *FSX\Effects\Texture* folder,

overwriting the stock files of the same name. Be sure to backup the stock files first in case you don't like what happens with these replacement files.

(I obtained *halo.bmp* 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. The *fx-2.bmp* file in the archive is my own work product.)

Fences - The perimeter fences are 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 CYQQ, the addition of the outer perimeter fence is unlikely to cause low-FPS issues. However, should you want eliminate that fence, disable/delete the file *FBP_CYQQ_Perimeter_Outer_FSn.bgl* in the *CYQQ\scenery* folder. All fences may be removed by disabling/deleting all files whose name start with "FBP" in *CYQQ\scenery*

Fuel Triggers - The whole of the terminal 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_CYQQ_103_....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 CYQQ. Instead, unless you must change the runway/taxiway/apron configuration (I can't image why you'd need to other than to add GA parking on the grass), implement your changes as a separate add-on, placed above CYQQ in the Scenery Library.

5. OTHER THINGS YOU SHOULD KNOW

Airfield Lighting in Low Visibility - CYQQ (2010) gives you a choice of stock airfield lighting or custom lighting. (Custom lighting is not available with Prepar3Dv2.) FlightSim does not provide a 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.

No Clearances from Tower - While it looks like a tower, it's not. CYQQ has a FSS (flight service station), not a tower. Therefore, you will not get a response when you contact the CYQQ tower on 122.0 mhz. For departure clearances, you must contact Comox (CYQQ) tower on 123.7 mhz.

Collisions While Taxiing - As at the real CYQQ, most 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 FlightSim 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

CYQQ (2010) static aircraft includes 10 vintage aircraft on outside static display at the Comox Air Force Museum, a CF-101 Voodoo on a pedestal at the main gate and several Cormorant helicopters. AI includes a selection of modern-day military aircraft typical of those at Comox. The AI are enabled at a 30% traffic setting. Please see Appendix "A" for details of the individual aircraft.

For scheduled airline traffic, use BC Regional AI or another commercial traffic add-on. As well, if you have installed the custom AI for my CYYJ, you'll have additional traffic at Comox, which is the origination of all military AI traffic visiting CYYJ.

The static models were created by SAMM. (SAMM is a freeware utility to convert flyable aircraft models into static scenery models. It was developed by this author and is available from popular download sites.) While these static models add a good deal of realism to the airport, some of this "eye candy" is derived from flying models. Hence, they may be "FPS-hogs". If you have an older system, you may have to be selective as to which static/AI aircraft you enable. (The installer offers a full range of options, or you may simply enable/disable appropriate .bgl files. The static aircraft models are contained in files *CYQQ\scenery\lib_SAMM_.....bgl* and placed by file *CYQQ\scenery\obj_SAMM_.....bgl*. The textures for these static aircraft are contained in appropriately-named folders in the *CYQQ\texture* folder.

For those who may wish to modify the AI traffic files, the traffic files may be decompiled and edited using AI Flight Planner (AIFP), yet another readily-available freeware application by the author.

7. SUPPORT

CYQQ (2010) is freeware. Hence, support will be limited. Nonetheless, I would like to be made aware of any problems you discover 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 CYQQ. Navigate to Airports/CYQQ. Among other things, the site documents known problems with the most current release and, where available, provides workarounds and links to patches. Please check the site before reporting any problems or suggesting new features.

You can check for updates using *CheckForUpdate.exe* (included in the CYQQ (2010) archive). Updates are also available from the website.

8. ACKNOWLEDGEMENTS

Thanks (in no particular order) to Luis Sa for SBuilder and SBuilderX, Jon Masterson for ADE, Martin Wright for DTXBmp, Arno Gerretsen for the animated windsocks and ModelConverterX, Richard Ludowise for TCalc and Google for Google earth and Google Maps - all of which were used in the development of CYQQ.

As well, I wish to thank and give credit to the authors of the aircraft models and miscellaneous objects used in CYQQ (2011), in particular:

- Lars Hoyer - vehicles in Extra Objects Library Version 1.0,
- Jay Langham and Abacus - barrels and boxes (from EZ-scenery library AB_Misc),
- Gary Mills and Rob Finnegan for the box-truck (from FinneyGround_VERT_Logistics),
- Gian P - Agen_XTrees_lib9_2,
- Henry Tomkiewicz - SP BAe HS-125_800 model (Seymour Pacific corporate aircraft), C150, C172 and C182 and paintkits,
- Dee Waldron - Convair CV-580 (Conair tanker), Electra L188 (Airspray tanker) and paintkits,
- Mike Cronin - Aero Grand Commander 680FL (Conair "bird dog" aircraft) and paintkit,
- Jordan Moore - Bell 205 Huey (VIH Huey and blue helicopter tanker C_GWWL) and paintkit,

- Bill Lyons - Canuck 80 south of main terminal,
- Brian and Tim Noval - Cessna 340A on south field,
- Steven Grant - DHC-2 Beaver (Corilair Beaver at Sealand hangar),
- Barry Blaisdell - DHC-3 Turbo Otter (Harbour Air Otter at Sealand hangar),
- Tom Woods and Mark Adams - CH-47 (Helifor Chinook) and paintkit,

all of whom have given their permission, either expressly or by their freeware license.

Enjoy,
Don Grovestine

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Other British Columbia, Canada Airports by Don Grovestine

CYYJ (2011) - Victoria International
CYBL (2011) - Campbell River
CZBB (2011) - Boundary Bay
CYCD (2012) - Nanaimo
CYXX (2012) - Abbotsford

End User License Agreement (EULA)

You are granted a free, non-exclusive right solely to install and use CYQQ (2010) on your computer system(s).

You may not:

- upload CYQQ (2014), whether or not modified, in whole or in part, to any file distribution system,
- reverse engineer, disassemble or decompile any part of CYQQ (2010) for any purpose other than to implement improvements for your own personal use, or
- incorporate CYQQ (2010) 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 CYQQ (2010) 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" – CYQQ (2010) AI and STATIC AIRCRAFT

The following table identifies the AI aircraft used in the CYQQ (2010) AI scheme. Please note Folder Names are prefixed with either "CYQQ-AI_" or "CAF-AI_" (military). Most of these files are proprietary to others. They are included in CYQQ (2010) with the permission of their authors and are provided solely as a convenience to users. Under no circumstances are these files to be decompiled or reverse engineered, or uploaded to any file distribution system except as expressly permitted by their authors. Terms of distribution for these files may be found in the "readme.txt" files included in noted archives (.zip file).

Operating AI

Folder Name (prefixed as noted above)	AI Title (prefixed by "CYQQ-AI" except where noted "CAF-AI")	M o d	T e x	Archive File	Available From	Author(s)	.mdl Radiu s (m.)	aircraft.cfg Wingspan (ft.)
CC-115 Buffalo	CAF-AI CC-115 Buffalo	x	x	dhc-5.zip	avsim.com	Joakim Bernhoft	16	96.0
CC-138 Twin Otter	CAF-AI CC-138 Twin Otter	x	x	cc138w24.zip	avsim.cm	Udo Lemmob Barry Blaisdell BobMay	11	76.7
CC-150 Polaris	CAF-AI CC-150 Polaris	x	x	ai_airbus_complete_120685.zip canforce_a310.zip	avsim.com avsim.com	FS Painter AI Percy	25* (32)	144.0
CF-18 Hornet	CAF-AI CF-18 Hornet	x	x	caf_ai.zip	avsim.com	Mikko Maliniemi & Kari Virtanen Brian Burger	10	37.5
CP-140 Aurora	CAF-AI CP-140 Aurora	x	x	comox042.zip	avsim.com	Vern Opperman	16	99.6
CT-135 Hawk	CAF-AI CT-135 Hawk	x	x	caf_ai.zip	avsim.com	Mikko Maliniemi Kari Virtanen Brian Burger	7	40.4
C-130 Hercules	CAF-AI CC-130E Hercules	x	x	ai_lockheed_c-130e.zip htai_cc130h_cfc_435.zip	htaimodels.com avsim.com	Henry Tomkiewicz Graham King	21	132.6

Static Aircraft

Folder Name (prefixed as noted above)	AI Title	M o d	T e x	Archive File (textures generally customized)	Available From	Author(s)	.mdl Radius (m.)	aircraft.cfg Wingspan (ft.)
Canadair EW-33 (Static)	CT-133 Silver Target (CYQQ Museum)	x	x	T-33A.zip EW-133.zip	sim-outhouse.com	Tim Conrad Don Grovestine	7	38.83
CC-129 Dakota	CC-129 Dakota (CYQQ Museum)	x	x	canc-47.zip	flightsim.com	Default DC-3 Doug Smith & Don Grovestine	15	95
CF-100 Canuck	CF-100 Canuck (CYQQ Museum)			ALPHA_CF-100_FS9.zip 18000.zip	alphasim.com	AlphaSim Ed desRoches Don Grovestine	10	10
CF-101 Voodoo	CF-101 Voodoo (CYQQ Museum CF-101 Voodoo (CYQQ	x	x	caf-101.zip	flightsim.com	Kazunori Ito Shane Strong	12	38.42

	gate)							
CF-104 Starfighter	CF-104 Starfighter (CYQQ Museum)	x	x	RLF104E.zip	flightsim.com	Rey Lopez Don Grovestine	10	10
CH-124_Sea King	CAF-AI CH-124_SeaKing- <i>nnn</i>	x	x	AI_SH-3D.zip CYQQ (2010)	militaryaiworks.com	Rob Nieuwenhoven Don Grovestine	10	62.0
CH-146 Griffon	CAF-AI CH-146_Griffon- <i>nnn</i>	x	x	Hovercontrol_412_PE_v1.exe griffon_146438.zip	hovercontrol.com avsim.com	Jordan Moore Rob Pracic	8	55.0
CH-149 Cormorant	CAF-AI CH-149 Cormorant		x	comox042.zip	avsim.com	Philip Chandler Vern Opperman	14	10
CP-107 Argus	CP-107 Argus (CYQQ Museum)	x	x	sbritannia.zip CP140_OC.zip	simviationm.com flightsim.com	Mike Stone Geoff Chambers	22	142
CP-121 Tracker	CP-121 Tracker (CYQQ Museum)	x	x	cp121.zip	flightsim.com	Tomohito Unayama Shane Strong	12	10
CT-114 Tutor	CT-114 Tutor (CYQQ Museum)	x	x	snwbrd04.zip	flightsim.com	Donald Radke Shane Strong	6	10
H-21 Piasecki	H-21 Piasecki (CYQQ Museum)	x	x	hs1c_msfs2004-mickposch_v1.zip	avsim.com	Mick Posch	14	10
MiG-21 Fishbed	MiG-21 Fishbed (CYQQ Museum)	x	x	aimig21.zip	flightsim.com	Mehlin Rainer Piotr Pachala Don Grovestime	8	10