Enhanced Live Traffic User Manual

V2.2

Index

Installing

Installing the add-on is simple.

Just unzip the zip file, open the "Enhanced Live Traffic" folder and open the .exe file ("Enhanced Live Traffic.exe") inside.

It should automatically detect your community folder. However, there is a chance it can't find it. Then you must set it yourself in the "Settings.json".

Figure 1 Settings.json

The json file should look like this, notice the double backslash (\\) in the folder path. These must be present! When using a single backslash, the add-on won't be able to detect the Community folder.
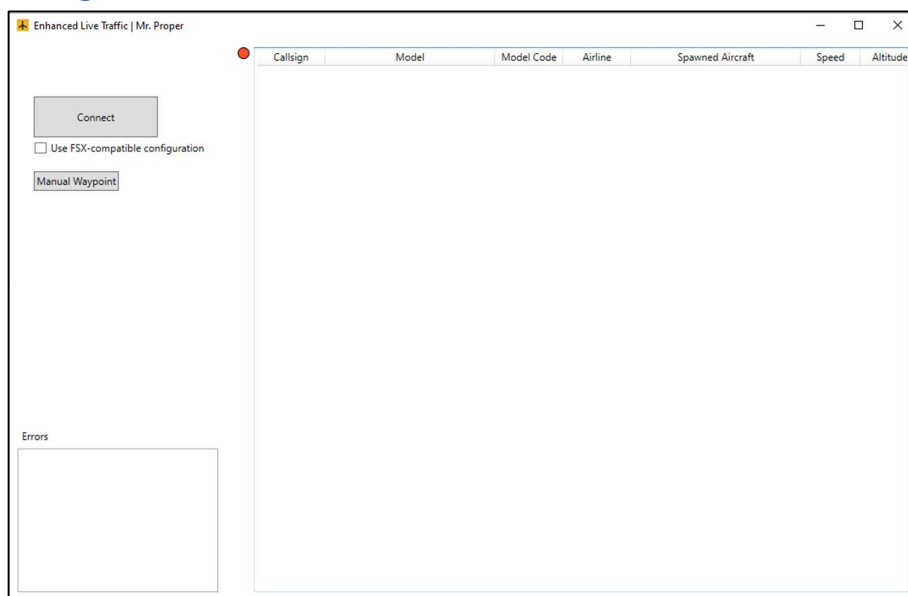
Using the Add-On

Figure 2 The application

To use the add-on, you will need to load into the game (MSFS 2020) first.

Once you are loaded in (Aircraft is spawned in the world), you should press the "Connect" button.

Once you pressed the button, the Red dot should be changing colors. After 10 seconds the aircraft will start spawning in, and appearing in the list.

Now you are ready to fly 😊

Recommended add-ons

We have a few supported add-ons which we think are a must have:

- IVAO Liveries + Models: https://www.ivao.aero/softdev/beta/altitudebeta.asp (These planes might fly very slow compared to other flyable planes. This is probably because there IVAO planes don't have a proper flight model.)
- Discus 2B Glider: https://flightsim.to/file/6768/discus-2b-glider
- Airbus H135: https://flightsim.to/file/8970/airbus-h135-helicopter-project
- Liveries Mega Pack: https://discord.gg/XTE9gwmSyN

Installing these add-ons will make sure aircraft and liveries are being better matched.

Custom Model Matching

The application allows for custom model matching. This can be done in the "ModelMatching.json" file, which is in the Settings folder.
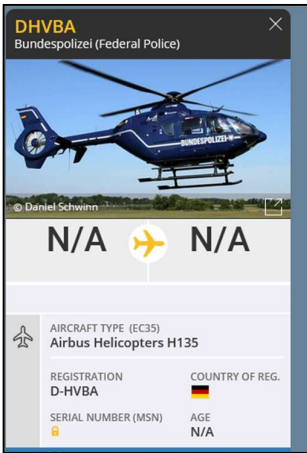

Figure 3 Aircraft which we would like to model match. https://www.flightradar24.com/

In this case we are going to match this helicopter with the Airbus H135.
To do this, a few lines need to be added to the model matching file.
The first line we want to add, is the model name of the H135.
This can be found in the "aircraft.cfg" file located under: "Community\hpg-airbus-h135\Simobjects\Airplanes\H-135 DEV SERIES PROJECT""
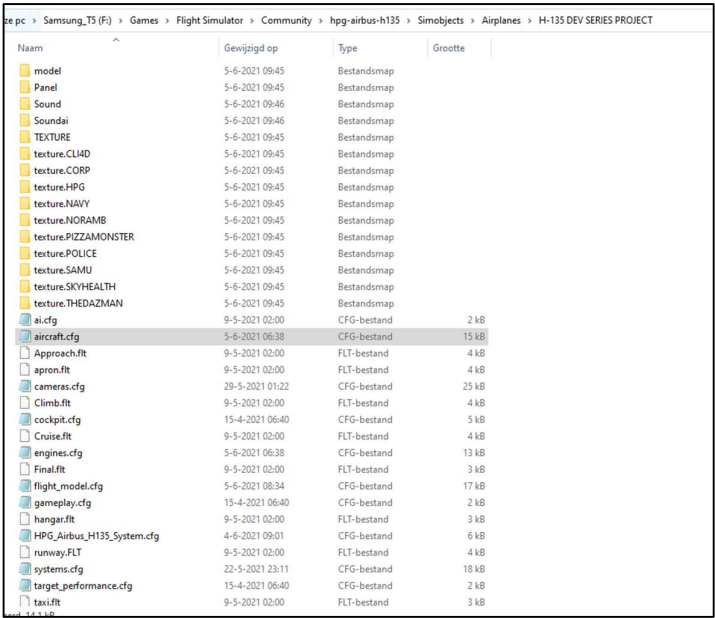

Figure 4 H-135 Folder

Once you opened the file, scroll down to: "[FLTSIM.0]"

Figure 5 Aircraft.cfg

Here you will see: "Title=", this is what we need.

Now back to the model matching file, add the following:

Figure 6 First entry

Later on in the manual you can see why we want the key (first value) to be Airbus H135.
Now we need to add another entry:

```
"Airbus H135 Default": "Airbus H135",
```

Figure 7 Second entry

The second entry is the Default model it will use, if the add-on cannot find a livery matching the airline from FlightRadar. If you want to, you can also change the value to: "Airbus H135 UK Police Air Service". So that every H135 that did not match with a livery will be the Police Air Service.

```
"Airbus H135 Default": "Airbus H135 UK Police Air Service",
```

Figure 8 Police Air Serivce Default livery

Now we got the basic setup done.
However it still will not match the helicopter from FlightRadar.
To fix that, add another line. The key value is: "Airbus Helicopters H135" or use the aircraft model code: "EC35".
This will result in the following line:

```
"Airbus Helicopters H135": "Airbus H135",
```

Figure 9 FlightRadar Support

```
"EC30": "Airbus H135",
```

Figure 10 Model matching based on aircraft model Code

Now the helicopter from FlightRadar will match with the H135 in-game.