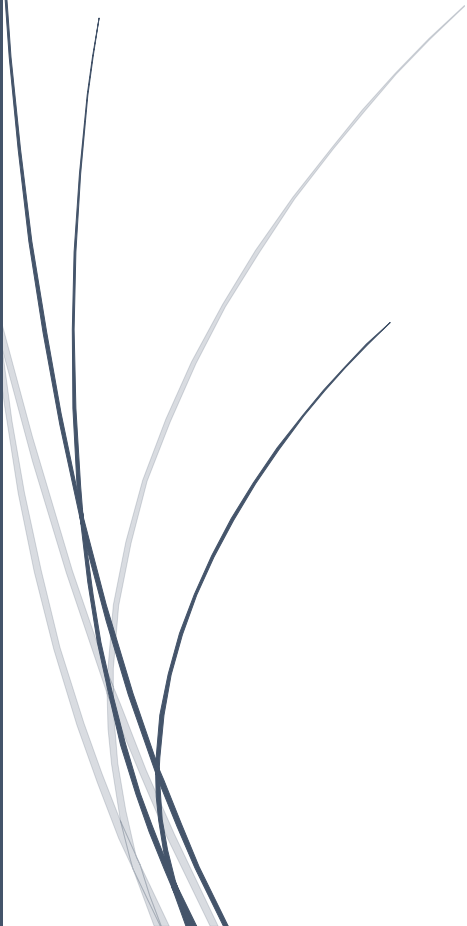


A dark blue vertical bar runs down the left side of the page. A blue arrow points to the right from this bar, containing the date.

23.1.2022

# AIG Traffic Controller

Version 0.5

Several thin, curved lines in dark blue and light grey originate from the bottom left and sweep upwards and to the right.

Kai P. Kamjunke  
AIGTECH

## Content

Introduction .....	2
Features .....	2
Traffic Injection .....	2
Interactive AI SimObjects .....	2
Living Airport .....	2
Requirements .....	3
Start Parameters .....	3
Prepar3D .....	3
MSFS .....	3
Quick-Start .....	3
User-Interface .....	5
Map .....	5
Observe (P3D only) .....	6
Settings .....	6
Traffic Limiter .....	6
Dynamic Fuel .....	6
Exit-Doors .....	7
AIGFP Traffic .....	7

## Introduction

AIG Traffic Controller (AIGTC) is a tool that allows injecting of AI Traffic (based on the new AIGFP format) to the Simulator. Additionally, it provides basic features of AI spotting and general AI operations.

The tool is currently still under development and might contain bugs that can cause crashes of the tool itself or the simulator. In case you found such a bug please report it [here](#):

## Features

AIGTC is still under development, so far following features are included.

### Traffic Injection

AIGTC will inject AIGFP-based AI-Traffic in your Simulator via the SimConnect-Interface. The new file format offers more advanced option for AI Traffic, including helicopter operations, sightseeing flights and airway-flying.

AIGFP based AI Traffic also comes with a dynamic delay-management. AIGTC will calculate a possible delay for each departing aircraft on realworld statistics. This will add more dynamic to the static flightplans.

*P3D only: The current weather at the airport will influence airport operations. In case of a thunderstorm or other severe weather all ground operations will be stopped, and no aircraft will leave the gate.*

### Interactive AI SimObjects

SimObjects with animated doors will open them when parked at the gate.

Flaps will get deployed while taxiing to the runway

### Living Airport

AIGTC adds ground traffic vehicles to the airports that will interact with the running AI traffic. At the moment only Follow-Me vehicles are added. They will wait at the gate for the incoming AI traffic and perform a "drive in". While on stand-by these vehicles will drive around the airport.

### Spotting (P3D only)

AIGTC offers a spotting mode, allowing you to perform airplane spotting in your Sim. AIGTC will setup a camera that will focus on the active AI around you based your settings.

## Requirements

- Prepar3D V4.5HF3 or newer
- MSFS2020

## Network-Mode

AIGTC can be run in network mode, but it will not be running with all features active. To start AIGTC via a network make sure to setup the start parameters correct.

To start in network-modus add the start parameter *-network* in combination with the FS-Type start parameter.

Example: -network -MSFS

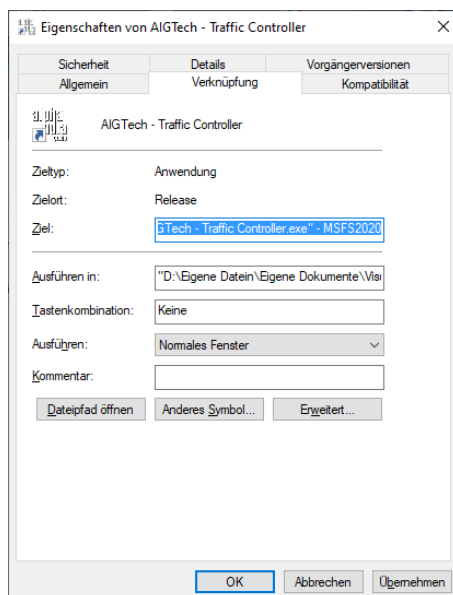
## Start Parameters

### Prepar3D

For Prepar3D AIGTC will create an addon.xml entry on the first startup automatically. After this AIGTC will start automatically with P3D.

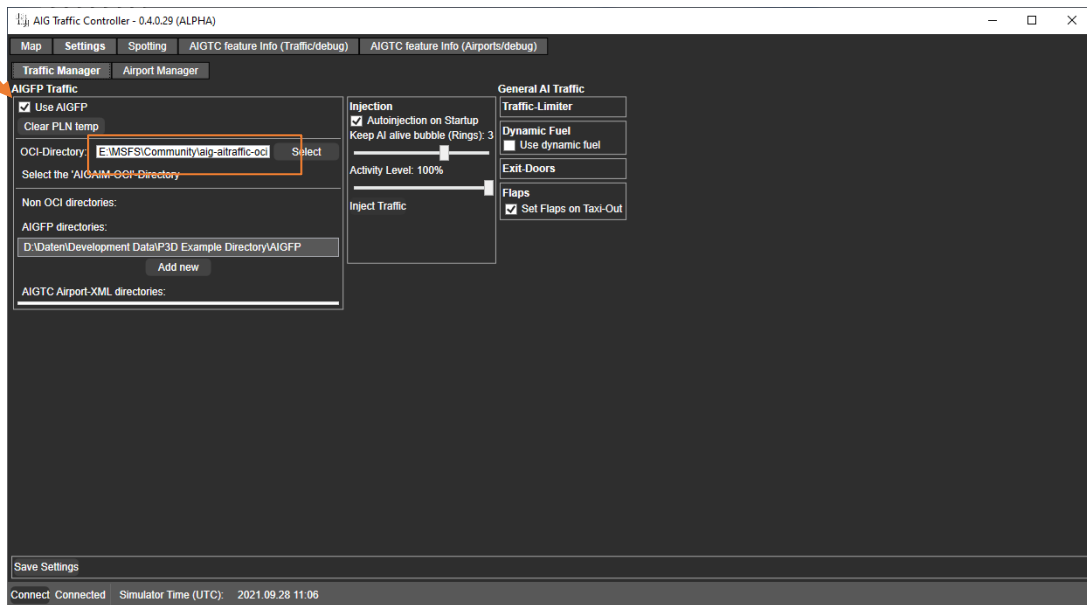
### MSFS

To start AIGTC for MSFS create a shortcut and add the “-MSFS2020” as parameter:



## Quick-Start

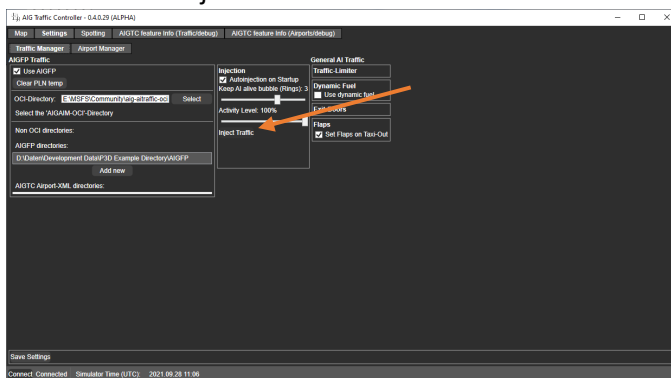
1. Start AIGTC
2. Open the Settings Tab



- a. Activate AIGFP
- b. Enter the path to your OCI installation
  - i. P3D: ..\AIGAIM-OCI
  - ii. MSFS: ..\community\ai-g-airtraffic-oci-beta
- c. Save!
3. Restart AIGTC
4. Start Your Sim and load your flight
5. AFTER the flight is loaded click "Connect"

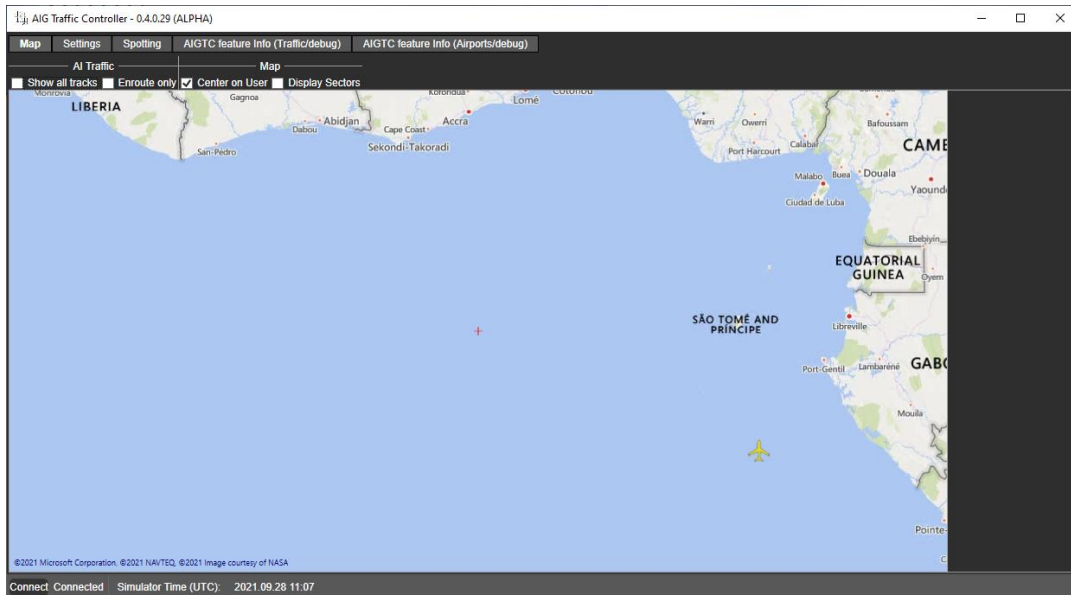
Connect Connected Simulator Time (UTC): 2021.09.28 11:06

- a. Wait till the current Sim-UTC Time is displayed
6. Open the Settings-Tab
  - a. Click "Inject Traffic"



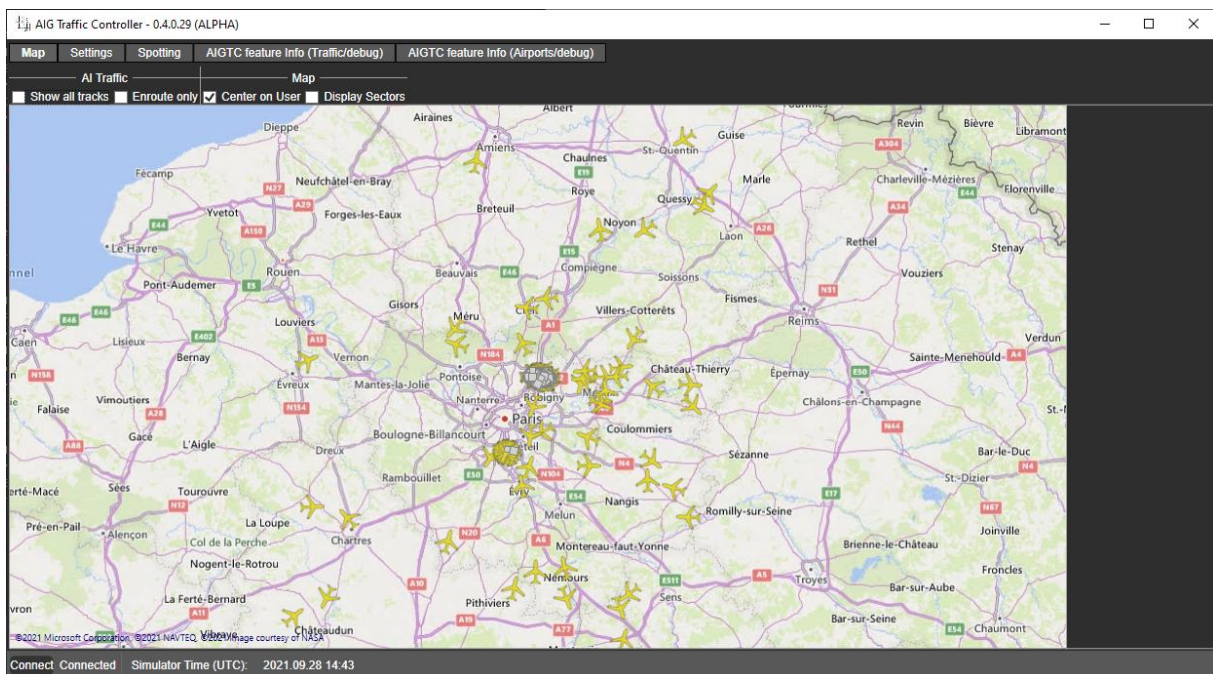
# User-Interface

## Map



The map is the first element of AIGTC that you will see after the startup. Until you are connected to the simulator you will just see the globe.

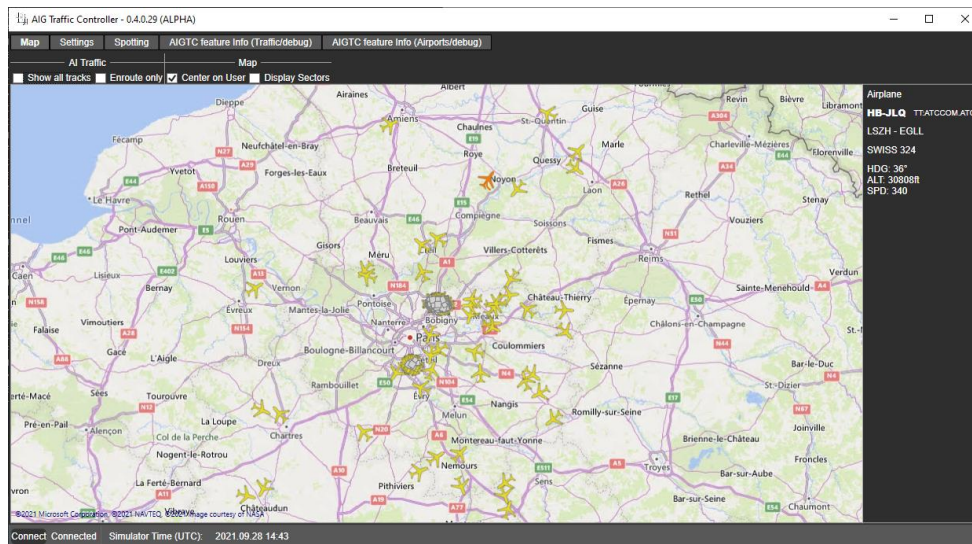
After connecting to the Simulator all AI Aircrafts that are currently simulated in the simulator will be displayed as Icons on the map.



The map will be updated every 4 seconds with new positions. There are currently two filter option on the top of the map:

- Show all routes: This will show the past tracks of all AI Aircrafts
- Enroute only: This will only display aircrafts that are currently not on the ground.

To get more information for a specific aircraft click on it.

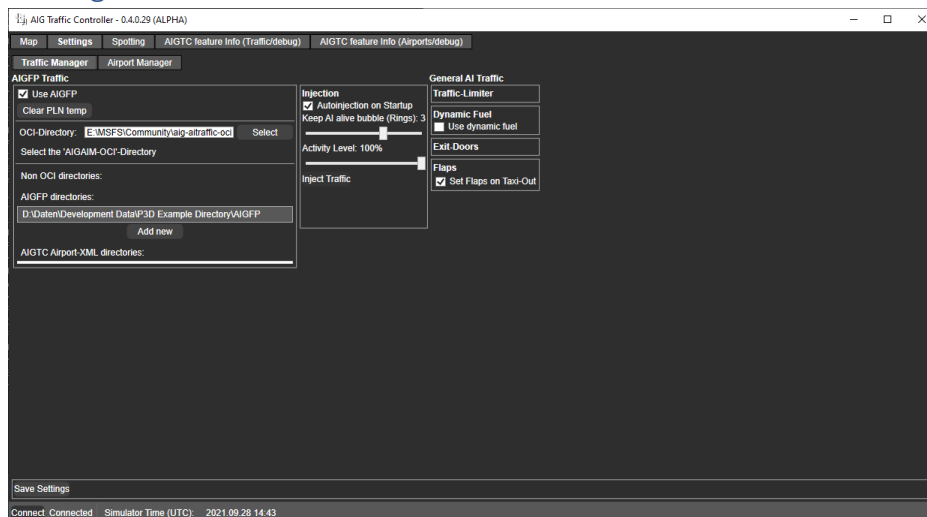


On the right side of the map some basic information about the aircraft will be now displayed. On the map the aircraft will be highlighted.

### Observe (P3D only)

To observe an airplane for your current position, make a right-click on the icon on the map. Further options are in the “Spotting” Tab.

## Settings



Use the different option to customize your AIGTC setup.

### Traffic Limiter

Currently not implemented

### Dynamic Fuel

AIGTC can simulate a basic dynamical fuel usage of ai aircraft. By default, the Simulator is not adding any fuel to an AI aircraft. AIGTC currently sets fuel has 3 fuel states depending on the current state of the flight: Takeoff, Flight and Landing. When an AI Aircraft enter a new stage, the fuel will be adjusted accordingly.

**IMPORTANT: Adding fuel to the aircrafts will change their flight performance.**

### Exit-Doors

Currently AIGTC will handle Exit doors when possible automatically.

### AIGFP Traffic

AIGTC can be used to inject AIGFP traffic files to the Sim. Enable this option to use AIGFP files in your Sim, at the moment you can only add AIGFP files that are installed with AIM-OCI. Make sure you point AIGTC to the main directory of your OCI installation. AIGTC will automatically collect the needed files on the startup.

Based on the activity level you set, AIM will inject the amount of aircrafts to your Sim.