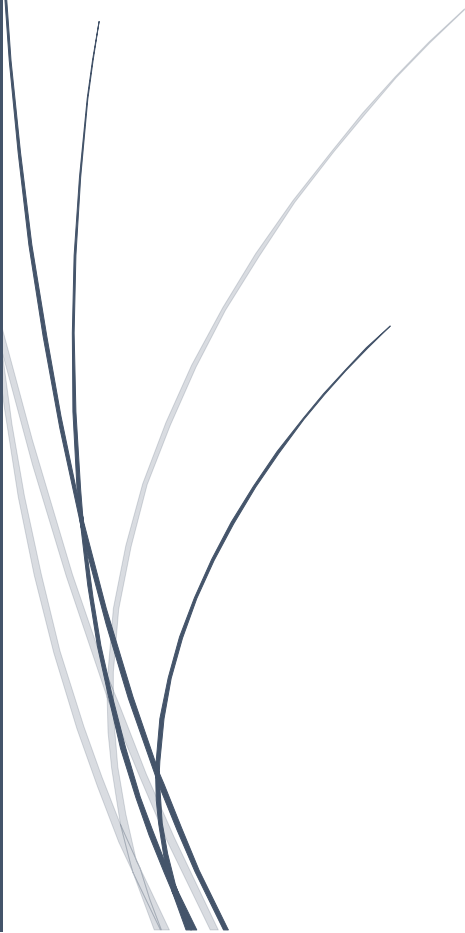


A dark blue vertical bar runs down the left side of the page. A blue arrow points to the right from this bar, containing the date.

21.3.2023

AIG Traffic Controller

Version 0.7

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

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AIGTECH

Content

Introduction.....	2
Features.....	2
Traffic Injection.....	2
Interactive AI SimObjects	2
Airport Vehicles	2
Spotting (P3D only).....	4
Requirements	5
Network-Mode	5
Start Parameters	5
Prepar3D.....	5
MSFS	5
Quick-Start.....	6
User-Interface.....	6
Map	6
Observe (P3D only).....	7
Settings – Traffic Manager	7
AIGFP Traffic	8
General AI Traffic.....	8
Settings – Airport Manager	9
AIGTC Ground Traffic.....	9

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 in the AIG Forum.

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

Airport Vehicles

AIGTC adds ground traffic vehicles to the airports that will interact with the running AI traffic. At the moment following services are included.

FollowMe

When an airplane is landing at the airport a FollowMe car will be dispatched to the assigned parking spot.

Stairs (MSFS only)



Parked Airplanes will be served with Stairs for the doors, when no jetway is available at the parking spot. The Stairs will be dispatched to the stand as soon as the parking spot is assigned to the AI airplane after landing. They will remain “docked” to the airplane while it is parked at the airport.

Bus

For parking spots without jetways AIGTC will dispatch a Bus for deboarding and boarding.

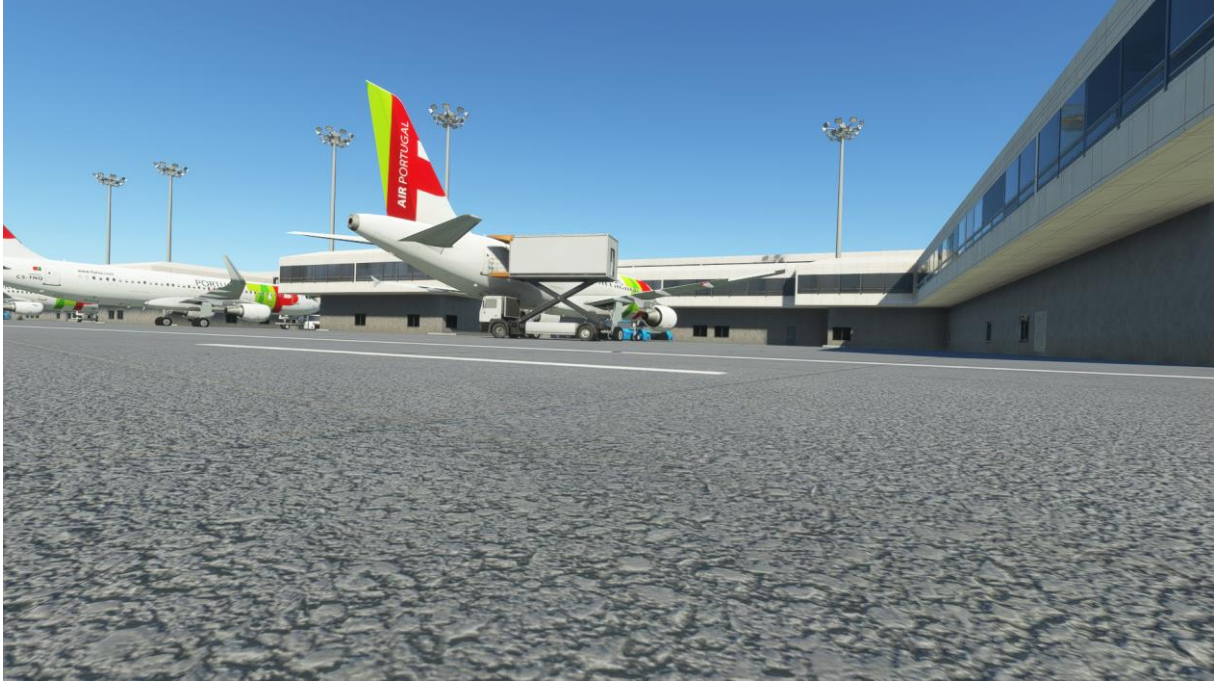
Cleaning (MSFS only)

During the turnaround of the AI airplane a cleaning crew will be dispatched to the airplane.

Tec-Service (MSFS only)

In case of a delay caused by a technical issue, AIGTC will dispatch a service-crew to the parking to reflect the ongoing repairs.

Catering (MSFS only)



During the turnaround AIGTC will dispatch catering trucks to the AI airplanes.

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

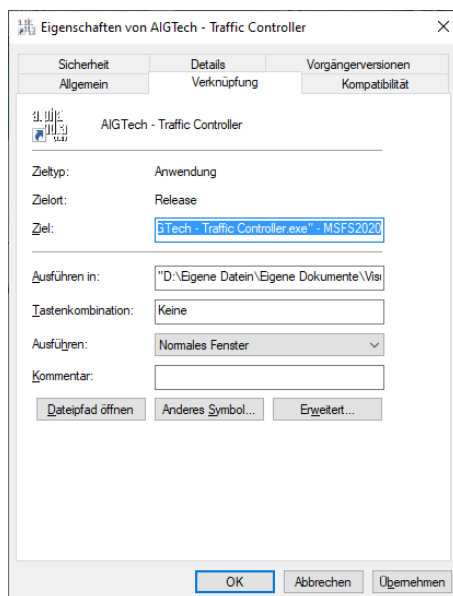
Start Parameters

Prepar3D

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

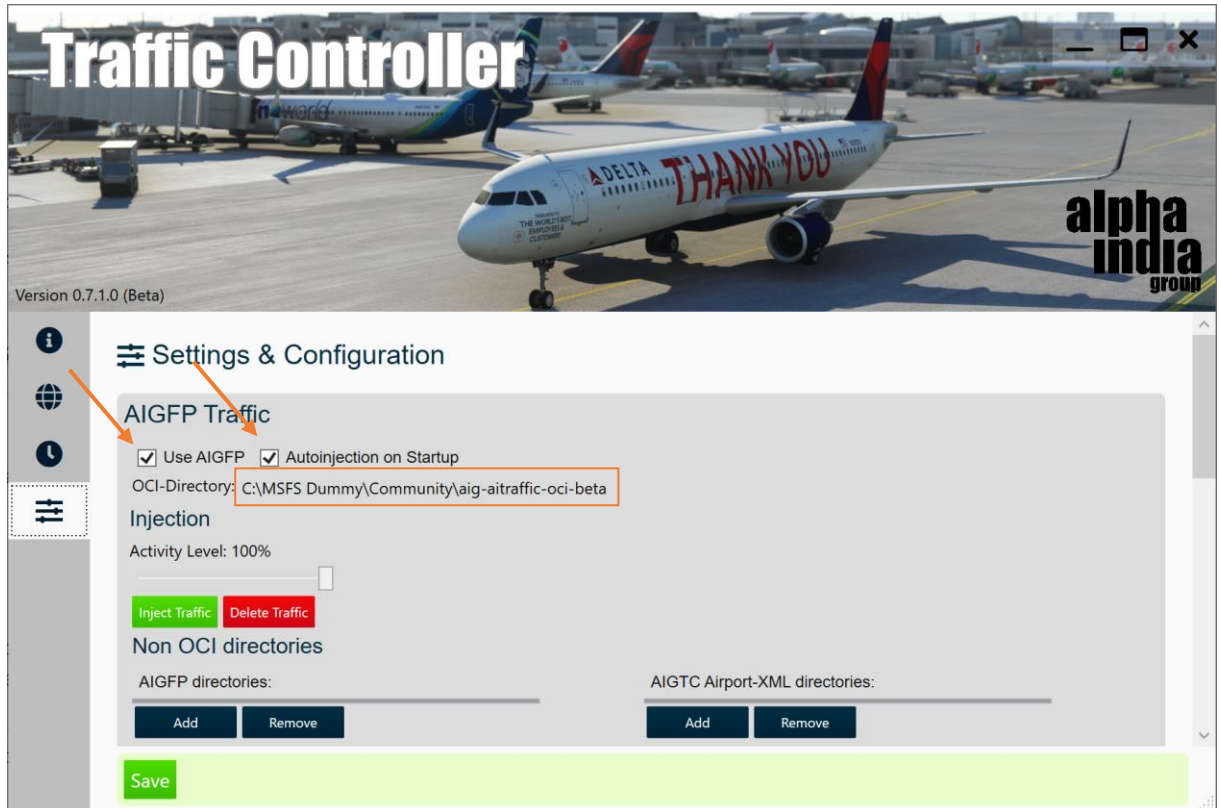
MSFS

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. Verify the OCI path is correct
 - i. P3D: ..\AIGAIM-OCI
 - ii. MSFS: ..\community\aic-aitraffic-oci-beta
 - c. Enable auto-injection
 - d. Save!
3. Restart AIGTC
 4. Start Your Sim and load your flight

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.

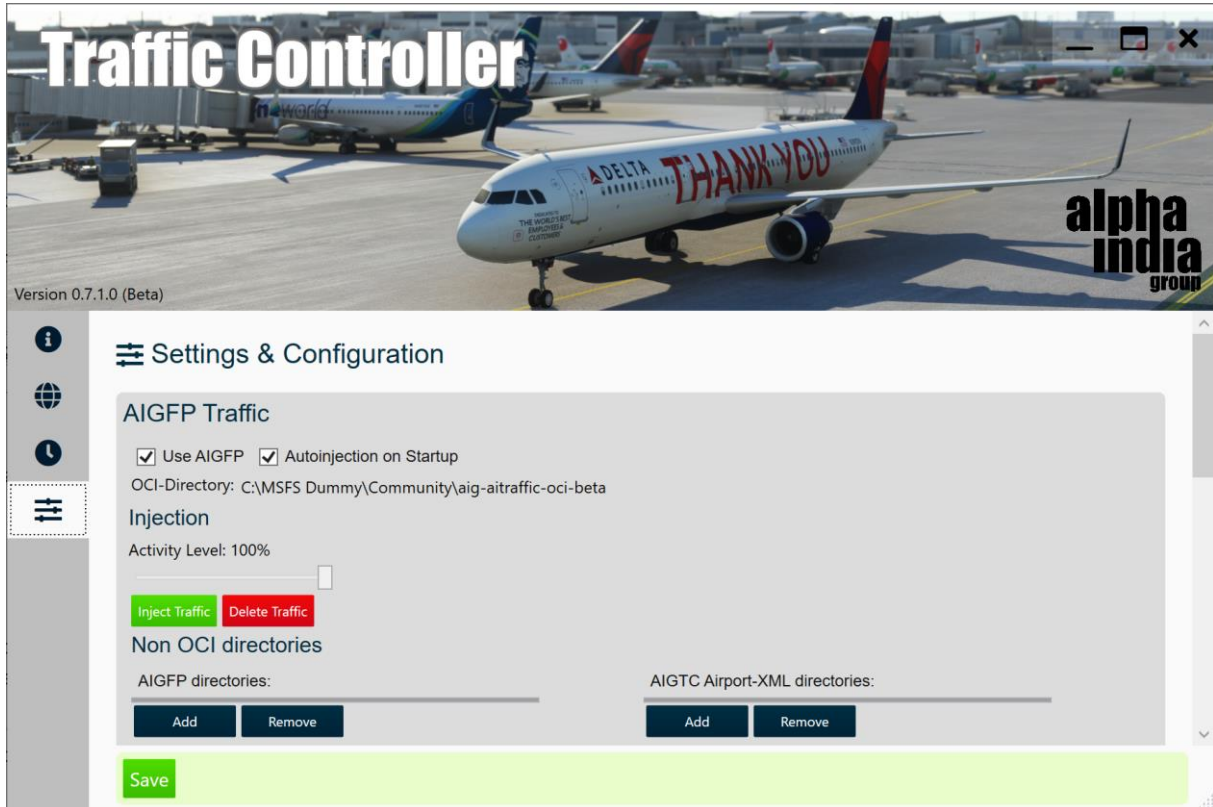
Observe (P3D only)

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 – Traffic Manager

Use the different option to customize your AIGTC setup.

AIGFP Traffic

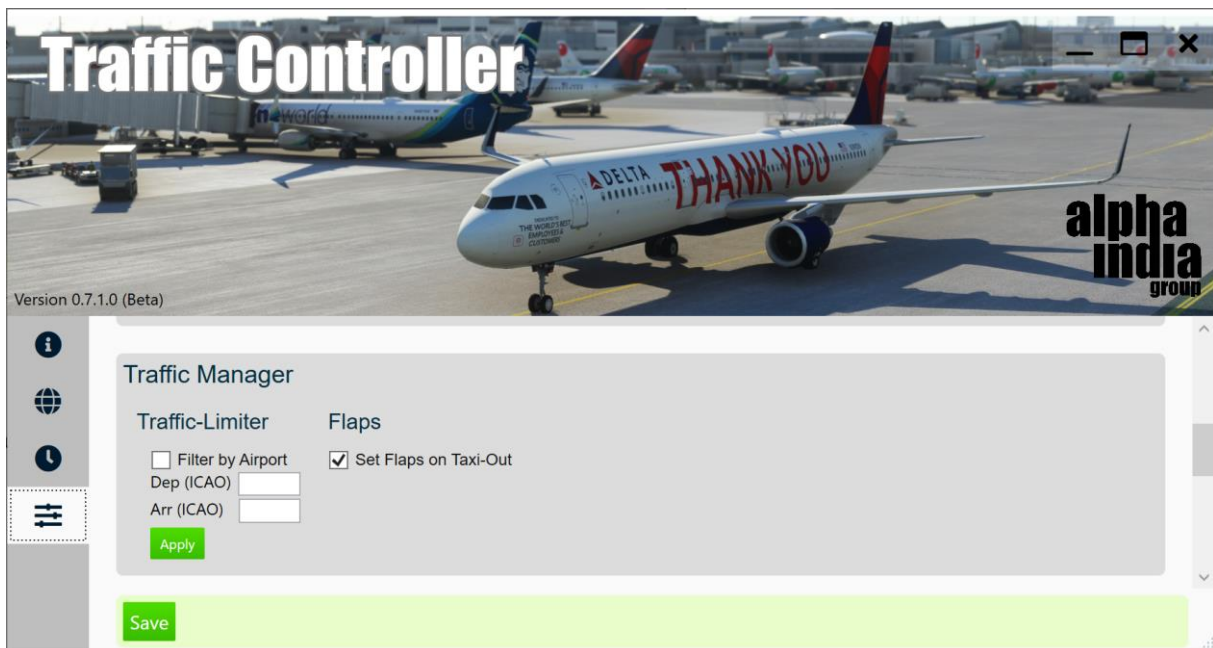


AIGTC can be used to inject AIGFP traffic files to the Sim. Enable this option to use AIGFP files in your Sim.

Injection

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

General AI Traffic



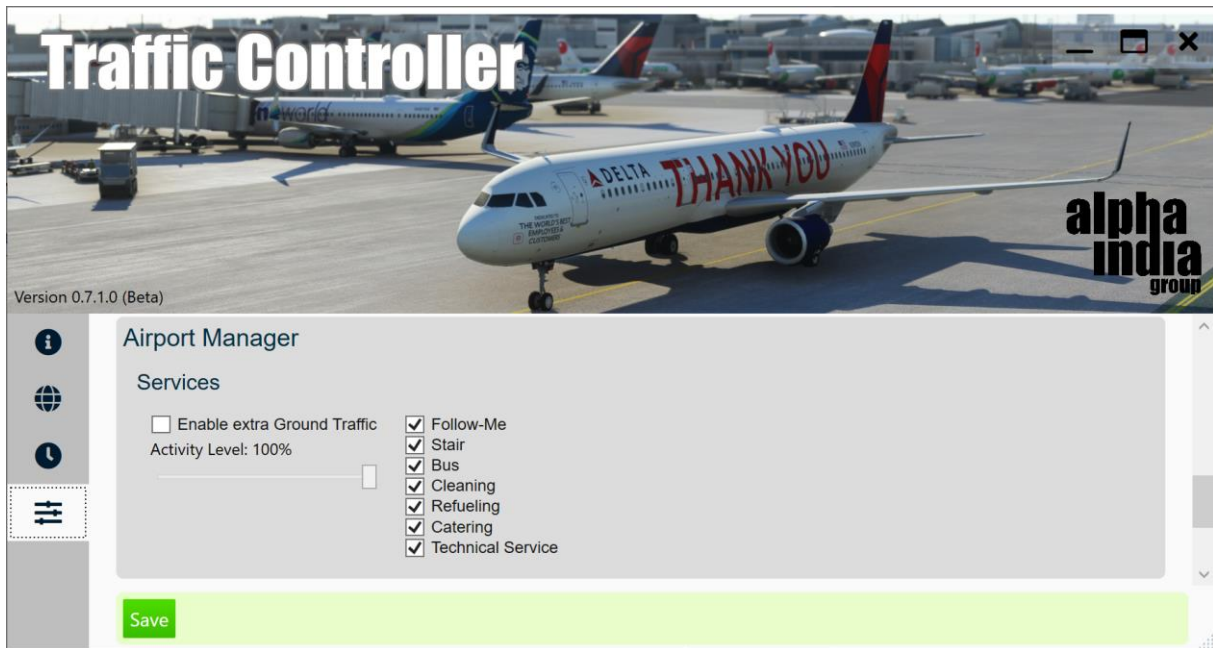
Flaps

When enabled AIGTC will control the flap deployment while the AI airplane is taxiing to the runway for takeoff.

Traffic Limiter

Use the options to limit the injected traffic to the departure and arrival airport.

Settings – Airport Manager



AIGTC Ground Traffic

When enabled AIGTC will spawn ground vehicles at airports nearby that will interact with the AI airplanes at the airport. Use the slider to change the number of vehicles. You can disable specific services from spawning with the checkboxes.