

# Ultimate Traffic Upgrade - Time to Get Ready!

This document has been prepared to get you ready for the release of the Ultimate Traffic Upgrade. Please take the time to thoroughly read this document and use the procedures spelled out in it to have a smooth and easy upgrade of Ultimate Traffic.

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## I. Installation Instructions

The Ultimate Traffic Upgrade is designed to work for both Flight Simulator 2002 and 2004. The interface has been designed to recognized both versions of Flight Simulator and act appropriately. It is up to you which version of Flight Simulator you would like to run Ultimate Traffic under.

The installation instructions for the version of Flight Simulator are different, though. Installing to FS2002 is quite simple, but it is a little more complex for FS2004, depending on what you would like to do.

### Installing the Ultimate Traffic Upgrade into FS2002

**You must have Ultimate Traffic already installed in FS2002 for the Upgrade to work.**

To install the Ultimate Traffic Upgrade into FS2002, you will simply need to run the Upgrade installation exe file that you will download. When given the option to select which version of Flight Simulator you would like to install to, select FS2002. Now sit back and wait for the installation to proceed and finish.

The first time you run the Ultimate Traffic Upgrade, you will see a few messages pop up informing you about the actions that Ultimate Traffic is about to perform. New aircraft dynamics will be added to all of the Ultimate Traffic aircraft improving their flight characteristics and new data files for the PalmSpotter gauge will be built. Once these actions are completed, Ultimate Traffic has been upgraded and you are ready to use it normally.

### Installing the Ultimate Traffic Upgrade into FS2004

**You must have Ultimate Traffic already installed in FS2004 for the Upgrade to work.**

There are two different methods of installing Ultimate Traffic into FS2004 and these will be discussed first.

- A. **Moving and Existing Installation from FS2002 into FS2004.** While this method should work fine, users opting to moving their files over to FS2004 should be aware that forgetting to move some files will cause Ultimate Traffic to not run. Because this could

happen, Flight One Software will not be able to offer support on this method, other than the instructions on how to do it provided below. If you follow the directions provided, you should have no problems, though.

This method is only for users experienced with moving/copying files within Windows and familiar with the Flight Simulator directory structure.

1. **Copy the Ultimate Traffic Directory into FS2004** - Ultimate Traffic resides in your FS2002 directory structure under C:\FS Directory\Flight One Software\Ultimate Traffic (Replace C:\FS Directory with your actual path to FS2002). This directory structure must be duplicated in FS2004, so that Ultimate Traffic is moved over and is in the same directory tree. You should create a Flight One Software folder under the FS2004 root folder and move the entire Ultimate Traffic folder into this created directory. You will end up with C:\FS2004 Directory\Flight One Software\Ultimate Traffic. In the Ultimate Traffic folder you will have many various files and folders that should still exist if you have copied over the entire folder's contents.
2. **Copy the Gauge Files into FS2004** - Ultimate Traffic includes to Gauge files, the PalmSpotter and TCAS gauges. You will need to move both files into FS2004. They are located in the Gauges sub folder of FS2002 (C:\FS Director\Gauges) and are named PalmSpotter.gau and UltimateTraffic.gau. Move both to the Gauges sub folder of FS2004.
3. **Copy the Aircraft Directories to FS2004** - Ultimate Traffic comes with 41 default aircraft; all of their directories will need to be moved from FS2002 to FS2004. Go to the Aircraft subfolder of FS2002 (C:\FS Directory\Aircraft) and move the 41 folders that begin with "Flight One AI" to the aircraft folder in FS2004. Optionally, if you have assigned other aircraft for use within Ultimate Traffic you will need to move their respective directories into the FS2004 Aircraft folder as well.
4. **Copy the Night Lighting Textures into FS2004** - The night lighting textures for Ultimate Traffic aircraft are kept in a separate directory from the aircraft. These files are kept in the Texture sub folder of FS2002 (C:\FS Directory\Texture). There are 41 files that need to be moved/copied to the FS2004 Texture folder. These files are listed in the table below.

707_l.bmp	743_l.bmp	A310_l.bmp	bae1462_l.bmp	pai_d8q2_l.bmp
722_l.bmp	744_l.bmp	A319_l.bmp	CRJ2_l.bmp	pai_d8q3_l.bmp
732_l.bmp	7572_l.bmp	A320_l.bmp	DC10_l.bmp	pai_d8q4_l.bmp
733_l.bmp	767-200_l.bmp	A321_l.bmp	f50_l.bmp	S340_l.bmp
734_l.bmp	763_l.bmp	A330_l.bmp	F70_l.bmp	
735_l.bmp	764_l.bmp	A340_l.bmp	F100_l.bmp	
736_l.bmp	772_l.bmp	ATP_l.bmp	md11_l.bmp	
738_l.bmp	773_l.bmp	b739_l.bmp	pai_atr42_l.bmp	
7377_l.bmp	A300_l.bmp	B1900_l.bmp	pai_atr72_l.bmp	

You should now have a valid version of Ultimate Traffic installed into FS2004.

- B. **Fresh Installation of Ultimate Traffic into FS2004.** This is the easiest method for installing Ultimate Traffic into FS2004 and is also the only method supported by Flight

One Software. To do this, you MUST have the original file that you downloaded from the Flight One website (the setup file with the red airplane icon) and the key file you were prompted to backup when you initially purchased Ultimate Traffic.

**VERY IMPORTANT NOTE - The Ultimate Traffic installer (from the original retail version) installed a version of FSUIPC into FS2002 and will attempt to do the same thing when you install into FS2004. This can cause many problems. If you have purchased a new version of FSUIPC, the installer will overwrite it. Make sure this does not happen by backing up any version of FSUIPC that you have in FS2004 BEFORE running any Ultimate Traffic Installer. The FSUIPC dll file can be found in the C:\FS Directory\Modules folder and is named FSUIPC.dll. This older version of FSUIPC also causes significant problems in Flight Simulator 2004 if you start Flight Simulator with it in the Modules folder. Make sure this older version is removed BEFORE running FS2004. If it is not removed, the dll files in the Modules folder of FS2004 will be corrupted. If this happens, FS2004 will not start and you will need to reinstall those specific dll files from the FS2004 CDs (they can be copied in to replace the corrupt ones and are available on CD1 of the FS2004 CDs)**

Attempting to install the exe that was extracted from the main downloaded setup file will not work and will result in an INVALID KEY message from Ultimate Traffic. You must reinstall using the originally downloaded file, the one with the red airplane icon.

Run the original file that you downloaded and you will be presented with the purchase screen. Press the REINSTALL button in the lower right corner of the screen. You will then be prompted to enter the last four digits of the credit card you used when making the purchase as a security check, enter those numbers now. Once you have entered the numbers, you will be asked for the key file. Use the dialog box provided to select the key file. The installer will continue and unpack the setup file and create your license file for Ultimate Traffic.

Once the actual setup is started follow the directions normally until you come to the installation path screen. In this screen you will need to set the path for the installation to FS2004. The default installation path for FS2004 is C:\Program Files\Microsoft Games\Flight Simulator 9. If you did not install FS2004 to the default path, make sure to put your correct path into the field provided.

To install the Ultimate Traffic Upgrade into FS2004, you will simply need to run the installation file (Upgrade setup file) that you will download. When given the option to select which version of Flight Simulator you would like to install into, select FS2004. Now sit back and wait for the installation to proceed and finish.

The first time you run the Ultimate Traffic Upgrade, you will see a few messages pop up informing you about the actions that Ultimate Traffic is about to perform. New aircraft dynamics will be added to all of the Ultimate Traffic aircraft improving their flight characteristics, Parking Codes will be assigned to your installed aircraft, and new data files for the PalmSpotter gauge will be built. Once these actions are completed, Ultimate Traffic has been upgraded and you are ready to use it as normal.

### **C. Saving Existing Aircraft Assignments**

You may desire to save your existing aircraft assignments regardless of which version of the Simulator you are installing the Upgrade into. To do this you will need to backup one file and make sure the aircraft used in the assignments are still available. You will need to make a backup copy of the file AircraftAssignments.dat BEFORE you run any installations. Once you are finished with the above installation instructions, put this file back into place, overwriting the file put there by the Ultimate Traffic installer. You will also need to make sure that any aircraft used in the assignments are available in FS as well. If you are installing to FS2002 then the aircraft will still be there and no action is needed. If you are installing into FS2004 you will need to make sure you move the appropriate directories over into FS2004. See above in the section concerning moving an existing installation to FS2004 for full instructions.

## II. What's New and Improved

### A. New Screens in the Interface

1. **ReadMe File for Packages** - After many requests for the ability to write a readme file for the uploaded packages, it has been added. This will give you the ability to provide more information on a package file as well as any extra installation instructions that are needed.
2. **Aircraft Label Options** - One great feature within FS2004 that many people do not know about is all of the new data that can be displayed on the AI traffic labels over the aircraft in FS2004. Some of the available options are presented in the FS2004 options section, but not all of them. Ultimate Traffic now provides a screen to let you make settings to show and aircrafts call sign, flight number, flight plan, and more!
3. **Airline Import** - This powerful new feature replaces the old Extra Traffic method used in Ultimate Traffic. Now you can completely import flights not just into the traffic.bgl file but into Ultimate Traffic as well. The airlines and flights will be visible on the Route Map, in the PalmSpotter, on the Status Board, and you can even print timetables for them.

### B. Aircraft Improvements

1. **Generic Liveries** - The generic liveries have been completely updated getting rid of the default grey/blue schemes. The new schemes offer a variety of different colors for the aircraft as well as adding reflections to the aircraft.
2. **Flight Dynamics** - All of the aircraft have new and improved flight dynamics. Flights operate a lot more realistically and lawn darts and submarines should be a thing of the past.
3. **Improved Night Lighting** - With the new night lighting textures on the aircraft more realism is visible right from the start. With the new 15 minutes prior to departure power on in FS2004 you will see the nav lights shine, the windows illuminate, and the tails light up before the aircraft is ready to go. The airports look absolutely stunning at night.
4. **Parking Codes** - FS2004 has provided a new and unique method for parking aircraft at specific gates. In FS2002 Ultimate Traffic had to make use of the RAFCAD method for parking aircraft and this did not allow much flexibility for getting aircraft to the correct spot at the terminal. Now with the FS2004 parking codes if an AFCAD files assigns aircraft to the gates, the Ultimate Traffic aircraft will go to their assignments. All this is done automatically for the aircraft so there is no need to add hundreds of codes to your fleet.

### C. Gauges

1. **PalmSpotter** - New and improved, the PalmSpotter is now what everyone wished it to be. Still the same great functionality but lightning fast and no longer hangs up Flight Simulator.

### D. Add Functionality or Features

1. **The 24 hour Clock** - After much user request, the clock for the status board will now show in the 24 hour clock format if you desire. A simple checkbox is provided to turn this option on or off on the Time Tables options screen.
2. **Traffic File Conflict Checking for FS2004** - With FS2004 you can run multiple traffic files at the same time, unfortunately this can lead to duplicate flights or still seeing the default FS traffic. With the conflict checking Ultimate Traffic will inform you if are running more than one traffic file and allow you choose what to do with the other traffic files.
3. **Many other smaller improvements have also been made**

### E. Automatic Updater

1. **ReadMe Files** - ReadMe files are now part of downloaded packages and can be accessed directly from the automatic updater. Now you can be provided with extra information about a file if the author chooses to include a ReadMe file.
2. **AFCAD files are now separated** - AFCAD files have been separated into multiple categories. Now there is a section for Default scenery AFCAD files as well as files designed specifically for 3rd Party (add-on) scenery. There are also two sets for these divisions, one for FS2002 AFCAD files and one for FS2004.

## III. What's missing and is there anything left to do?

Actually there is. Popular demand wants us to release the update before all of the AFCAD files for the Ultimate Traffic airports are completed. We will be working on the AFCAD files in the coming weeks and releasing sets of a few hundred at a time during the design period until the complete sets are finished.

Also missing is the TCAS gauge for FS2004. A new method for obtaining TCAS information is being provided by Microsoft in their TCAS Information SDK. We are ready to release the TCAS within a day or two of the release of the SDK but we can not release the new TCAS until the SDK is available. Until the SDK is made available, the TCAS will not function in FS2004. When the SDK is released, the TCAS will be made available through the Automatic Updater. We thought it would be much better to release the Upgrade without the TCAS than to wait for it.

That's it. We will be working hard to get these final two items to you in a timely manner, but feel you should still be able to enjoy Ultimate Traffic for the time being.

**Thank you for taking the time to read this the document and we hope you enjoy and have a lot of fun with Ultimate Traffic.**

**Thanks for your patience while we strived to get things right.**

**Flight One Software**