



FlyCay Pilots!

Thanks for downloading the latest version of the '*FlyCay AI Traffic Package!*' There are some major improvements in this version compared to the last. Most noticeably all of the previous packages have now been combined into one package; Cayman Airways and FlyCay Regional aren't separate. FlyCay AI traffic is largely for those users who do not fly in the online environment. This package will populate your virtual airports with Cayman Virtual traffic, with each of our divisions available for your viewing pleasure. Imagine flying into Geneva and seeing multiple EuroCay aircraft preparing for flights overseas, regional gets preparing to commute to the nearby countries, all in your own FS world!

This package is truly something unique and is a definite “must have” for all Cayman Virtual pilots.

Additional changes in this package compared to the last include the following:

- Additional aircraft added to package never seen before!

- ❖ EuroCay B767-300ER
- ❖ AmeriCay B737-800
- ❖ Cayman Cargo B757-200

- Fewer 757's, too many were in the plans last time.

- No more 747's/A340's/767's in the FlyCay pack! All long hauls are serviced by our B772, thus making the entire package as realistic as possible in terms of FlyCay operations!

- Flight plans updated; based off new timetable, new destinations. (Flight plans valid as of February 25th 2010)

>Airport parking designations corrected; Cayman Cargo -> Cargo Ramp, Twin Otter -> GA Ramp etc.

In order to see the most of the Traffic, I would advise going to our 'Focus Cities'

- ❖ MWCR - Cayman Airways
- ❖ TNCM - Cayman Airways, FlyCay Regional
- ❖ TJSJ - Cayman Cargo (757 in particular)
- ❖ KFLL - Cayman Cargo (ATR + 733F)
- ❖ KJFK - Cayman Airways, EuroCay
- ❖ LSGG - EuroCay (767 in particular)
- ❖ LFLB - EuroCay (E145, E170)

INSTALLATION – Please read carefully.

Before you install please remove all previous AI Packages!

1. Copy all aircraft files located in the 'Airplanes' folder included in this package, and paste them in your 'Simobjects/ Airplanes' folder (for FSX) just like you would do with any other aircraft.
2. Copy the five BGL files titled 'Traffic_xxxxxx' included in this package, paste into your 'Microsoft Flight Simulator X\Scenery\World\Scenery' folder.
3. Done! Go Fly!

For those who already have AI Traffic installed and would like to add it to an existing BGL I have included the raw Flightplans, Aircraft and Airport data in the 'Flightplans - Adv' folder. Please only attempt this if you know what you are doing! Don't blame me if it goes wrong!

Have fun and take screenshots!

Package courtesy of CAY253- Guy

For any support regarding this package, please contact Guy via the following email: duttongc@h1.org.uk