Using SuperTrafficBoard on another computer

STB may be used on another computer that is network connected to your main FSX computer. A typical example is a laptop running STB, connected to a home PC running FSX using a wireless network. In this scenario, the computer running STB is known as the "Client Computer", since it is separate to the FSX Computer.

Using STB on a client computer has a number of advantages, including:

1. STB does not take up valuable "viewing space" on your Flight Simulator Screen.
2. All functions, including View AI, remain available.
3. Flight Simulator can run full screen.
4. FSX Sound is not lost when switching application focus to STB, as they are on separate computers.

Overview of Tasks

Additional configuration is required on both computers. The following instructions assume that both computers can already "talk" to each other across a network, and refer to the **"STB Client" computer** and **"FSX" computer** as separate units.

On the FSX Computer:

- Ensure you have FSX Installed;
- Download and Install *SuperTrafficBoard Data Server*, STB-DS;
- Run the STB-DS configuration wizard, that configures FSX for network communications;

On the STB Client

- Install STB;
- Run the STB configuration wizard and specify a remote connection to FSX running on another computer;

Note: Prior to STB V3.5, it was necessary to install the FSX SimConnect client (simconnect.msi) on the STB Client PC. This is no longer required.

Installing the SuperTrafficBoard Data Server

The STB Data Server (STB-DS) supplies the following information to STB on the client computer:

- Airport facility data including parking, runway and AI schedules;
- UT2 Schedule data;
- Commands such as View AI, Depart Now and Approach Now.

Instructions

1. If you have previously installed STB-DS for FSX or FSX-SE, please uninstall it before proceeding to install the latest version.

2. On your FSX computer, download the latest version of STB-DS from wherever you purchased STB.

3. Unpack the zip to a folder of your choice. Follow the instructions given by the installer.

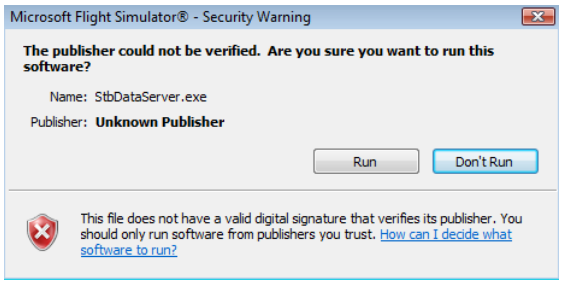
4. The configuration wizard starts automatically after the installation is complete. If it does not, you may request it by clicking "Reshow Configuration Wizard" on the main STB-DS window.

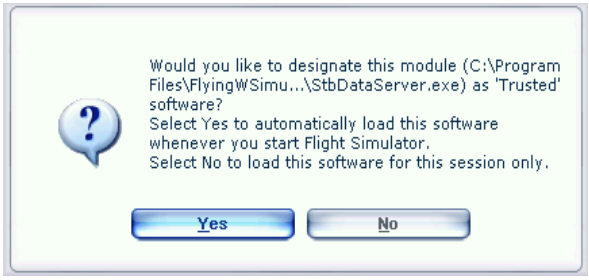
5. Work through the wizard. There are two steps, a configuration options window and a status window. Use the default configuration actions presented. Tooltips are available that describe each action, simply allow the mouse to float over a particular item. The outcome of each configuration action is reported in the second step.

6. You may also see a firewall warning. Please allow STB-DS to use your **private** network. It is not recommended to allow access to a public network such as the internet.

7. Start or restart FSX.

8. After a little while, FSX asks you to authorise STB-DS through the following dialogs. Click "Run" in response to the first dialog, and "Yes" to the second. This is a one-time action. You may also see an additional set of dialogs asking you to authorize STBServer.dll, the STB Simulator Plug-in. FSX may also trigger a firewall warning; please permit it to use your **private** network. It is not recommended to allow access to a public network such as the internet.





STB-DS may be started as a minimized application, if you want to see the window you'll need to click it from the taskbar. Closing FSX does automatically close STB-DS.

Installing SuperTrafficBoard on the STB (Client) Computer

The license you purchased for STB allows you to install it both on the FSX computer and on a separate client computer.

1. Run the STB installer.

2. The configuration wizard will start automatically one the installer is complete. If it does not, click "Reshow Configuration Wizard" from the "Configuration" pull down menu in the STB menubar and restart STB.

3. In step 1 of the wizard, select "Microsoft Flight Simulator X on another Computer". If you have already used this computer as a SimConnect client, this choice is already selected.

4. If you have already used this computer as a SimConnect client, the name of the FSX computer is already filled in. Continue on to the next step. Otherwise in wizard step 2 enter the name of the FSX computer (or IP address). This was provided to you when you ran the STB-DS configuration wizard on the FSX computer.

5. Work through the remainder of the wizard. For additional information, see **Configuration Wizard** on page 14.

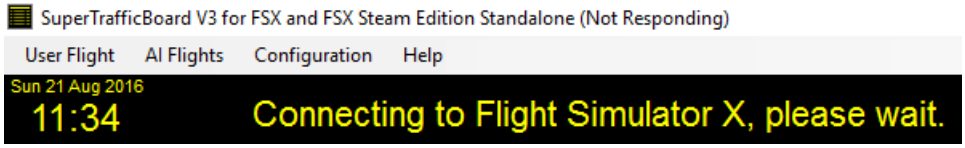
6. After reaching the main STB window, you'll need to restart STB to complete the configuration.

Connecting to FSX

Create a flight on your FSX computer and start STB on your STB client computer. When the flight has finished loading, click the Connect button. The connection takes place in two parts:

FSX SimConnect Connection

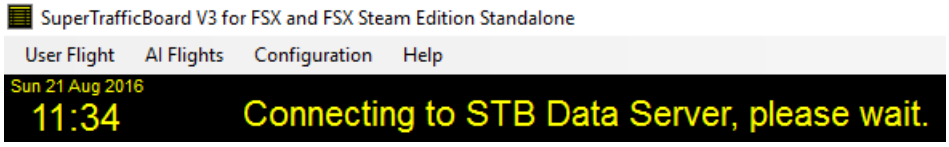
While connecting to FSX, the following is displayed on STB:



And the Connect button turns Orange:

STB Data Server Connection

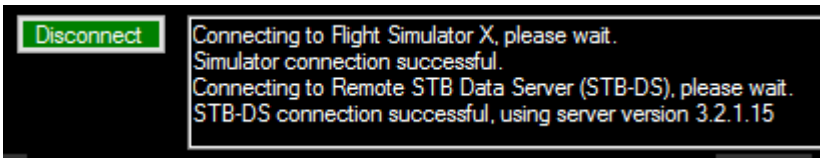
Once the FSX SimConnect connection is made, STB Data Server is next. While connecting to STB-DS, the following is displayed on STB:



And the Connect button turns Yellow:

Success!

A separate message in the message box describes each connection outcome and the result. Below is an example when connection is successful. At this point the Connection button turns green and flight data starts loading from the simulator and STB-DS. Note it takes longer to obtain the list of flights from FSX when using STB on a separate computer due to network lag.



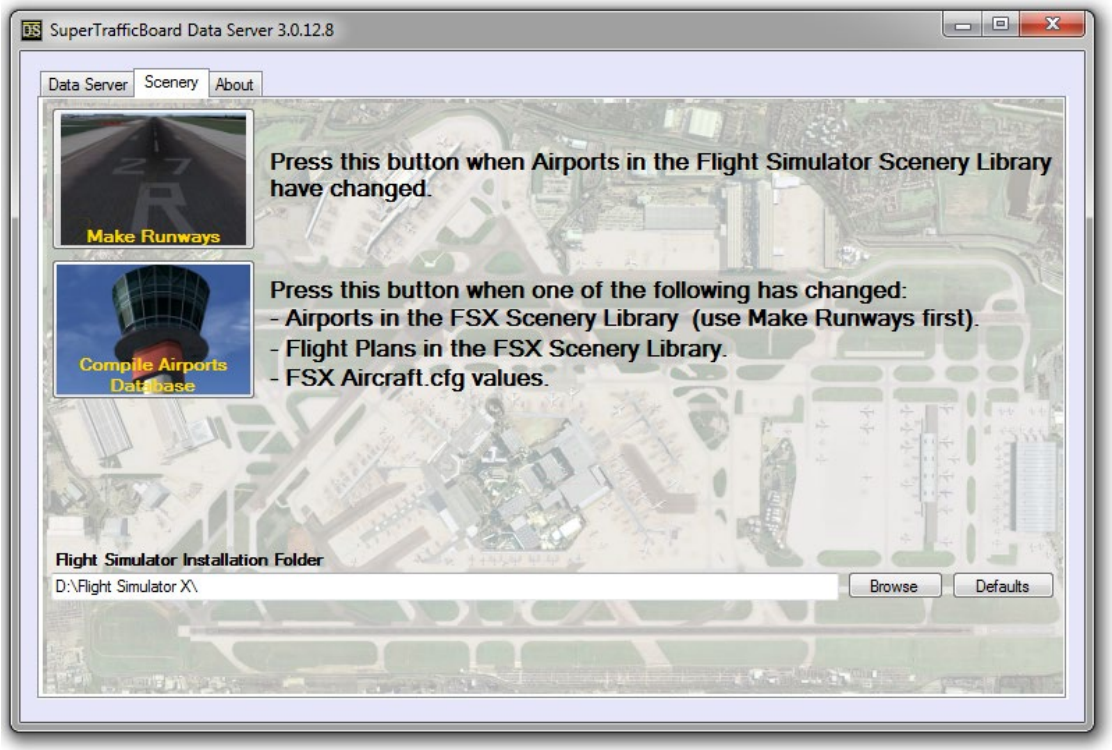
The complete set of messages is:

- Connecting to Flight Simulator X, please wait.
- **Simulator connection successful.**
- Connecting to Remote STB Data Server (STB-DS), please wait.
- **STB-DS connection successful, using server version 3.5.x.x**
- Connected successfully to Microsoft Flight Simulator X 10.0.x.x
- *HH:MM* Time Zone changed from GMT+0 to GMT-8
- ***HH:MM* The Super Traffic Board Simulator Plug-In 3.2.x.x is online.**
- *HH:MM* STB Simulator Plug-in Delete AI is now online.
- *HH:MM* Traffic Sliders set to IFR:0%, VFR:0%, UT2 Weekly:N/A, UT2 Daily:N/A

STB-DS Usage Notes

- Flights are a little slower to load into the STB display when using STB-DS, especially the initial list immediately following connection to FSX;

- When the FSX Scenery Library changes, it may be necessary to perform the "Make Runways" action, the "Compile Airports Database" action or both. The actions are available on the **Scenery** tab. For more information, see **When Changing the FSX Scenery Library** on page 17.
    - While either action is running under STB-DS, you will not be able to connect STB to FSX.
    - If STB is connected when you begin, it will be automatically disconnected.



Advanced Topics

Most users do not need to be concerned with this section. However it may be of assistance if you need to **deal with STB, SimConnect and TCP/IP Ports. In a nutshell, the port identifies which application a message** sent on the network is intended for. There are 3 ports relating to STB:

- The simconnect port, which STB specifies 2024 as a default;
- The STB-DS port, 32123;
- The UT2 port, 31123;

You'd only need to concern yourself with ports is when some other application is trying to use one of the above, which may prevent STB from working correctly.

Which TCP Port to Choose?

For further guidance on determining available network ports, perform an internet search using the term "free TCP ports". Sometimes setting values by "trial and error" is the most effective method.

Configuring SimConnect Server Ports

The Simconnect Server configuration file (simconnect.xml) is found in the FSX Application Data Folder. For assistance in locating the folder, please refer to ***"Application Data Folder for STB, STB Data Server and FSX"*** on page 98.

The settings group (there may be several) in the file used by STB and SimConnect will look similar to the following:

```
<Protocol>IPv4</Protocol>
<Address>192.168.1.2</Address> or <Address>MyFSXPC</Address>
<Port>2024</Port>
```

The port value may be changed as you see fit, but will need to match the corresponding configuration on the SimConnect client (see next topic for details). After making changes to the simconnect.xml file, restart FSX.

Configuring SimConnect Client Ports

The SimConnect client configuration file (simconnect.cfg) is found in the "My Documents" folder on your STB computer. There is just a single group of settings in this file, and it will look like the following.

After copying the sample file to MyDocuments, edit it and ensure it contains the following lines:

```
[SimConnect]
Protocol=<Internet Connection Protocol>
Address=<Name or IP Address of your Flight Simulator Computer>
Port=2024
MaxReceiveSize=4096
DisableNagle=0
```

"Port" is the TCP Port used for SimConnect communications. This value must be the same on both the STB Client and FSX Computers (simconnect.xml, see previous topic). After making changes to this file, restart STB.

Configuring UT2 Ports

Both the UT2 Runtime and STB require matching values for the UT2 port. If you are running STB on a separate computer to FSX, you will need to set the port in two places.

FSX and STB on the same computer:

The UT2 port value can be set in the STB Settings Notebook:

- Deployment Tab;
- Ultimate Traffic 2 Section;
- The port number is set in "UT2 Transmission Port Number";

After changing the value and clicking either the "Save" or "OK" button, both the UT2 and STB configurations are updated with the new port value. To complete the configuration, you will need to stop and restart both STB and FSX.

FSX and STB on separate computers:

- The UT2 port on the STB computer can be set as described in the previous section. Note that you may need to check “Enable UT2 support” to enable the “UT2 Transmission Port Number” control;
- On the FSX computer, the UT2 port value can be set in STB-DS main window:
    - Remember STB-DS may be running minimized; look in the task bar if you do not see it;
    - Ultimate Traffic 2 section;
    - You may need to check “Configure for STB use” to enable the group;
    - The port number is set in “UT2 Transmission Port” control;

After changing the value and clicking the “Apply” button, the UT2 configurations are updated with the new port value. To complete the configuration, you will need to stop and restart both STB-DS and FSX (If STB-DS is configured to autostart with FSX, closing and restarting FSX will do the same for STB-DS).

Configuring STB-DS Ports

Both the STB and STB-DS require matching values for “STB Data Server port”.

FSX Computer:
The STB-DS port value can be set in the STB-DS main window:

- Remember STB-DS may be running minimized; look in the task bar if you do not see it’
- Configuration section;
- The port number is set in the “STB Data Server Port” control;

After changing the value and clicking the “Apply” button, the STB-DS configurations are updated with the new port value. To complete the configuration, you will need to stop and restart STB-DS.

STB Computer:
The STB-DS port value can be set in the STB Settings Notebook:

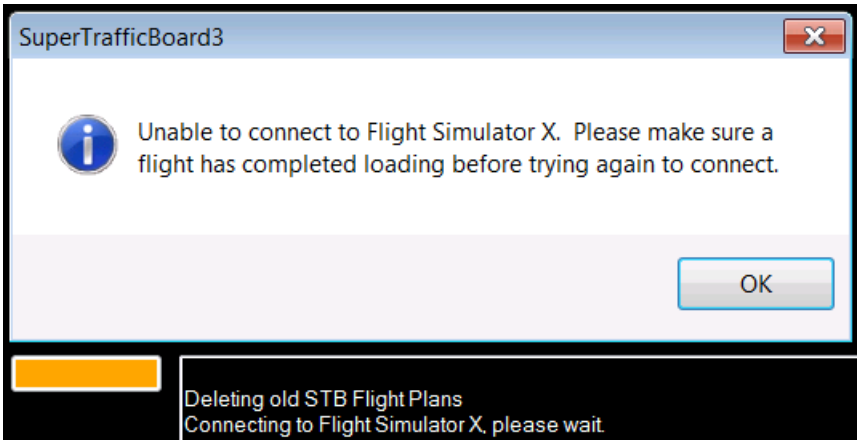
- Deployment Tab;
- STB Data Server (Remote Simulator) Section;
- The port number is set in the “STB Data Server Port” control;

After changing the value and clicking either the “Save” or “OK” button, the STB configurations is updated with the new port value. To complete the configuration, you will need to stop and restart both STB.

Troubleshooting Connection Failures

Unable to Connect to FSX

STB first attempts to connect to FSX, and if that is successful STB-DS is next. If the FSX connection attempt fails, the following dialogue may be presented:

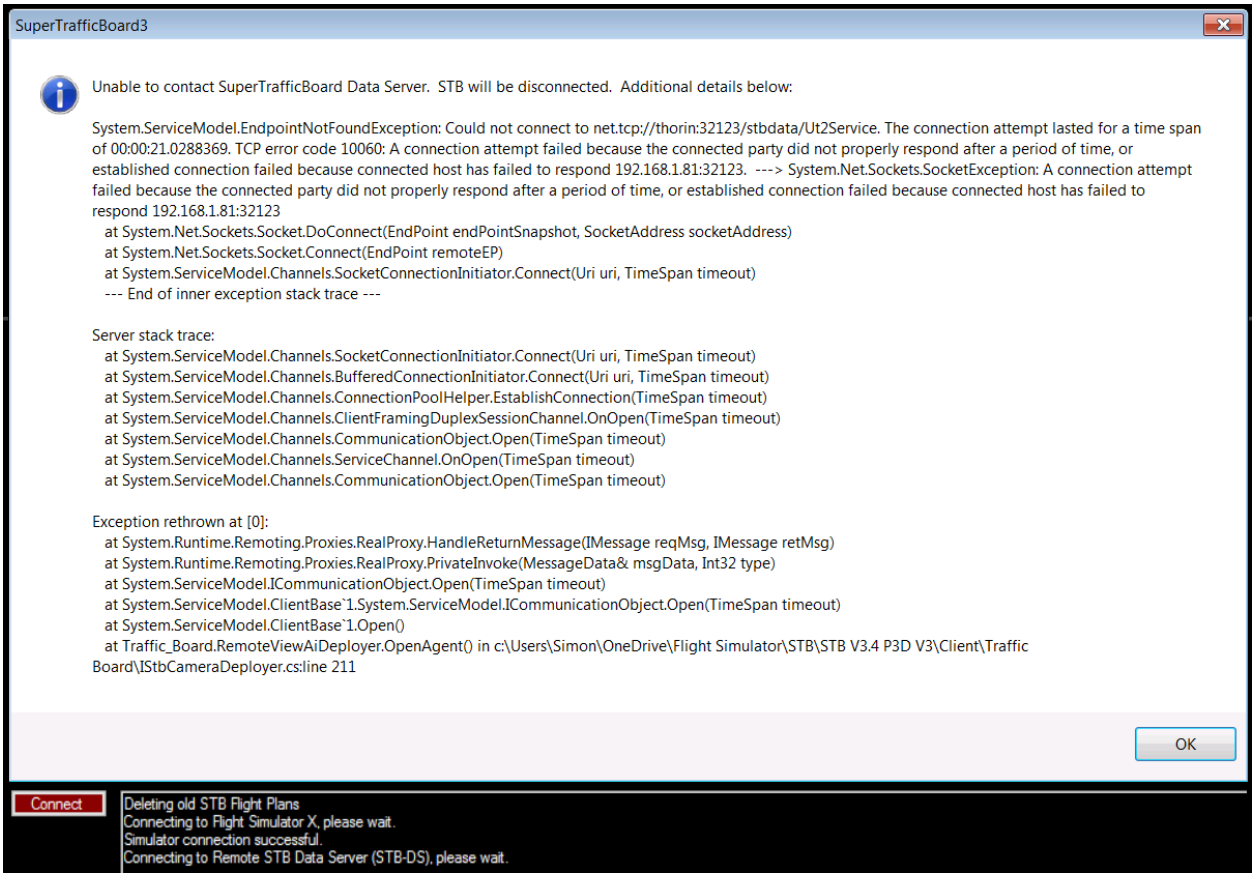


This typically takes less than a minute to show up, and common causes include:

- FSX is not running;
- FSX is has not made sufficient progress during start up. You can connect once the "main menu" dialogue is displayed or a flight is fully loaded and active;
- The *"My Documents\simconnect.cfg"* file on the STB client computer has an incorrect computer name or IP address for the FSX computer;
- The FSX computer is not on the network;
- A firewall is blocking the Simconnect ports;
- FSX has an *"invalid simconnect.xml"* configuration file (in its application data folder);
- There is a mismatch in the ports specified between the STB client simconnect.cfg and FSX server simconnect.xml;

Unable to connect to STB-DS

Once a connection is successfully made to FSX, STB next establishes the connection to STB-DS. STB can wait up to 60 seconds for STB-DS to respond to a connection attempt. If the attempt fails, a dialogue similar to the following is presented:

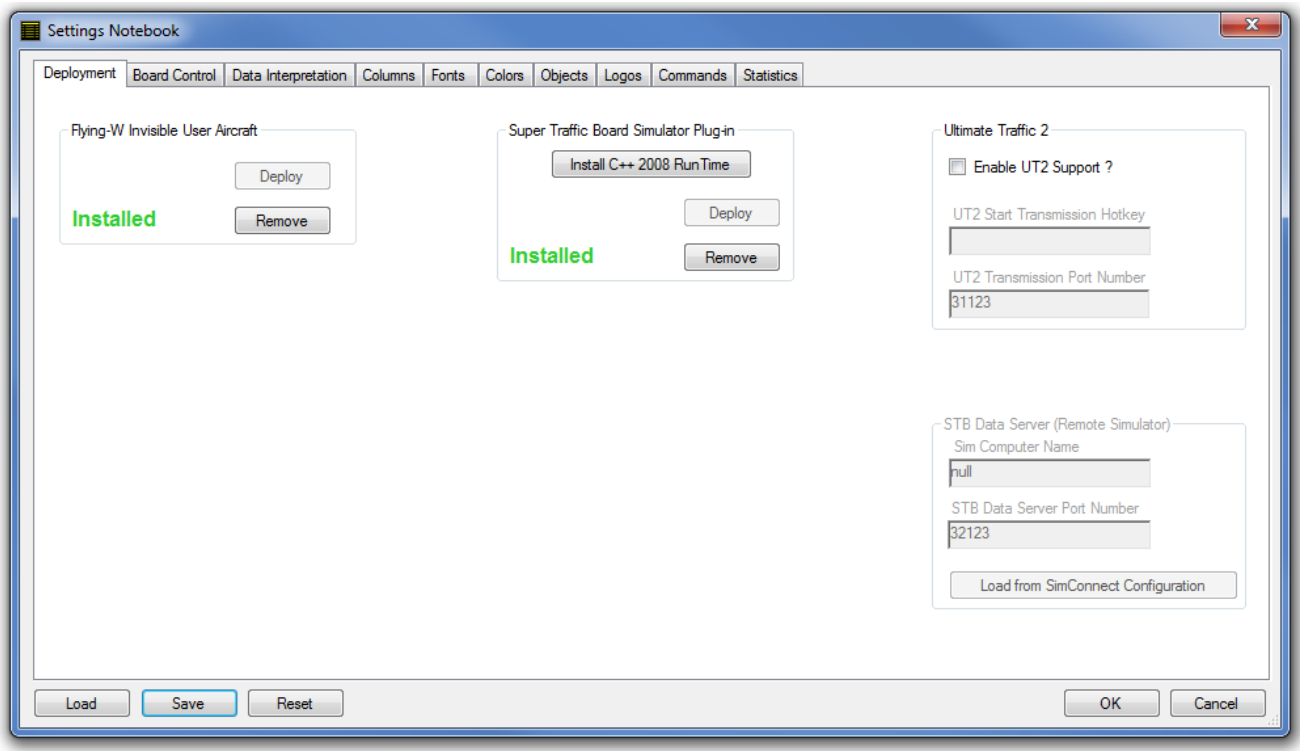


Typical causes of this connection failure include:

- STB-DS is not running on the FSX computer;
- The STB Client *"TrafficBoardFrontEnd.exe.config"* has an invalid IP address or computer name for the STB-DS/FSX computer. The ".exe.config" file is found in the STB installation folder;
- There is a mismatch in the ports specified between the STB client TrafficBoardFrontEnd.exe.config and the STB-DS *"STBDataServer.exe.config"* on the STB-DS/FSX computer;
- A firewall is blocking the STB-DS ports;

Appendix A: Working with Settings

STB is highly customizable through a dedicated settings notebook. You can access the notebook at any time by clicking the **Settings** command from the Configuration pull-down menu in the action bar.



Information in the Settings Notebook is organized into tabs:

- **Deployment** is used to activate additional STB components. Some of these components are deployed automatically by the Configuration Wizard. For further information, see **Configuration Wizard** on page 14 and **Appendix F: Deploying Additional Features** on page 104.

- **Board Control** configures STB window's behaviour, language translation, keystroke forwarding from Flight Simulator, automated recovery of traffic congestion problems and airports;

- **"Data Interpretation"** configures the way Flight Simulator data is interpreted and presented;

- **"Columns"** configures the choice of flight information columns displayed on the board;

- **"Fonts" and "Colors"** configures the look and feel of flight information displayed on the board;

- **"Objects"** configures the content of various object categories such as aircraft, airlines, board column headings and flight status remarks;

- **"Logos"** configures the AI package for the STB supplied airline logos, how images are displayed, and how new ones can be added;

- **"Commands"** configures how various STB and Flight Simulator commands work;

- **"Statistics"** describes the version of STB and Flight Simulator communications interface, plus "activity" counts from both Flight Simulator and Ultimate Traffic 2;

After changes are made in the settings notebook, they are activated by clicking the *"**OK**"* button. Alternatively, changes are discarded by clicking the ***"Cancel"*** button.

Settings are permanently stored on disk by clicking the ***"Save"*** button. That includes all changes you have made in the settings notebook, whether they have been activated or not.

When STB is started, saved settings are automatically loaded. They may be manually loaded at any time by clicking the ***"Load"*** button, which replaces any changes made in the settings notebook. The loaded settings must be activated by clicking the OK button.

The *"**Reset**"* button is used to restore default settings. The restored settings replace any changes you have made on the notebook, and must be activated by clicking OK[6].

[6] Restored defaults are not automatically saved. If you are happy with them, you must save them if you want to use them next time.

Appendix B: Locating Folders

Installation Folder for STB and STB Data Server

When you installed STB you were offered the option of specifying the installation path to use. If you choose to ignore this and use the default installation, the folder will depend on the shop from which you made your purchase. The default installation folders are as follows:

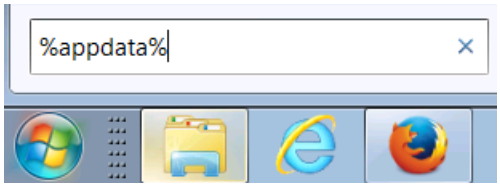
- **STB:** C:\Program Files (x86)\FlyingWSimulation\SuperTrafficBoard for FSX or FSX Steam Edition (Standalone)

- **STB-DS:** C:\Program Files (x86)\FlyingWSimulation\SuperTrafficBoard Data Server for FSX and FSX Steam Edition (Standalone)

Application Data Folder for STB, STB Data Server and FSX

Windows 7

1. Click the *Windows Start* icon (usually at the bottom left of your screen), and enter "%appdata% in the search box followed by return:



2. The application data folder opens in a new window;
3. Navigate to the application specific folder:
    a. **For FSX:** click "Microsoft" followed by "FSX";
    b. **For STB:** click "FlyingWSimulation", then "SuperTrafficBoard3" and finally "Flight Simulator X";
    c. **For STB Data Server:** click "FlyingWSimulation", then "STB Data Server" and finally "Flight Simulator X";

Windows 8.1

1. Click the *Windows Start* icon (usually at the bottom left of your screen):

2. The "Windows Start" screen is displayed. Click the search icon at the top right of the screen:

3. Enter **"%appdata%"** in the *Search Box:*

4. The application data folder opens in a new window;
5. Navigate to the application specific folder:
    a. **For FSX:** click "Microsoft" followed by "FSX";
    b. **For STB:** click "FlyingWSimulation", then "SuperTrafficBoard3" and finally "Flight Simulator X";
    c. **For STB Data Server:** click "FlyingWSimulation", then "STB Data Server" and finally "Flight Simulator X";

Windows 10

1. Enter **"%appdata%"** in the *"Search the web and Windows"* box next to the *Windows Start* icon:

2. The application data folder opens in a new window;
3. Navigate to the application specific folder:
    a. **For FSX:** click "Microsoft" followed by "FSX";
    b. **For STB:** click "FlyingWSimulation", then "SuperTrafficBoard3" and finally "Flight Simulator X";
    c. **For STB Data Server:** click "FlyingWSimulation", then "STB Data Server" and finally "Flight Simulator X";

Appendix C: Troubleshooting

Creating a trace file for STB

A trace is very helpful for the STB support team when analyzing any problems you may experience. Tracing may have a slight performance impact; you should only configure it when requested.

Enabling Trace

1. Locate the STB Application Data Folder. For assistance in locating the folder, please refer to ***"Application Data Folder for STB, STB Data Server and FSX"*** on page 98.
2. Create a file called "TrafficBoard.ini". If this file already exists, proceed to the next step
3. Add the following lines to the file:

[Trace]
True

[Trace Flush]
True

[Trace Schedule]
True

4. Restart STB.

Locating the Trace Output

The trace content is written to a file called **TrafficBoardFrontEnd.trace.txt** in the STB Application Data Folder. Close STB before transporting this file to a new location.

Disabling a Trace

- Either:
  - Remove the above lines from the file;
  - Delete the file if it contains no other statements;
- Restart STB;

Creating a trace file for STB Data Server (STB-DS)

A trace is very helpful for the STB support team when analyzing any problems you may experience. Tracing may have a slight performance impact; you should only configure it when requested.

Enabling Trace

1. Locate the STB Application Data Folder. For assistance in locating the folder, please refer to ***"Application Data Folder for STB, STB Data Server and FSX"*** on page 98.
2. Create a file called "TrafficBoard.ini". If this file already exists, proceed to the next step
3. Add the following lines to the file:

[Trace]
True

[Trace Flush]
True

[Trace Schedule]
True

4. Restart STB-DS.

Locating the Trace Output

The trace content is written to a file called **StbDataServer.txt** in the STB-SD Application Data Folder. Close STB-DS before transporting this file to a new location.

Disabling a Trace

- Either:
  - Remove the above lines from the file;
  - Delete the file if it contains no other statements;
- Restart STB;

Appendix D: Frequently Asked Questions

What happens to the Flight Simulator sound when I click on STB?

You can configure Flight Simulator to continue running, even after a "task switch" has occurred. An example of this is clicking on STB, making it the active window instead of FSX. However FSX always turns its sound off when it is not the active window. Solutions include:

- Using STB on a separate "client" computer,
- Flight1 SoundStream http://www.flight1.com/products.asp?product=soundstream

Why do some aircraft never push back from the gate?

Due to various reasons associated with both the “seen” and “unseen” inner workings of FSX airport scenery design, occasionally a few AI aircraft are “forgotten” by Air Traffic Control. STB can be configured to mark these as "delayed" departures, and to try rescuing them. See **Rescuing Aircraft Stuck at a Parking Spot** on page 67.

Why does View AI sometimes seem to "freeze" after showing the chosen aircraft?

View AI allows you to look at any AI aircraft, including those at a distance from your current (user aircraft) location. The further away you wish to look, the harder the FSX game engine has to work to render the view, including the aircraft itself, sky and ground. Sometimes it may take several seconds for the simulator to "catch up" and completely render the new scene. While this is occurring, aircraft can sometimes disappear below a "green soup" or blurred ground textures, but this typically clears after a short delay.

When Viewing AI, I sometimes get text relating to AI objects appearing in the Flight Simulator menu bar.

This problem appears to be a Flight Simulator issue; Traffic Toolbox Explorer causes the same effect, as can regular game play. It is observed in all FSX versions.

You are more likely to see this problem with larger volumes of AI traffic. For instance, some testers reported it at around 550 active AI aircraft, while others did not see the issue below 1000 AI aircraft. Therefore a number of factors may be involved, including your hardware, software and flight simulator configuration.

As far as we know, the only consequence of this problem is the additional items in the menu bar; all other flight simulator functions appear normal.

If this effect is undesirable, it is recommended to reduce the volume of AI traffic in your Flight Simulator settings (particularly GA traffic), or avoid densely populated traffic areas of the world such as Atlanta (KATL), Chicago O’Hare (KORD) and San Francisco (KSFO).

Is there a limit to the number of active aircraft that STB can track in Flight Simulator?

Flight Simulator limits support to 1000 active AI aircraft. If your traffic density is more than that, the aircraft are still shown STB but the status will be fixed at “No Data”.

When I try to "View AI", I get a random aircraft or a view of my user aircraft.

This suggests a problem with either your Flight Simulator Camera Configuration or STB settings. Check your configuration using the Camera Advisor, available on the “View/Chase AI” tab in the STB settings notebook.

STB does not start, or displays an error message when starting and then quits. What should I do?

Check that you have met the .net framework pre-requisite. See **Prerequisites** on page 12. If you are running STB and FSX on separate computers, check the SimConnect client from the FSX SDK is installed on the STB computer.

I have the "Show Today's Data Only" option enabled. However, STB still shows flights for yesterday or tomorrow when I select "All Airports". Why?

The "All Airports" takes precedence over "Show Today's Data Only", and therefore all data is shown for all airports.

Sometimes when I move down to the last page, some flights from the previous page are still shown. When there are just a small number of flights on the last page, STB scrolls down by less than a page of data to keep the last displayed page full.

I've selected Listen to AI ATC, but I can't hear anything!

There are (at least) two possible causes:

- The user aircraft is in slew mode that disables sound.
- You are too far away from the selected AI aircraft when it is on the ground. Use Follow or Shadow AI to automatically move the user aircraft closer.

I've started to notice stutters in FSX

A few users may experience tiny stutters in Flight Simulator when using SimConnect based applications such as STB. If you experience stutters and have a multi-core CPU, you may find that associating the STB application with a CPU core other than core zero (as that is critical to Flight Simulator) may improve your experience. To do this, change the (processor) affinity in Windows Task Manager for the **TrafficBoardFrontEnd.exe** process[7]:

- Press CTRL-ALT-DELETE to open the Windows Task Manager
- Open the "Processes" Tab
- Find the **TrafficBoardFrontEnd.exe** entry under the "Image Name" column
- Right click on it, and choose "Set Affinity…" from the context menu
- Remove the tick for "CPU 0" and click OK.

I've started FSX after installing STB, but it FSX is not responding.

Check whether any FSX dialogues are available that requires a response from you before continuing. Sometimes FSX dialogues are minimized on opening, and you need to restore them from the Windows Taskbar. After installing STB and running the Configuration Wizard, you will most likely see FSX dialogs requesting permission to run STBServer.dll. See Starting FSX for the First Time after Installing STB on page 16.

[7] This procedure needs to be followed every time STB is started.

Appendix E: Windows "Classic" Desktop Theme

Uses of the Windows Classic theme may notice that the buttons on the STB window cannot be seen. This appears to be a "feature" of the .net framework, where the buttons use the same color as the board background and are hence "hidden". The following workaround may be of assistance, allowing you to manually specify the color to use for buttons.

- Locate your STB application data folder. Instructions on how to find the folder may be found in "***Application Data Folder for STB, STB Data Server and FSX"*** on page 98.
- If you do not already have one, create a TrafficBoard.ini file in this location.

- Add the following section to the TrafficBoard.ini file:

```
[Buttons]
UseVisualStyleBackColor=false
BackColor=128,128,128
```

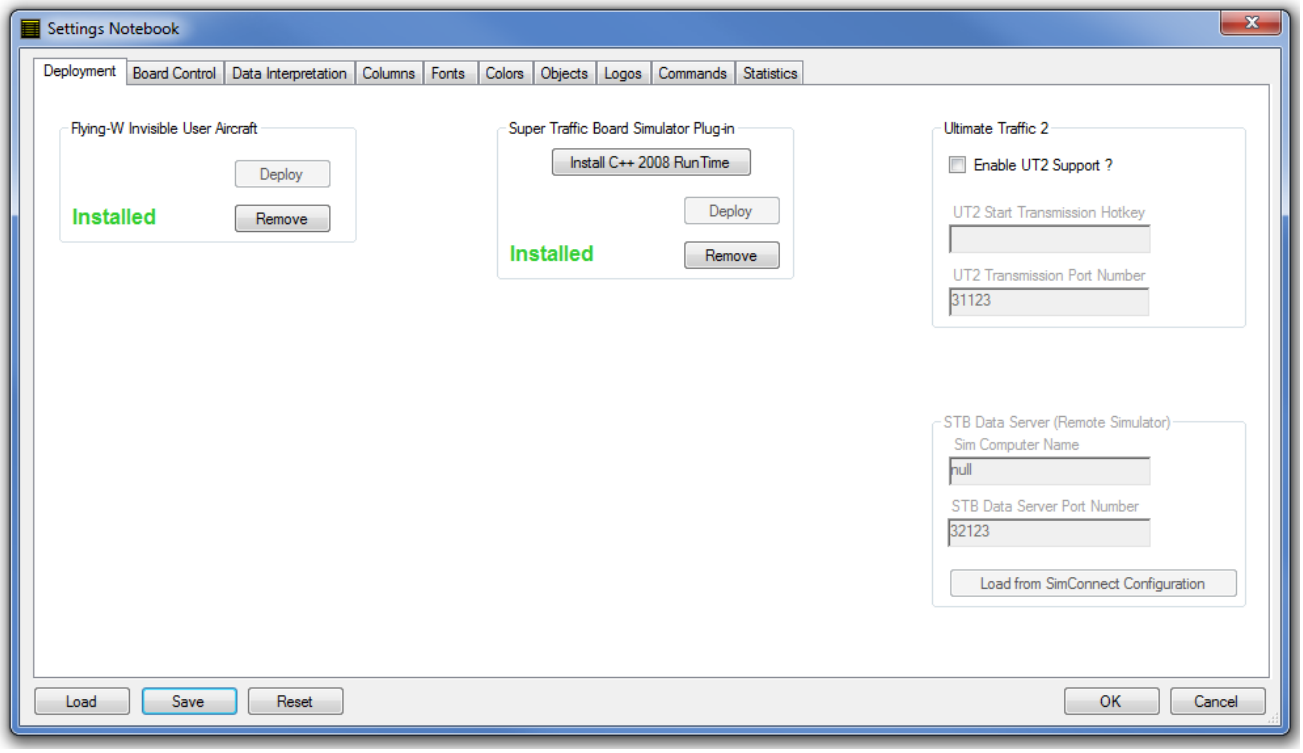
The "BackColor" setting values are the intensities of each primary color component in the order red, green, blue. A value of 0-255 may be specified for each. A value of 128,128,128 gives a mid grey.

Appendix F: Deploying Additional Features

The Configuration Wizard automatically configures all features with the exception of the Flying-W Invisible User Aircraft. You can manually deploy or remove each feature through the Deployment Tab in the STB Settings Notebook:

- **Invisible User Aircraft**, a useful aid while observing AI aircraft;
- **STB Simulator Plug-in**, enabling the "Shadow AI", Delete AI and future schedule flight listings;

To install or remove any of these features, consider the following guidelines:



- Each feature has its own group in the deployment tab. If Flight Simulator cannot be found or there are problems with the simulator configuration, one or more boxes may be inactive (greyed-out) and a message is shown. Please contact us if you are unable to resolve this.

- For the Invisible User Aircraft and the STB Simulator Plug-in features, the deployment status is listed as either "Installed" or "Not Installed". To deploy the feature when it is "Not Installed", click the appropriate **Deploy button**. The feature is updated and changes to "Installed" status.

- The STB Simulator Plug-in requires the Microsoft C++ 2008 Runtime software to be installed. If you do not already have it, click the install button and follow the on-screen instructions.

Appendix H: Flight Simulator Version Identifiers

	Flight Simulator Version	SimConnect Version
FSX RTM	10.0.60905.0	2.0.60905.0
FSX SP1	10.0.61355.0	10.0.61242.0
FSX SP2	10.0.61472.0	10.0.61295.0
FSX Acceleration & Gold	10.0.61637.0	10.0.61295.0
FSX Steam Edition	10.0.62615.0	10.0.61295.0

Appendix G: Compatibility with Other Products

Unless otherwise noted here, all other Flight Simulator add-ons are expected to be compatible with STB. Please check https://forum.simflight.com/forum/119-flying-w-simulation/ for the very latest information if you are having problems.

AISmooth

AISmooth has a facility for monitoring the user aircraft, and pushing other AI aircraft in the vicinity of the user aircraft out of the way. This is done to avoid landing conflicts between the user aircraft and AI aircraft.

When the STB commands are used that change the position of the user aircraft dynamically (e.g. Shadow AI, Follow AI and Chase AI), this can confuse AISmooth. Noted behaviour includes the AI aircraft subject to the command entering a limited slew state where it no longer changes altitude above a certain minimum.

If you experience this problem, the user aircraft management in AISmooth can be temporarily disabled through AISmooth application settings.

Heli Traffic 2009 (previously HeliX)

Heli Traffic 2009 is a utility for creating helicopter AI traffic in flight simulator. Helicopter flights implemented by Heli Traffic are not listed on STB.

Third Party Aircraft Add-ons

Certain third party aircraft add-ons define their own cameras in the **aircraft.cfg** file. These take precedence over the FSX application data **camera.cfg** user by STB for the "View AI" command. If the add-on uses the same **"HotKeySelect**" as STB is trying to use, the STB View AI command will show something other than the desired AI aircraft (typically the user cockpit).

Aerosoft Airbus X Extended is one example of a third party aircraft add-on where some users have experienced this View AI problem.

The situation can be resolved by:

- Review the camera.cfg file in the FSX application data folder. For assistance in locating the folder, please refer to ***"Application Data Folder for STB, STB Data Server and FSX"*** on page 98.
- Locate the camera entry with GUID *"{75A8357E-AB58-4294-9416-90C73FAFDD90}".* This is typically *"[CameraDefinition.010]"* with *"Title = AI Planes"*. This camera is used by STB for "View AI".
- Note the value of "HotKeySelect" associated with this camera. It is usually found at the end of the definition, and STB typically uses "HotKeySelect=5".
- Review the aircraft.cfg file for your add-on aircraft. If you locate any camera definitions using the same HotKeySelect as STB (e.g. HotKeySelect=5):
    a. Make a backup copy of the aircraft.cfg file
    b. Either delete the HotKeySelect statement or change the value.
    c. Once complete, save the file and restart both FSX and STB.

Appendix H: Uninstalling SuperTrafficBoard

- Remove the following features through the Deployment Tab in the STB Settings Notebook:
    - Flying-W Invisible User Aircraft;

  For assistance, see "**Appendix F: Deploying Additional Features**" on page 104.

- Uninstall the product using the "SuperTrafficBoard Uninstall" Command in the Start Menu (SuperTrafficBoard group). Perform any additional instructions requested by the uninstall program.

- Sometimes the uninstaller cannot delete all files. You may need to delete the folder where you originally installed STB.

Appendix I: Acknowledgements

The Make Runways utility is included with STB by kind permission of Pete Dowson.