

FS Traffic for Microsoft Flight Simulator ushers in a new era for AI Traffic for flight simulation. Providing previously unthinkable immersion owing to a selection of the highest quality AI models and liveries ever developed for a product of its type, real-world schedules that vary depending on the time, day, and year selected, along with a plethora of customisation options. FS Traffic offers all that and still achieves fantastic FPS/performance. Here are 16 of the key features you'll experience when using FS Traffic:

- 1. High quality models:** FS Traffic ships with 48 different aircraft models and variants, ranging from the regional Dash 8s and E190s, to the narrow body 737s and A320s, all the way up to the gigantic 747-8i and A380. Each aircraft uses custom animations and custom flight models and are set up to work seamlessly with Microsoft Flight Simulator's ground equipment.
- 2. High quality liveries:** We have been fortunate to work with some extremely dedicated and talented livery artists that have produced some beautiful liveries for our aircraft. There are currently over 700 liveries included, covering more than 240 airlines from around the world. All liveries will be supplied with 4096x4096 textures, and a detailed, layered PSD-format paint kit will be available at release.
- 3. FPS Friendly:** We understand that the performance of a traffic program is as important, if not more important than the visuals. That is why a significant amount of time has been spent by our coding and modelling teams to ensure FS Traffic has as minimal impact on your simulator's performance as possible. Tools are included to allow you to further customise certain parameters of FS Traffic to further increase your simulator's performance.
- 4. Ease of Installation:** FS Traffic will ship with the standard Just Flight installers that you'll be familiar with. Within a few clicks, your installer will automatically detect your MSFS install location, and install the necessary files. If you need any assistance with this process, our support team will always be on hand to help you.
- 5. Ease of Use:** FS Traffic has been designed around the "Plug and Play" philosophy. This means that once FS Traffic is installed on your PC, you will see traffic the next time you load into Microsoft Flight Simulator. There is no added hassle of having to open external applications that run alongside your simulator, that would typically use your systems resources and reduce FPS. With FS Traffic, traffic will be available every time you load the simulator. An in-sim menu allows you to adjust a selection of settings on the fly, without exiting the simulator, and an external app allows you view and adjust some of FS Traffic's core settings.
- 6. Traffic Control Centre:** This is an app that will run completely independently from Microsoft Flight Simulator. The app allows users to view schedules from any specified airport, create and import custom flight plans, import custom liveries, import other third-party AI models and adjust various settings. The app also allows you to change settings such as livery substitution mode, LOD settings and texture settings, which will alter the way FS Traffic looks and performs within the sim.
- 7. In-Game Menu:** An icon on the in-sim toolbar opens a menu in the simulator which allows you to edit the traffic density without exiting the simulator. You can also remove and regenerate traffic using this menu, reducing the likelihood of any long, time-consuming simulator restarts.
- 8. Custom Animations:** Our aircraft models have been created in a way that has enabled us to incorporate custom animations. These currently include, flaps, thrust reversers, and spoilers, and there will be more to come!
- 9. Custom Effects:** Extensive time has been spent adding our own custom effects to our aircraft. Such effects include contrails, engine heat blur, exterior lighting, and touchdown smoke, with more to come! The exterior lighting for example has seen a significant amount of work. We have replicated the differences between incandescent and LED lighting, including differences in colour and strobe light flash patterns.

- 10. Custom Flight Models:** Each of the aircraft types included in FS Traffic feature realistic takeoff, approach and landing speeds tuned for each aircraft type, realistic takeoff and landing distance tuned for each aircraft type, and improved rotation behaviour during takeoff.
- 11. ATC Interaction:** All aircraft in FS Traffic interact with the default MSFS ATC system. The aircraft interact with ATC using their actual airline callsign and flight number.
- 12. Schedules:** Unlike other traffic products, FS Traffic's flight plans are stored locally on your PC, this gives you total flexibility on what time of day, and what day of the week you wish to fly. Our schedules cover a whole week of operations, so the AI traffic you see will vary depending on the time of day, and the day of the week selected in the simulator. Our schedules are sourced from the same suppliers that power a number of popular flight tracking websites and apps, meaning that they can be assured for their accuracy. FS Traffic will ship with Summer 2022 schedules, with Summer 2021 and Summer 2019 schedules to be added post-release to all FS Traffic customers free of charge. Further schedules may also be added post release depending on customer feedback.
- 13. Content to Follow:** As with any traffic program one big talking point is how many liveries and how many models we'll be including, a reasonable question indeed. So, we could of course aim to include every aircraft and airline that has ever existed, but this would mean you'd all be waiting a very long time for release. It really can become that never-ending task, so we simply needed to reach a compromise. The aircraft and airlines we have included in the release version of FS Traffic represent the most operated types that appear in our schedules. With that, we believe we have a very good coverage of the schedules, allowing you to see large amounts of traffic at the vast majority of the world's airports. Our work won't cease post release, we have just commissioned our first additional batch of aircraft models, and once complete, these aircraft will be made available to all FS Traffic customers free of charge. We'll be releasing more information regarding exactly which models and liveries are included in this update after the release of FS Traffic.
- 14. Third Party Livery and Model Support:** As previously mentioned, if an aircraft or airline isn't included with FS Traffic, then we have provided the ability for users to import user created liveries, as well as AI models from other third-party traffic programs.
- 15. Online Networks:** FS Traffic allows for model matching with online networks such as VATSIM, and also with Microsoft Flight Simulator's built in Live Traffic feature (simulator limitations aside)
- 16. The Community:** Finally, as ever we would love to hear from you. Please let us know the kind of thing you'd like to see previewed prior to release. What features would you like us to demo? Which other models and liveries post-release would you like to see added? What schedules? What additional features? Feel free to leave feedback on any of our social media posts, or head over to our dedicated FS Traffic forums to join the discussion: <https://community.justflight.com/category/78/fs-traffic>

When released FS Traffic will be available exclusively via [JustFlight.com](https://www.justflight.com) for a short period and then it will be made available in other places.

Be the first to know when FS Traffic is available by signing up for email alerts and view our product page at the following link: <https://www.justflight.com/in-development/fs-traffic-microsoft-flight-simulator>

