



Immersive, realistic, and  
professional air traffic control.

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This guide is designed to provide abbreviated instructions for users who prefer to install Fly Ai (FLAi) manually.

The preferred method of installation for FLAi is to use the provided installer. The installer provides a streamlined download, and also allows you update FLAi by only downloading files that have changed (rather than re-downloading the entire package each time).

FLAi is a free add-on created by Ryan Parry and members of Boston Virtual ARTCC for the VATSIM community. While our volunteer creators may provide support for the package, users are reminded that the software is provided “as-is”, without warranty or guarantee. By accessing or installing FLAi, you agree that the creators of FLAi, including Boston Virtual ARTCC, are in no way responsible for its performance or impacts on your computer.

The manual installation instructions differ based on the simulator you are using.

## Remove Previous Versions

If you have installed BVAI or vPilot AI, ensure to remove these packages prior to manually installing FLAi. Failure to remove other model matching packages could result in error messages during start, or conflicts during the model matching process.

Deleting BVAI or vPilot AI would involve deleting all models and removing or disabling the .vmr file from within vPilot. Due to the wide variety of installation methods, it is not practical to provide specific removal instructions.

## Manual Installation Process – Prepar3D v4

1. Download the Models: [FSXP3D.zip](#)

*Note: Upon opening the FSXP3D.zip archive, you will notice the following directories:*

- *Effects*
- *SimObjects*
- *Texture*

*Each of these three folders must be placed as described below for FLAI to work properly.*

2. Place the items from the FSXP3D.zip folder as follows:
  - a. FLAI items from the “Effects” folder go into your simulator’s “Effects” folder
  - b. FLAI items from the “Texture” folder go into your simulator’s “Texture” folder
  - c. FLAI items from the “SimObjects\Airplanes” folder go into your simulator’s “SimObjects\Airplanes” folder

*Note: If you prefer, FLAI may be installed into the Add-ons directory of P3D, and enabled using the add-on.xml method. If you use this method, you must also use the beta version of vPilot. Within vPilot’s settings, choose the “Beta” channel from the “Updates” tab.*

3. If you wish to use dynamic lighting with FLAI, then complete the following steps:
  - a. Download the P3Dv4 Dynamic Lighting add-on: [P3DV4.zip](#)
  - b. Move items from the “Effects”, “Texture”, and “SimObjects\Airplanes” folder to the same location you placed the other FLAI files, overwriting as necessary
  - c. Move items from the “Scripts” folder into your simulator’s “Scripts” folder
4. Download the [Model Matching Ruleset](#). This file provides the rules required to enable FLAI within vPilot.
5. Place the FLAI\_Model\_Matching.vmr file into the Documents\vPilot Files folder.
6. Start your simulator. Note: this might take a few minutes to start the first time after you install FLAI.
7. Start vPilot. Navigate to the “Model Matching” tab, press the “plus” sign, and then select “Custom Rules”
8. Press the “Add Custom Rule Set(s)...” button, and navigate to the FLAI\_Model\_Matching.vmr file. Press open once you find this file.
9. Under “Advanced”, ensure that only the SimObjects\FLAI package is checked.
10. Navigate to the “Performance” tab and make your desired suggestions. Usually, settings of 100nm and 50 aircraft work well. vPilot will automatically filter those aircraft that are closest to you, and display them first.

## Manual Installation Process – FSX or Prepar3D v3 or Earlier

1. Download the Models: [FSXP3D.zip](#)

*Note: Upon opening the FSXP3D.zip archive, you will notice the following directories:*

- *Effects*
- *SimObjects*
- *Texture*

*Each of these three folders must be placed as described below for FLAI to work properly.*

2. Place the items from the FSXP3D.zip folder as follows:
  - a. FLAI items from the “Effects” folder go into your simulator’s “Effects” folder
  - b. FLAI items from the “Texture” folder go into your simulator’s “Texture” folder
  - c. FLAI items from the “SimObjects\Airplanes” folder go into your simulator’s “SimObjects\Airplanes” folder

*Note: It is possible to install the FLAI aircraft into a separate SimObjects folder and add a SimObjects.cfg entry to enable the area should you wish to have all FLAI objects located in the same directory.*

3. Download the [Model Matching Ruleset](#). This file provides the rules required to enable FLAI within vPilot.
4. Place the FLAI\_Model\_Matching.vmr file into the Documents\vPilot Files folder.
5. Start your simulator. Note: this might take a few minutes to start the first time after you install FLAI.
6. Start vPilot. Navigate to the “Model Matching” tab, press the “plus” sign, and then select “Custom Rules”
7. Press the “Add Custom Rule Set(s)...” button, and navigate to the FLAI\_Model\_Matching.vmr file. Press open once you find this file.
8. Under “Advanced”, ensure that only the SimObjects\FLAI package is checked.
9. Navigate to the “Performance” tab and make your desired suggestions. Usually, settings of 100nm and 50 aircraft work well. vPilot will automatically filter those aircraft that are closest to you and display them first.

## Update Process

Users who have installed FLAi using the automated installer will be able to check for updates through the installer. The installer will check your files against the latest online version, then update any files that have changed. Given the expected frequency of hotfixes and changes, accurate changelogs will not always be provided.

The FLAi website will list the latest version of FLAi. Users who have manually installed FLAi will be able to update their files by re-downloading the file package and installing it using the steps as described above.

## Contact Information

Questions, comments, feedback, and requests for support may be submitted via the website at [www.flai.app](http://www.flai.app) or on [Facebook](#).