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professional air traffic control.

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This guide is designed to provide abbreviated instructions for users who prefer to install BVAI manually.

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

BVAI is a free add-on provided by Boston Virtual ARTCC for the simulation community. While our volunteers may provide support for the package, users are reminded that the software is provided “as-is”, without warranty or guarantee. By accessing or installing BVAI, you agree that Boston Virtual ARTCC is in no way responsible for its performance or impacts on your computer.

## Installation Process

1. Download the BVAI package that corresponds to your flight simulator; please note you will need both the Model Download and the VMR File:
  - a. Prepar3D v4: [Model Download](#) | [VMR File](#)
  - b. Prepar3D v3: [Model Download](#) | [VMR File](#)
  - c. FSX: [Model Download](#) | [VMR File](#)
2. Once downloaded, open and extract the BVAI zip folder to anywhere you prefer.

File Structure Note: Upon opening your BVAI folder you will notice an Effects folder, a SimObjects folder, and a Texture folder. Each are important towards the correct operation of BVAI and will cause issues with your simulator if installed incorrectly.

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

Note: In FSX/P3D v3, it is possible to install the BVAI aircraft into a separate SimObjects folder and add a SimObjects.cfg entry to enable the area. In Prepar3D v4, you may also add BVAI in the Add-ons directory and enable it using the standard add-on.xml method for other add-ons.

4. Navigate back to the downloaded BVAI ModelMatching.vmr file. This file provides the model matching ruleset for vPilot. Ensure that the model matching filename corresponds towards the simulator you are using. Drag and drop this model matching file into your Documents\vPilot Files folder.
5. Start your simulator. This might take a few minutes to start up and post the first time.
6. Load up at any airport you desire, start vPilot, and press the Settings tab.

Note: if you are using Prepar3D v4 and are installing aircraft into the Prepar3D v4 Add-ons directory, you will need to use the beta version of vPilot. Select the “Beta” channel from the “Updates” setting tab.

7. Navigate to the Model Matching tab, press the plus sign, and press “Custom Rules.”
8. Press the “Add Custom Rule Set(s)..” button, and navigate to your BVAModelMatching.vmr. Press open once you find this file.
9. Under Advanced, double check that only the SimObjects\BVAI package is checked. If there are more than one item checked, please uncheck these.
10. Navigate to the Performance tab and set these as you desire.

Note: On Vatsim this is usually set to 100NM and 50 aircraft to display. vPilot will automatically filter those aircraft that are closest to you to display first.

## Update Process

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

## Contact Information

Questions, comments, feedback, and requests for support may be directed to [matthewm@bvarcc.com](mailto:matthewm@bvarcc.com) or submitted via the website at [www.bvai.bvarcc.com](http://www.bvai.bvarcc.com).