

CYBL (2011) - VERSION HISTORY

- 0.01 (November 2011) - Initial beta release
- 1.00 (December 2011) - Initial general release
- 1.01 (December 2011) - Update including:
 - fix for default and BC Roads compatibility files (roads) that inadvertently called for use of an Ultimate Terrain texture
 - airfield elevation adjusted to 100m (as in real life)
 - new FS9 flatten compatible with FS Genesis Vancouver Island mesh
 - eliminate autogen suppression
 - FS9 Rwy 30 ODALS lights aligned with fixture models
- 2.01 (June 2014) - add P3Dv2 compatibility, replace handcrafted groundpolys with their ADE_GP equivalents and convert custom airfield lighting using AFLT
- 2.02 (June 2014) – Correct a vehicle texture issue in v2.01
- 2.02 (July 2014) – Enhanced Installer with better handling of AI aircraft
- 2.06 (August 2017) – Add P3Dv4 compatibility
- 2.08 (November 2017) - Update installer to better handle custom lighting under P3D Versions 3 and 4.