

CYCD (2012) - VERSION HISTORY

- 1.00 (July 2011) - Initial general release
- 1.10 (August 2011) - Resolves the following issues:
 - autogen at the north end of the populated area west of the airport suppressed (FSX only)
 - road/railroad textures for use with ORBX PNW omitted in the initial release
 - a faulty obj_FuelTrigger.bgl file caused magnetic variation to be ignored (at CYCD and all other FS9 airports)
 - a small, non-existent cliff appeared west of the golf course (FSX only)
 - localizer and glide slope antennas included
 - extra fence segment just south of runway removed
- 2.00 (March 2012) - Add a number of ground polys, custom airfield lighting and Orbx PNW compatibility
- 3.02 (June 2014) - Add Prepar3d V2 compatibility, consolidate hand-crafted ground polys with ADE_GP and convert custom airfield lighting with AFLT (updating the approach lighting for Rwy 16)
- 3.03 (June 2014) - Resolve vehicle texture issue in V3.02
- 3.04 (July 2014) – Enhance installer to avoid duplication of AI titles
- 3.05 (July 2014) – Re-instate AFLT-based beacons south of the airport
- 3.06 (July 2014) – Supply missing vehicle texture
- 3.08 (August 2017) – Update for Prepar 3D v4 compatibility
- 3.10 (November 2017) - Update installer to better handle custom lighting under P3D Versions 3 and 4.