

SIMMOD Maintenance Work at ATAC

North American Simmod
Users Group

Arlington, VA
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SCALE

0' 500' 1000'

AIRPORT LAYOUT LEGEND

	EXISTING AIRFIELD CONSTRUCTION
	PROPOSED AIRFIELD CONSTRUCTION
	ELEVATION OF F&O SURFACE
	WATER TABLE
	UNDEVELOPED AREA

ACCESS ROAD

Simmod *PLUS! / PRO!* Maintenance

Simmod *PLUS! / PRO!*

- Version 7.4 release planned before the end of March 2009

Extensive testing both in-house and by outside users

Tested on both XP and Vista

SIMMOD Engine Maintenance

Updated Animation data file:

- The history_points.bin file has been updated to include icon headings and accumulated delay statistics. This file now replaces all the functionality that was previously provided by the history.dbf and history.bin files.
- The history_points.bin file now contains version information so that the Simmod *PLUS!PRO!* Animator can determine from the file which features are available.
- The Animator runs smoothly regardless of the size of the history_points.bin. Many thousands of aircraft can be animated simultaneously.

SIMMOD Engine Maintenance

Enhanced departure queue logic:

- The MAX_Q_THRESH field has been added to departure queue groups. When the number of aircraft taxiing toward the member queues of the group exceeds this threshold, subsequent departures will either hold at the gate or taxi to a staging area.

