

Boston Virtual ARTCC

VATSIM's ZBW ARTCC and Boston Virtual ATC have officially come together to form Boston Virtual ARTCC! This new integrated community of pilots and controllers is proud to be known as one of the best online air traffic control communities available. We support connections from FSX, FSX: Steam Edition, Prepar3D, X-Plane, and even FS2004, so almost anyone with an at-home flight simulator can participate.

While there is still work to be done, many of the biggest components of Project Vector are behind us, and all flight and ATC operations are now taking place on VATSIM. You'll find our new-look website at www.bvartcc.com, and can follow us on social media by searching for Boston Virtual ARTCC.

We encourage members to visit the [ATC Timetable](#) to get a sense of when controllers are planning to be online. As we continue to train and certify controllers, you'll find more and more non-event ATC availability on VATSIM over the next few weeks.

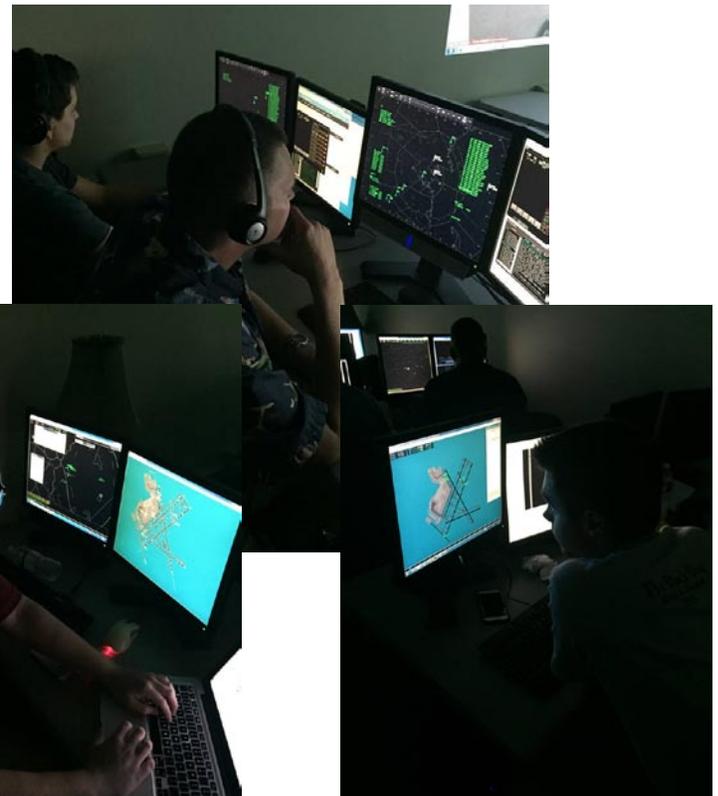
Pilot Ratings Program flights are still available, and members are encouraged to continue learning through the PRP. Because the program will be new for some controllers, pilots are requested to remind each controller they talk to that a PRP flight is being attempted, and to ask the last controller about whether or not the attempt was a pass.

We encourage members of the community who have not yet done so to [create a VATSIM account](#) and walk through BVA's [Getting Started Guide](#) to get connected. If you haven't started flying with us yet, we hope you'll join the many members who have in our virtual skies. And if you've already been flying with us over the past two weeks, we look forward to seeing you on the scopes and in the air again soon.

Boston Tea Party

On Saturday, August 8, we lit up Boston Center for the 17th annual Boston Tea Party. Along with multiple sectors of ZBW and a full staff at KBOS, we had KBGR, KPWM, KMHT, KPVD, KACK, KBDL, and KALB staffed for almost the whole day.

Almost all of the was provided live from Daniel Webster College in Nashua, New Hampshire, near the sites of the FAA Boston Center and TRACON facilities.



Regional Circuit



Tuesday, September 22
(8-11pm ET)

KBGR (Bangor) &
KBTB (Burlington)

Our controllers fully staff two airports and provide complete ATC coverage for flights between the two; pilots are encouraged to file preferred routes and can expect multiple handoffs and busy frequencies throughout the event

Pack the Pattern



Thursday, October 8
(8-11pm ET)

KALB (Albany)

Pilots are encouraged to fly into the event or fly IFR or VFR circuits of a busy Class Bravo airport, with full ATC coverage for the entire evening (including Clearance, Ground, multiple Tower and Approach controllers, and maybe even a Center!)

Challenge



Thursday, December 3
(8-11pm ET)

IFR Procedures
KPVD (Providence)

BVA's Challenge event will test your piloting skills in the realistic atmosphere of BVA. This event is about exercising your multi-tasking ability in challenging and unfamiliar situations—something pilots have to do all the time.

Fly-In



Tuesday, November 3
(8-11pm ET)

Northeast
(KMHT, KPSM, and KPWM)

Tower (Local) Controllers will feature several small airports designed for General Aviation aircraft. Fly IFR or VFR within controlled airspace; general aviation aircraft (anything from a Cessna to a LearJet) are preferred.

Getting Connected to VATSIM

For the past few weeks, BVA's pilots have been getting acquainted with the steps required to get connected to the VATSIM network. While the initial setup of vPilot and model matching can take some time, members have found that connecting to the network on a daily basis to be much easier, faster, and more flexible than connecting to FSX multiplayer.

Pilots connect by first starting a flight in "Single Player" mode. In this way, time of day and weather settings can be configured for each pilot. From there, a pilot client (such as vPilot) is used to actually connect to the network and see pilots and controllers.

One of the other advantages to vPilot is model matching. Unlike FSX, vPilot allows members to choose their own settings for how other aircraft are depicted. You can write your own, custom rules to determine how other pilots appear. It's important to note that model matching is not a requirement of flying on VATSIM. If you choose not to set up any rules, you'll be able to connect to the network, but will see all other pilots as the default Airbus A321.

For that reason, most pilots will likely want to set up model matching rules. BVA's [Getting Started Guide](#) provides step-by-step instructions for installing World of AI aircraft to use for model matching. World of AI (WOAI) aircraft are high quality but low impact models that are designed to be used to depict other aircraft. Again, the installation is time consuming and can be tricky—but once it's done, the results are well worthwhile.

We have reached out to WOAI on numerous occasions to ask if we can build our own installer to simplify the process, and are hopeful that an easier solution will be available in the future.

Until an easier solution becomes available, our [Getting Started Guide](#) walks members through the process of configuring FSX, installing the WOAI models, and getting set up to connect to VATSIM. Guides are available for FSX and FSX: Steam Edition, with the P3D version to be released early this month.

If you encounter issues setting up for VATSIM, or you'd like one of our volunteer staff members to help with the configuration, send us an email at support@bvtcc.com and we'll help. Once the initial setup is out of the way, connecting and flying is simple, and offers many of the benefits we've been wishing for in FSX multiplayer for many years!



Cape Air Virtual >>

Pilot of the Month

Each month, Cape Air Virtual recognizes the pilot who had the most hours for the airline. For August, that pilot is Dave (KAP483), who had a over 35 hours! Congratulations, Dave!