Well, an inspiration from the Mark Skaggs impersonator has resulted in this. Volcano_Flying just sounded like a great idea, and there needs to be more flying maps out there, but since my three projects I'm working on aren't going to be finished any time soon, I figured that Volcano_Flying would be done in a day's worth of time. And it would help improve my knowledge on the VIS system, and boy, it sure did. :-\

It totalled about 2 days work, most of it was with the manual VIS placement. UGH, lol. That sure was tedious and strenuous, but I hunted down those VIS glitches with a vengeance. It's all done now, IMO, and ready to be released--screenshots are here.

Once I finish the readme and figure out how to upload it on renmaps.com (all the while my firewall is disabled) I'll post an update.