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Is da fair true?

It is not true at low percent. However at high enough percent and with no di, if you do instant double jump fair, it will connect on anyone without 1f escape option. (Will not register as true combo in most cases.)

Why do instant double jump (idj) fair over fh fair?

Currently, because of this game's engine, you can only input fh aerals starting from 5f (counting 1-3f of jump squat). However, with idj, you can do aerals at 4f

How do I do instant double jump fair?

Simply input jump->jump+fair quickly.

Details: During the last 9f of a move, buffer jump. Then, from 2f of jump squat, you can buffer dj fair.

How can I know whether I do it correctly?

Set Charizard to 130% with stale off (default option). If done correctly it will register as a true combo on the counter.