

March 19, 2018, version 5.3

- Still some issues with default airport detection of Microsoft FlightSimulator X, now fixed.
- Added support for default aircraft detection in the steam version (FSX).

March 18, 2018, version 5.2

- Still some issues with default airport detection fixed.
- One should not end a path with "Scenery".

March 18, 2018, version 5.1

- Small improvement: the Save and Restore buttons will now only be enabled if there is something new to save / restore.
- Default airport detection made more robust.

March 16, 2018, version 5.0

- Major Change:

A stock (or default) airport, in **C:\Program Files\Lockheed Martin\Prepar3D v4\Scenery** (or in FSX equivalent ...), will not overwrite an add-on airport. An add-on airport will overwrite a stock airport.

This holds as well within a folder search as during a complete run.

The order of folders is irrelevant, you may as well specify:

C:\Program Files\Lockheed Martin\Prepar3D v4
D:\AddOns

as

D:\AddOns
C:\Program Files\Lockheed Martin\Prepar3D v4

You no longer have to worry about that, quite easy.

March 11, 2018, version 4.3

- Bug fixed in default aircraft types for RAMP_CARGO: The types B74F and MD1F now remain valid when pushing the change button.

Feb 10, 2018, version 4.2

- It no longer generates a (wrong) line, without aircraft types, for a Fuel Station position.

Nov 27, 2017, version 4.1

- ParkPosGenerator generates an extra line with the Airport Altitude in feet, see Manual section 3.3);

Oct 27, 2017, version 4.0

- ParkPosGenerator is now a 64 bit application. The last 32 bit version is 3.2.

Aug 18, 2017, version 3.2

- Increased the number of folder path textboxes from 10 to 11.
- Added an 11th parking position: DOCK_GA
- Fixed some bugs.

ParkPosGenerator Release Notes

- Refactoring of the software.

Aug 7, 2017, version 3.1

- Increased the number of folder path textboxes from 7 to 10.

June 28, 2017, version 3.0

- First separate version with installer, manual and release notes. No longer part of the PSXseeconTraffic package.