

February 7, 2017, version 3.13

- Bug fixed in Clock variables (after power down -> power up transition, they returned back to normal too late).
- Bugs fixed in the CallFrLights variables (based on Qi98 .. Qi104);
- Value of variables depending on Qi102 changed to 0..99 (instead of b 0).

January 27, 2017, version 3.12

Clock variables based on Qs124 and Qs125 now in UTC time, instead of local time.

January 26, 2017, version 3.11

Small changes in two new variables and 3124 and 3125:

Qs124, TimeClockL	, 3124,	, BCD4 HHMM
Qs124, TimeClockL	, 3130,	, BCD4 MMDD
Qs125, TimeClockR	, 3125,	, BCD4 HHMM
Qs125, TimeClockR	, 3134,	, BCD4 MMDD

January 26, 2017, version 3.10

4 new variables (*3124 and 3125 were already there*):

Qs124, TimeClockL	, 3124,	, BCD5 HH MM
Qs124, TimeClockL	, 3130,	, BCD5 MM DD
Qs124, TimeClockL	, 3131,	, BCD4 YEAR
Qs125, TimeClockR	, 3125,	, BCD5 HH MM
Qs125, TimeClockR	, 3134,	, BCD5 MM DD
Qs125, TimeClockR	, 3135,	, BCD4 YEAR

January 26, 2017, version 3.9

- Bug fixed in Qi98 .. Qi104 and Qi106 .. Qi 109

November 14, 2016, version 3.8

- Bug fixed in all non integrated indicator lights;
- Bug fixed in Virtual Variables;
- Bug fixed in the EvacLight variable.

September 15, 2016, version 3.7

- Improved monitoring facilities with new parameters to specify Qh, Qh and Qi messages send from PSXseecon to PSX, instead of just one parameter for all messages to PSX.
- In order to focus on specific Qh, Qi or Qs messages, variable lists have been introduced. See Manual section 2.2.9

September 15, 2016, version 3.6

- Configuration parameters added for monitoring of messages, flowing to and from PSXseecon, from PSX and SIOC, see the Manual, section 2.2.9.
- All configuration parameters and their (default) values are now logged, so not only the ones specified in PSXseecon.cfg.

September 12, 2016, version 3.5

A 64 bit version of PSXseecon (PSXseecon64.exe) has been added to the .zip file. The version (32 bit or 64 bit) is indicated in the main window after the text PSXseecon.

The previous .log file will be saved under PSXseecon0.log.

June 19, 2016, version 3.4

“App crashed Bug” fixed, in cleaning up after the User has closed the application and there is still a SIOC connection to a PC that’s powered off.

Instead of integer TCP connection error codes, messages are generated.

June 10, 2016, version 3.3

Bug fixed: If it does not exist a PSXseecon.cfg file is created (for instance after a clean install).

Version Check functionality added, see Manual section 4.6.

PSXseecon.cfg PAUSE_AT_TOD parameter and corresponding PSXseecon Qh999 control variable have been removed (*they do not belong in an interface program*).

Several optimizations in processing of the Q-variables coming from PSX.

Compiled with Visual Studio C++ 2015 Update 3 RC (version June 7, 2016).

June 6, 2016, version 3.2

Added a new variable **LtIndTestVirtual** with the value of Qh183 LtIndTest in PSX:

- 1 = dimmed
- 0 = not dimmed
- 1 = MD&T test

Added bit 20 (AM light contact closed) to the RCP Indicator Lights. This bit is derived from Qs106 – Qs108.

Qi92, IndicatorsRcpL, 2092, , b 14(VHFL) 15(VHFC) 16(VHFR) 17(HFL) 18(HFR) 19(OTL) 20(AM)
Qi93, IndicatorsRcpC, 2093, , b 14(VHFL) 15(VHFC) 16(VHFR) 17(HFL) 18(HFR) 19(OTL) 20(AM)
Qi94, IndicatorsRcpR, 2094, , b 14(VHFL) 15(VHFC) 16(VHFR) 17(HFL) 18(HFR) 19(OTL) 20(AM)

June 6, 2016, version 3.1

Bugs fixed in RCP Indicator lights and all IndicatorLightsNotIntegrated (*they slipped in in version 3.0!*).

Added bit 19 (Offside tuning light contact) to the documentation for the RCP Indicator Lights (*it was available already, just missing in the documentation*):

Qi92, IndicatorsRcpL, 2092, , b 14(VHFL) 15(VHFC) 16(VHFR) 17(HFL) 18(HFR) 19(OTL)
 Qi93, IndicatorsRcpC, 2093, , b 14(VHFL) 15(VHFC) 16(VHFR) 17(HFL) 18(HFR) 19(OTL)
 Qi94, IndicatorsRcpR, 2094, , b 14(VHFL) 15(VHFC) 16(VHFR) 17(HFL) 18(HFR) 19(OTL)

May 24, 2016, version 3.0

- The **deployment policy** of PSXseecon has changed. PSXseecon is no longer packed with run-time libraries. To run it you have to have the Microsoft Visual C++ Redistributable for Visual Studio **2015** installed. Standalone installers for both x86 and x64 versions (vc_redist.x64.exe and vc_redist.x86.exe) can be [downloaded here at Microsoft](#). You better check first in your Control Panel\Add-remove program list, whether those libraries are already installed or not. This deployment policy has the advantage that these centrally deployed DLLs can be serviced by Microsoft in the event of a security issue, without me having to release a new version of PSXseecon.
- In order **to reduce the amount of traffic** from SIOC to PSX, two new Control type's (see section 3.1.1) have been introduced:

P270	Potentiometer 270 degrees, range 0..4713 As [x..y] above, but in order to cope with jitter, with suppression of delta values less than 47.
[x.%y]	As [x..y], but in order to cope with jitter, with suppression of delta values less 1% of the range.

- In order to **reduce the amount of traffic** from PSX to SIOC, half degrees changes (delta=5) in variable Qi214 StbyCompass, will be suppressed.
- **Bug fixed** in variable Qh424 Evac Light. You should now use b 5 instead of b 4. Qh424, EvacLight, 3424, , b 5
- Some **bugs fixed** in all kinds of Indicatorlights w.r.t. the implementation of the MD&T.
- While building my Transponder panel I noticed that the **implementation of Qi204 was not completely correct and that Qs118 was missing**. So I changed and renamed Qi204, such that it always contains the active SquawkCode (to be used by ATC), and that it is no longer being corrupted by MD&T tests. This variable should be send to ATC. Pilot programs for on-line flying, such as vPilot for VATSIM, need it. Same holds for the Ident value.

Qi204, **SquawkIdent**, 2204, , BCD4 + b 16 (ident)

A new variable has been created based on PSX's Qs118:

Qs118, **SquawkDispl** , 3028, , BCD4 (trailing A's possible, such as 1AAA)

This variable should be used for the Transponder Code Display. It exactly shows
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the digits. If you type a 1 it will show 1AAA, if you next type a 2 it will show 12AA, and so on. If you type CLR it will show AAAA . PASS is represented by BBBB ("----"). In a MD&T test it'll show 8888.

- A lot of optimizations Under the Hood.
- The most likely scenario's section has been removed from the Manual.
- Version numbering changed from x.y.z -> x.y

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November 14, 2014: First official Release (version **1.1.0**)