

April 19, 2018, 9.37

- Removed the Percentage parked parameter from the user interface in order to reduce complexity. Percentage parked is now always taken from the airport file.
- Removed the Floor functionality from the program in order to reduce complexity. "Back to core business". Not many people were using this functionality anyway, I guess. One can always deselect Show GND TFC in RealTraffic if needed.
- Note: this is the last version that supports the Aerowinx PSX.

April 17, 2018, 9.36

- Another small improvement to make it easy for new users starting with the BVAI package: PSXseeconTraffic will automatically set the AI_liveries.txt parameter according to the simulator of the user. No manual entry needed.

April 17, 2018, 9.35

- After entering a new path for the AI_Liveries.txt and/or Airport files parameters PSXseeconTraffic will exit. You have to restart manually in order to make these new paths active.

April 16, 2018, 9.34

Editorial: most of these changes are to simplify the use of PSXseeconTraffic and to make it easier for new users to start with PSXseeconTraffic

- Wildcard '*' matching (for the last char) in a registration code is now switched on automatically (if there are registration codes with * as last char). The checkbox *reg has been removed from the UI.
- Wildcard matching extended with the fourth character (starting counting with 1) in a registration code, especially for US carriers.
- The text about how to use the wildcard in a registration code has been moved to the VMRGenerator Manual.
- The airport files check has been removed.
- Folder **parked_default** added with some 3000 airport files. The Airport files parameter of section 4.2 is now default set to parked_default. There is no longer a need to separately download the parked.zip file.
(note that this is backwards compatible, while existing users will automatically continue to work with their airport files folder)
- PSXseeconTraffic comes with **three new folders** with pre-processed AI_liveries.txt files for the [BVAI AI aircraft package](#), a free download from Boston Virtual ARTCC for FSX, P3Dv3 and P3Dv4. New PSXseeconTraffic users can install this AI package and set the AI_liveries.txt parameter in the PSXseeconTraffic User Interface to point to the version they are using. There is no need to install and run VMRGenerator. The default AI liveries.txt is set to BVAIP3Dv4.
(note that this is backwards compatible, while existing users will automatically continue to work with their AI_Liveries.txt file)
- The version check parameter has been removed from the UI. Version is checked at most once a day.

Mar 18, 2018, 9.33

- Added a textbox for entering the path to the folder that contains the airport.txt files with parking position information. The default value is PSXseeconTraffic's

sub-folder parked (like it was). This gives you more flexibility and is in-line with the same functionality for AI_Liveries.txt and Flightplans.

- Re-structured the User Interface a bit.
- Added all default parameter values to the Manual consistently. Note that you can reset all parameters to their default value by exiting PSXseecontraffic, deleting the PSXseeconTraffic.cfg file (*in the PSXseeconTraffic folder*), and then re-start again.

Mar 13, 2018, 9.32

- Bug fixed in detecting and removing spaces around registration codes.
- Airport KCGX Meigs field added to internal database.

Mar 5, 2018, 9.31

- Fixed a **nasty bug** in the Lateral range edit box, a new manually entered range was not updated to all places in my program (since about two months?).
- The number of live aircraft in the user interface now indicates the number of live aircraft in your Simulator, the ones that are still in the 30 seconds buffer are indicated between parentheses.
- Added a (**Max**) option to limit the number of live aircraft in your Simulator (within your lateral and vertical ranges), see section 5.5

Lateral range in Nm: [40] Limit vertical range +/- 10000 ft Auto Max: [25]

So there is really no need to use the FSUIPC Traffic Limiter ! (which causes SimConnect exceptions and problems in my aircraft administration).

- Added include checkboxes for Heavy and Middle aircraft (*for completeness*). They are selected by default, but it gives you the option to select a single category of aircraft. For instance if you want to spot Helicopters (only) within 100 nm.
- User Interface re-ordered.

Mar 2, 2018, 9.30

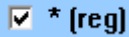
- Another bug fixed in the auto mode settings in the GUI (range section).
- Auto mode is now default on (selected).
- A warning is generated if a live aircraft, controlled by PSXseeconTraffic, is removed by another program (such as FSUIC Traffic Limiter). Do not use such programs, it will cause SimConnect exceptions, use the auto range mode (5.2) instead.
- Bug fixed in setting the QNH at start-up. At some slower cpu's the start QNH value may not have been set correctly.
- Bugs fixed related to Helicopters.

Feb 28, 2018, 9.29

- Flaps of taxiing aircraft are set into take-off position much sooner (as it should).

Feb 23, 2018, 9.28

- Improved the landing and take-off algorithms for light aircraft and helicopters.
- Landing gear of light aircraft now down at 600 feet instead of the 2000 feet.
- Checkboxes Include Helicopters and Include Light Aircraft will be de-selected / disabled when there are no AI liveries of that kind in your Simulator.
- Added a wild card checkbox to the user interface (see section 5.1):



If selected you may use a wild card (the Asterik sign) as last character in the registration string of a livery in aircraft.cfg. For instance for the Emirates 777-300ER:

Instead of

```
atc_id=A6-EBA,A6-EBF,A6-EBH,A6-EBK,A6-EBL,A6-EBM,A6-EBP,A6-EBR,A6-EB  
S,A6-EBT,A6-EBU,A6-EBV,A6-EBX,A6-EBZ,A6-ECB,A6-ECE,A6-ECF,A6-ECG,A6-  
ECH,A6-ECI,A6-ECJ,A6-ECK,A6-ECQ,A6-ECR,A6-ECS,A6-ECT,A6-ECU,A6-ECV,A6-  
ECW,A6-ECX,A6-ECY,A6-ECZ,A6-EGA,A6-EGB,A6-EGC,A6-EGD,A6-EGE,A6-  
EGF,A6-EGG,A6-EGH,A6-EGI,A6-EGJ,A6-EGK,A6- EGL,A6-EGM,A6-EGN,A6-  
EGO,A6-EGP,A6-EGQ,A6-EGR,A6-EGS,A6-EGT,A6-EGU,A6-EGV,A6-EGW,A6-  
EGY,A6-EGZ,A6-ENA,A6-ENB,A6-ENC,A6-END,A6-ENE,A6-ENF,A6-ENG,A6-  
ENH,A6-ENI,A6-ENJ
```

you may specify

```
atc_id=A6-EB*,A6-EC*,A6-EG*,A6-EN*
```

This is a lot less work, saves data in PSXseeconTraffic and is future proof while when Emirates adds a new 777 (A6-ENK), it will be recognised immediately without you having to change your aircraft.cfg file.

Feb 18 , 2018, 9.27

- Bug fixed in the auto mode settings in the GUI (range section).
- Reduced the update frequency of live aircraft to 25 times/second (from 32) (*most simulators do not get higher fps anyway*). Final version 10.0 will contain versions for 20, 25 and 40, so you can select what fits best to your hardware.
- Removed the check on valid airline codes in an airport file that was added in version 9.26 (*The airline table costs too much code. I prefer the memory footprint of PSXseeconTraffic to be as small as possible*).

Feb 13 , 2018, 9.26

- Added a check on valid airline codes in an airport file.
- Updated the 64bit version to P3Dv4.2

Feb 12 , 2018, 9.25

- Added an optional check upon all your airport files in the subfolder parked, read more in the Manual (version 9.25) section 5.8.

Do note that there is a new version of the ParkPosGenerator (4.2), it turned out that version 4.1 sometimes generated parking positions without aircraft types (for instance for Fuel Stations). This has been fixed. A new **parked.zip** is available at my web site. You better either use that to start with or generate your own airport files with 4.2.

Feb 10 , 2018, 9.24

- Optimized the algorithms for collision detection with parked aircraft. Now much more efficient, taking a lot less cpu time.

Feb 6 , 2018, 9.23

- Some optimizations in taxiing: smoother acceleration and deceleration.

Feb 2 , 2018, 9.21

- Bug fixed that prevented aircraft to climb again at a Touch and Go procedure.
- Lateral range at ground in auto mode changed from 15 to 12 NM
- Vertical range above 10.000 in auto mode changed from 15.000 to 12.500
- Bug fixed in the coordinates of airport KDVT

Feb 1 , 2018, 9.20

- Removed the 'hidden' parameters for defining your own auto mode range pattern (too complicated).
- Made starting and stopping during taxiing less abrupt.
- Removed the ground traffic restriction to origin and destination airport only. Ground traffic is visible if it is within lateral range of the user aircraft. You can always (if necessary) limit the ground traffic at neighbouring airports by reducing the lateral range or by using the auto mode parameter.

Jan 31 , 2018, 9.19

- Airport SEQU added.
- Yet another interim update.

Jan 19, 2018, 9.18

- Error 77 removed, a version check will (always) be an indication.
- In order to simplify the user interface parameter **Park static** was removed. The percentage parameter in the airport file will always defined how many static aircraft will get parked.
- If a line in an airport file contains too many semicolons, you will find a message about it in the log file.
- PSXseeconTraffic Manual updated
- ~~This is the last incremental version before final release of 10.0~~

[... removed ...]

December 24, 2015, open beta version 1.0.1

First release