

Dec 3, 2017, 9.4

- Fixed the problem that aircraft sometimes float above the runway before they land.

Dec 1, 2017, 9.3

- Error 81 made persistent, PSXseeconTraffic will not exit until you close it.
- Last refinements and bug fixing

Nov 28, 2017, 9.2

- I think I finally solved the "ballet dancing" aircraft problem. Sorry for all the iterations, but sometimes you do two steps forward and then one step backwards... 😊

Nov 28, 2017, 9.1

- Tried to prevent "ballet dancing" of landing aircraft...

Nov 27, 2017, 9.0

- The FLOOR_ALTITUDE value now defines the value in feet above the aerodrome (instead of above sea level). Note that you need to re-install [parked.zip](#) or generate your airport files again with new version of the ParkPosGenerator (4.1), or add a line:

```
AIRPORT_ALTITUDE_FEET=<value>
```

to the files of the airports you are using, manually. Ofcourse only if you want to make use of the FLOOR_ALTITUDE, something I do not recommend, but was added upon request... 😊

- MAJOR release to force all users to update.

Nov 25, 2017, 8.18

- Further refinement: if there is no new position in the 30 seconds buffer, I let a moving aircraft continue in the same direction for a few seconds hoping for a new position to arrive, instead of removing it from your simulator.

The result is less suddenly disappearing aircraft. Most of the times this works well, sometimes it may lead to a strange move of a taxiing aircraft, but the advantages outweigh the disadvantages.

- QoS parameter removed, the calculation of the QoS was too unreliable.

Nov 22, 2017, 8.17

- Further refinements ...

Nov 20, 2017, 8.16

- Further improvements in the algorithms for slewing the live aircraft. They are now fully based on the published groundspeeds in the RealTraffic data, resulting in (even) more realistic behaviour, especially during take-offs and landings.
- A nasty bug in the RealTraffic data taken care for.

Nov 9, 2017, 8.15

- Fixed a few bugs.

Nov 5, 2017, 8.14

- Fixed a bug in turning on the spot.

Nov 3, 2017, 8.13

- Further improvements in flying with the right groundspeed between the ground and 2000 ft above the ground when landing or taking off, resulting in smoother ground /air transitions.

Nov 2, 2017, 8.12

- Fixed a few bugs
- Improved turning on the spot.
- Improved the take-off roll.

Oct 31, 2017, 8.11

- Added text about some **Hidden** parameters to the Manual, see section 5.16.
- Added a new Hidden parameter **FLOOR_ALTITUDE** with default value -1000

This parameter defines an altitude in feet. Below this altitude live aircraft will be suppressed. In the default value there will be no suppression but if you would specify:

```
FLOOR_ALTITUDE=4000
```

All live aircraft below 4000 feet will be suppressed, thus leaving airports and runways free of live traffic. This makes it easier to blend live traffic with VATSIM or IVAO or "what have you" traffic.

Note that this does not block the parking of static aircraft at gates.

Also note that I do not recommend to use PSXseeconTraffic with other traffic (which sounds weird to me) but this function is added upon request.

Oct 30, 2017, 8.10

- Fixed a few small bugs
- Better timing of full-throttle in the take-off roll.

Oct 28, 2017, 8.9

- A nasty bug slipped in version 8.8 that disabled lots of heuristic algorithms for ground movement optimization. Now fixed.

Oct 26, 2017, 8.8

- Added error message **81**: "there are too many AI-aircraft that cannot be created". This to make the user aware that he/she has to activate the AI-aircraft in the

Flight Simulator first, before running PSXseeconTraffic.

- One of the parameters was not updated in PSXseeconTraffic.cfg, now fixed.
- Made reading from Traffic and QNH ports more efficient.
- The log file now clearly states that you are using a version for Aerowinx PSX (if applicable).

Oct 13, 2017, 8.7

- Updated the 64 bit version to be used with Prepar3D **v4.1** (only)
- Fixed a bug in the processing of the callsign if no airline was found.
- Removed the recognition of IATA codes in callsigns. They seldomly occur and mistakes are easy to make if a registration code is used as callsign. If an IATA code is in the callsign the airline code will remain empty and matching takes place upon registration code or else upon aircraft type only.
- Added % matched upon Registraton code to the User Interface (%r).
- Added logging of takeoff and landing messages.
- Added B37M, B38M and B39M to be similar types for B737, B738 and B739
- Doubled the receive from an udp port buffer to 512 bytes.
- Reduced the width of the main window.

Oct 4, 2017, 8.6

- Bugs fixed in the "Ground Traffic at origin and destination airports only mechanism":
 - If you entered your destination while you were still at your origin, the ground traffic at your origin airport disappeared.
 - Ground traffic now also shows if you do not have parking position files for your origin and/or destination.
- Note that if you fly to an airport without filling in the destination in the User Interface, you will get parked aircraft (if there is a parking position file) and live ground traffic at that airport automatically, but only after you have landed. Therefore it is always better to fill in your destination. The parking and ground traffic then starts when you are within 40 nm from the airport, so the airport looks lively when you are descending at the glide.

Oct 3, 2017, 8.5

- Added error 71 that is issued when the **atc_model=** line in your user aircraft aircraft.cfg file is empty. This seems to be the case with the newly released QualityWings B789. See Manual, section 6.3.

Oct 2, 2017, 8.4

- Some improvements in parking aircraft at your destination.

Sep 30, 2017, 8.3

- Added a number of IATA-ICAO code pairs; it will now recognize about 300 two letter IATA codes of (major) airlines (*no IATA codes with a digit*). Note that in the Real Traffic ForeFlight stream callsigns should have a three letter ICAO airline code, this is just for the few cases that an IATA code is used.

Sep 28, 2017, 8.2

- When you start at an airport that is not in the internal database of PSXseeconTraffic, it will try to find the ICAO airport identifier in the METAR information provided by RealTraffic.
- **UFO** mechanism removed; it is no longer needed. The RealTraffic stream version 5.0+ has no (or very little) empty callsigns.
- Added parameter **Check and log QoS of Real Traffic stream**, see Manual 5.9.
- Added parameter **Log Parking**, see Manual 5.8.
- Bug fixed in putting aircraft at your destination.
- Some small improvements in the new functions added in the previous version.

Sep 25, 2017, 8.1

- A **QoS** parameter was added to the status line. It indicates the quality of the traffic stream received from RealTraffic, read more about it in the Manual, section 6.2.5. If in doubt it is now easier to see which program is in error when live traffic halts.
- Live aircraft at the ground will, from now on, only be shown at your origin or destination airport. So when you for instance are at London Heathrow and you have set your lateral range to 50 nm, the aircraft at the ground at London City, Gatwick, Luton and Stanstad will not be injected in your sim, resulting in less overhead (and better fps).
- The Limit Vertical range value can now be defined by the user (default +/- 10.000 feet).
- For pilots flying an **Auto Mode** has been introduced. If selected PSXseeconTraffic will dynamically set the lateral and vertical range parameters according to the stage of your flight. This will have the effect that only the aircraft that may be of interest to you as a pilot will be injected in your simulator, resulting in less overhead (and better fps). Read more about this new feature in the Manual section 5.1
- The coordinates of ICAO airport OTHH (Hamad International, Doha) have been changed into 25.275833, 51.608056
- Small changes to the User Interface.

Sep 11, 2017, 8.0

- MAJOR release update to make users of PSXseeconTraffic synchronise with RealTraffic 5.0.12.
Do not forget to upgrade RealTraffic too (!), otherwise it is not going to work.

PSXseeconTraffic Release Notes

- Removed the METAR from the PSXseeconTraffic User Interface. The METAR is already available in the RealTraffic window.

[removed]

December 24, 2015, open beta version **1.0.1**

First release