

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):

* (reg)

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-
EBS,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