


June 26, 2017, 5.43 beta

- Ground detection when landing improved.
- Update frequency back to 30 times per second (from 25).
- Installing and updating PSXseeconTraffic can now be done by means of an installer program:






 setup_PSXseeconTraffic_v5.43.exe

June 24, 2017, 5.42 beta

- Optimized the process of finding a default livery.
- Put a note in the 64 bit version that it is for P3D v4 Only.
- Removed the ParkPosGenerator piece from the PSXseeconTraffic Manual to a separate Manual.

June 21, 2017, 5.41 beta

- Added a **64 bit** version of PSXseeconTraffic, for **P3D v4 (only)**. It makes use of the 64 bit SimConnect library of P3D v4.

 docs
 SimConnect
 AdditionalAirports.txt
 PSXseeconTraffic.exe
 PSXseeconTraffic64.exe

- Small improvements in default livery matching: If a default aircraft is needed for a heavy aircraft, a heavy livery is taken, if there is any, otherwise a PVT aircraft is taken (like it was before). Same for middle and light type aircraft.

June 19, 2017, 5.40 beta

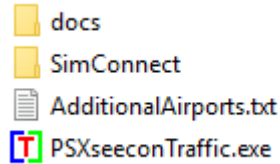
- Updated PSXseeconTraffic's knowledge of Heavy, Middle and Helicopter types extensively (and thereby implicitly it's knowledge of light types).
- Small improvement in livery matching: If a default aircraft is needed for a real aircraft of type Helicopter, a Helicopter livery is taken, if there is any, otherwise a PVT aircraft is taken (like it was before).

June 5, 2017, 5.39 beta

- [upon request] Re-added the # of parked aircraft.
- All type info is now in internal databases. You may delete HeavyTypes.txt, MiddleTypes.txt, Helicopters.txt, GliderTypes.txt and SimilarTypes.txt. MySimilarTypes.txt is no longer generated, you may delete that one too.

PSXseeconTraffic Release Notes

- 2-letter IATA airline code recognition further improved.
- Bug fixed in number of generic liveries for live aircraft (in the log summary).
- Re-organized the structure of PSXseeconTraffic folder:



- The three pdf files are now in a separate subfolder docs.
- The Simconnect related files are now in a subfolder SimConnect.
Do note that if you need the SimConnect.cfg file you still have to put it in the PSXseeconTraffic main folder!

May 25, 2017, 5.38 beta

- From now on PSXseeconTraffic is Windows 10 only. At my website is a link to old version 5.33 that might work at Win7 64 bit.
- Bug fixed in matching a similar type aircraft of the same airline.

May 25, 2017, 5.37 beta

- Compiled with MS Visual Studio 2015 toolset instead of Visual Studio 2017, in order to see whether that solves Win 7 64 bit not starting issues....
- The parked folder with more than 5300 airports is now a separate download.

May 24, 2017, 5.36 beta

- Added Bombardier and ATR generic (fabric) livery options. In order to get these liveries found, use **BBA** for Bombardier and **AED** for ATR as airline code in your [fltsim.x] section as **parking_codes=** value.
- Prepared ParkPosgenerator (2.4) for use with Prepar3D v4.

May 23, 2017, 5.35 beta

- Fixed an issue with the UI, a new version message clashed with the on top message.
- Added ATR and Saab aircraft to MiddleTypes.txt. Made some changes to SimilarTypes.txt.
- It is now possible to enter in the UI a full path to your VMRGenerator folder, instead of having to copy the file AI_Liveries.txt each time after you have run VMRGenerator; see Manual section 5.9.

May 20, 2017, 5.34 beta

- Further optimizations.

PSXseeconTraffic Release Notes

- Removed the number of parked aircraft from the GUI interface, you will find the value in the log file.
- Use VMGenerator 5.3 or later together with this version. VMGenerator 5.3 skips (the same) liveries from a lower priority AI aircraft package, this "skipping" process is no longer part of PSXseeconTraffic, while it relies on VMGenerator. **So please re-generate AI_liveries.txt with VMGenerator 5.3**

May 17, 2017, 5.33 beta

- Optimizations in the process of allocating liveries.
- Optimizations in the collision avoidance detection procedures
- Update frequency reduced to 25 times per second (from 30). You do not see the difference, while it gives less stress on Simconnect. The final program will have several versions.

May 12, 2017, 5.32 beta

- *[although not recommended to use...]* I made it technically possible that PSXseeconTraffic better co-exists with on-line traffic (VATSIM, IVAO) and or "canned" traffic (MT6, UT2, UT Live). Read more in the Manual, new section 1.1
- Lots of optimizations in the processing of the traffic data stream bursts (every 9 seconds).
- SimilarTypes.txt and MiddleTypes.txt changed.
- Airport LEIB (Ibiza) added to the internal database

May 6, 2017, 5.31 beta

- Closing the app sometimes resulted in a hanging, now fixed.
- C button removed, you now have to change the version to PSX by adding **PSX=1** to **PSXseeconTraffic.cfg** in the PSXseeconTraffic folder. Remove PSX=1 or write PSX=0 if you want to fly with any (non PSX) aircraft in P3D or FSX (UAC mode).
- On top checkbox moved to the header.
- Log liveries matching checkbox re-added.

NOTE: we are nearing the end of the beta phase

May 1, 2017, 5.30 beta

- The call sign of a parked aircraft is now always **ICAO Airlinecode + sequence number + _**
- If a wildcard ("___") is specified in an airport.txt file, PSXseeconTraffic will now first try to match a generic BOE, AIB or EMB type, before matching a random airline. This prevents airlines from other world regions to pop up. Of course it is

better not to use wildcards but to specify the airline(-s) that use the parking position.

April 28, 2017, 5.30 beta

- Changed W<num>_ into PAR<num>_ for callsigns for parking positions with a wild card for the airline(-s). This because of a visibility issue in FSCommander.

April 28, 2017, 5.29 beta

- Instead of light aircraft it will now select a default aircraft from your Private (PVT) aircraft. So liveries from "airline" PVT.
- Made some additions to the SimilarTypes.txt, HeavyTypes.txt, MiddleTypes.txt and Helicopters.txt files.
- Bug fixed in Callsigns and aircraftcategorie of parked aircraft. Improved the logging of parked aircraft.
- PSXseeconTraffic Manual improvements.
- There are now 5398 airport files with one or more parking positions in the folder parked.
- PSX: Hostaddress edit box moved to the bottom.

April 24, 2017, 5.28 beta

- Matching algorithm changed, it will always search for a random airline for a type or similar type if the callsign is invalid (cannot detect an airline code in it), resulting in more live aircraft. *(It used to do this only for light aircraft... but now for all types)*
- The matching algorithm will choose a default livery out of a set of your light aircraft liveries (only), if there is no match for the type at hand.
- Livery usage statistics (in the log) for live aircraft improved/corrected.
- Simplified the user interface. Removed the status messages, they were redundant. The connection status of both programs is also reflected by the colour of the vertical bars in the middle of the main window (see Manual section 5.1). The Log matching checkbox has been removed, is default on. Logging of matching improved qua layout.
- Made some additions to the SimilarTypes.txt, HeavyTypes.txt and MiddleTypes.txt files.

April 19, 2017, 5.27 beta

- Bug (that had slipped in) fixed, version check was default false, fixed to true.
- Removed the Prioritize liveries checkbox. Prioritize liveries is always on (like it was from the beginning).

April 13, 2017, 5.26 beta

- Bug: Callsigns less than 5 characters were no longer recognised, FIXED NOW.

April 13, 2017, 5.25 beta

- Bug fixed: Registration code for a livery with more than one airline code was falsely interpreted as being double resulting in a warning in the log.
- Bug fixed in the detection of two letter IATA codes.
- Back to just one version of PSXseeconTraffic, updating 30 times per second. The difference between 30 and 40 times per second is hardly noticeable, and it saves a lot of Simconnect calls per second, and it is easier to maintain.

April 11, 2017, 5.24 beta

- Bug fixed in calculation of number of unique aircraft types, leading to improved matching on type only.
- File HeavyTypes updated.
- File SimilarTypes.txt updated.

April 10, 2017, 5.23 beta

- Added an internal table with **209 two-letter IATA airline codes**. If a 3-letter ICAO airline code is not found, it will try these. This replaces 12 hardcoded tests on two letter codes.
Note that normally 3 letter ICAO airline codes are used in RealTraffic, but occasionally we find two letter IATA ones.
- There is a new file **GliderTypes.txt** containing type codes of gliders. Aircraft with these type codes will be ignored, they will never be injected in your Simulator.
Don't forget to download and install this file, otherwise you will get error 95!

April 7, 2017, 5.22 beta

- Added control of Logo Lights, Cabin Lights, Taxi Lights and Recognition lights (*note that only AI aircraft that support the respective SimConnect events will benefit from this*).
- Fixed a bug that sometimes caused landing lights not to be switched off when passing 10.000 feet while climbing.
- PSX only: fixed a bug in sending traffic info to the PSX Navigational Displays.

April 5, 2017, 5.21 beta

- Changed the lateral range limiter checkbox, from 80 to 40, to a textbox in which you can enter a lateral range between 10-80 nm yourself; default value is 40 nm:

Limit lateral range to: [10] nm

Don't forget to press Enter after typing a new value!

April 2, 2017, 5.20 beta

- Added a check upon having two or more liveries with same registration code
- Some small bugs fixed.

Mar 28, 2017, 5.19 beta

- Default lateral range extended to 80 nm instead of 40 nm. Changed the Lateral range limiter such that it always applies (if selected), at the ground and in the air, and it limits to 40 nm.
- You may now specify more than one Registration code, separated by comma's, in the **atc_id=** field of a [fltsim.x] section. This was requested by Max, read in [this thread](#) what you can achieve with it.

Mar 26, 2017, 5.18 beta

- Bug fixed: aircraft that started in cruise did not have their strobes on.
- Airport EDHI (Hamburg, where airbuses are assembled) added to the internal database.
- Added recognition of these two letter airline codes: JD = CBJ (Beijing Capital Airlines), ZH = CSZ (Shenzhen Airlines), KN = CUA (China United Airlines)
- Collision detection in the air: vertical range changed from +/-1000 to +/- 800 feet.
- Parked aircraft at origin airport will now be removed when your aircraft is \geq 5 nm away, instead of 6 nm.
- For less powerful PC's running Flight Simulator, there is also a 30 Hz version of PSXseeconTraffic (instead of the normal 40Hz). Use this version if your fps at airports remains below 30 Hz.
- Note that there is a new version of VMRGenerator (4.1). It now checks if the texture=, model= and sim= values in a [fltsim.x] section exist, if not the livery is skipped. In the main interface a message will give the number of liveries thus skipped and in the log you can see which ones. This prevents completely black aircraft and/or can't create messages

Mar 21, 2017, 5.17 beta

- The airports EDJA, NZDN, NZNS, NZQN were added to the internal database.
- A data file **AdditionalAirports** is added. With it you can add airports to the internal database of PSXseeconTraffic yourself, see the Manual section 6.3.
- PSXseeconTraffic uses three extra data files: **HeavyTypes.txt** containing type codes of heavy aircraft, **MiddleTypes.txt** containing type codes of middle aircraft and **HelicopterTypes.txt** containing helicopter types. All other aircraft types will

be considered as **light aircraft**. This information used to be hard coded in PSXseecontraffic, but was too limited.
Note that with the current content of these files, military aircraft and gliders will also fall in the light aircraft category.
You may make personal changes to these files.

- In the interface you can now select if you want **Helicopters** or not.
- Update the **complete package** this time, because there four new files!
 - download **PSXseeconTraffic_vx.y.zip**,
 - unzip
 - overwrite the folders and files, except your SimConnect.cfg (if you run PSXseeconTraffic at another PC than your FlightSim PC) and folder parked if you have modified these files.

Mar 18, 2017, 5.16 beta

- PSXseeconTraffic now uses a new UDP port of RealTraffic (49003) that streams for each aircraft the same information as before, **plus Registration code, Origin and Destination**, so the following became possible:
 - * PSXseeconTraffic first tries to **match a livery based on the Registration code**. If there is no match, the normal best effort matching process starts. Registration based matching will of-course only work if you have liveries installed with registration codes.
You have to use **VMRGenerator** version **4.0** to produce an AI_liveries.txt file that contains an (optional) registration code at the end of each line.
How VMRGenerator detects a registration code in your aircraft.cfg files is described in the Release Notes and Manual of VMRGenerator 4.0.
 - * In the log matching output, registration code, origin and destination are added.
- The airports **KHAF, OTHH** and **WADD** were added to the internal database.
- The actual **METAR** is shown in the messages area at the bottom.

Mar 10, 2017, 5.15 beta

- **This beta version also supports FSX!**
- Update frequency of AI aircraft positions in P3D/FSX set back to 40 Hz. In versions 5.12 and 5.14 it was by accident set to 30 Hz
- PSXseeconTraffic will now start "out of the box" in User Aircraft Mode, so no longer in PSX mode. *The number of UAC users is now much bigger tha the number of PSX users....*
- There is a new version of the ParkPosGenerator (1.8). It now detects more than one airport in a .BGL file. There are still a few missing, but this is a major step forward.

Another new feature: If the full path is set to ..\Prepar3D v3 or to ..\Microsoft FlightSimulator X, it will first search all stock airports in the subfolder \Scenery and then it will re-start at the full path, suppressing the subfolder Scenery. This way your add-on airports will not be overwritten by stock airports!

Mar 8, 2017, 5.14 beta

- A nasty bug had slipped: if an airline+type combination was not found, similar types for that airline were not tried at all... Now fixed.

Mar 8, 2017, 5.12 beta

- Using file SimilarTypes.txt is mandatory, otherwise errors 61 and 62 are generated.
- The result of processing SimilarTypes.txt for your configuration is put in a file MySimilarTypes instead of in the log file.
- More than one application at your computer can listen to the ForeFlight datastream (port 49002).
- Next to Boeing and Airbus, PSXseeconTraffic can also generate generic Embraer types, code EMB, if you have liveries with that airline code of course.
- PSX version only: changes in the hostaddress textbox should now be activated by pressing the Enter key; the c button next to the textbox is gone.
- Added a checkbox to disable prioritisation of liveries. Up till now prioritization between liveries of AI packages, based on your VMGenerator settings, was always used (and recommended). However, you now have the option to disable it and use all liveries from two or more AI packages. Read more in the Manual, section 5.3.
- Sometimes generic Boeing and/or Airbusses were used for parking positions while there still were other options. This is now fixed. How the matching of liveries for parking positions works is described in section 6.3. Note that this is different from the matching of liveries for live traffic.
- New version of **VMGenerator** (3.9):
 - New version of the file ICAOAirlinesCodes.txt. Non-airline code PVT (for private) added
 - If the value of atc_parking_codes (in aircraft.cfg) is a non airline code, the code **PVT** is generated, instead of ___ (three underscores).
 - For each line in AI_liveries.txt with aircraftcode **B772** and "Cargo" in the livery title it adds an extra line for the same title with aircraft code **B77L**.
- New version of **ParkPosGenerator** (1.7): If there are no airlines specified for a parking position type RAMP_GA_SMALL, code **PVT** is generated as non-airline code for this parking position, instead of "___" (three underscores).
- There is a new version of **RealTraffic** (4.0.2), please upgrade.

Mar 2, 2017, 5.11 beta

- PSXseeconTraffic now also recognises some 2 letter IATA airline codes (*instead of the 3 letter ICAO codes that should have been specified*). It recognises: AA, AF, AN, DL, KL and TP. If you see others in the RealTraffic window, please let me know.
- If a callsign is not valid but the type is a Boeing or Airbus for which you have a generic livery installed, it will generate a generic livery.
- Light aircraft are generated again (were suppressed by the 5.10 version changes).
- Added collision avoidance in the air (optionally). If an AI aircraft is within 3 nm laterally and +/- 1000 ft vertically from the user aircraft it will be removed from the Sim. This way it will be easier to join/intrude a busy real live queue for landing.
- The full package contains a new version of the ParkPosGenerator (1.6). This file is available as ExeOnly at my website too.

Mar 1, 2017, 5.10 beta

- A closer look at the ForeFlight datastream learned that new aircraft that show up with an invalid callsign or invalid type a little later have complete callsign and type information ...!
My concepts of creating an UFO or a default aircraft was not necessary and wrong (because they remained in that disguise while correct info was available).

If aircraft show up with invalid info for being created in the sim they now will be neglected till they show up with complete info. In the GUI I could therefore remove two check boxes (empty call sign and empty type).

This makes it as well better as more simple.

- Airport OTTH added to the internal database of PSXseeconTraffic

Feb 28, 2017, 5.9 beta

- PSXseeconTraffic will now generate a **generic** Boeing/Airbus livery for a type instead of a randomly chosen airline livery for that type. Of course only if applicable and if you have generic Boeing/Airbus liveries installed (with BOE or AIB as airline code). See Manual 5.20 for a detailed description of the matching process.
- Log fixes -> Log matching, the complete matching proces is monitored in the log.

Feb 27, 2017, 5.8 beta

- Processing of the file SimilarTypes.txt improved, you can now have more than one existing aircraft type as being similar to an aircraft type.

- In the livery matching process similar types are selected randomly, till one is found.
Note that a lot more liveries may get selected for creation, while it will visit "all corners" of your AI package-(s). One may expect to see more "livery could not be created messages". But no worry, PSXseeconTraffic continues, just remove the livery afterwards (at least from AI_liveries.txt, but better from P3D).
- Optimised the algorithm of finding a livery dramatically, resulting in reduced cpu usage.
- Removed the QNH from the interface, while it is only needed internally.
- Added a checkbox to select the inclusion of aircraft (in the Real Traffic data stream) with empty types. They are shown in the sim with a default aircraft livery. This was already the case in previous versions, but now you can decide if you want these or not.

Feb 25, 2017, 5.7 beta

- Hard error 41 made "soft": you'll get a warning message about a third party AI aircraft (not from live traffic) added to the Sim by another program, but PSXseeconTraffic will continue. *Warning: don't run external programs, it will become a mess.*
- Fixed a bug that made aircraft rotate very long during take-off.
- Throttles at take-off are set too full a little earlier.
- Bug fixed in retrieving QNH if there is no internet access or url not available.
- Bug "Waiting for QNH ..." fixed.
- Retrieving QNH algorithm optimized, it looks for the QNH every 10 minutes (like it was), but now only if nearest airport or hour has changed.

Feb 23, 2017, 5.6 beta

- Nearby Live Traffic info block removed (back to basics!) *There are other means to get situational awareness.*
- When taking off, the Throttles are set (again) from Idle to Full in one go.
- User-Interface cleaned up.
- Made a note about how **to fix start problems in Win 7 64 bit**, thanks go to Mark!

Feb 22, 2017, 5.5 beta

- Added an information item "sim running" to the PSXseeconWindow (see updated Manual section 5.9)
- The right and left middle vertical bars of the PSXseeconWindow can now show a yellow color too, indicating that although connected, there is still something needed for everything is ready to run. At the Flight Simulator side, it shows that the sim is not yet running and at the RealTraffic side it shows that, although the

RealTraffic app is connected (for receiving your aircraft position), there is no connection to the ForeFlight data stream provided by RealTraffic yet.

- After Gear Down during descend the Throttles of AI aircraft are set to the half position.
- When taking off, the Throttles are first set to the half position and approximately 9 seconds later to full, in order to get some spooling up sound.
- Removed the change buttons from the PSXseeconTraffic interface, you can now edit the text boxes and press the Enter key to activate the new value.
- AI aircraft Flaps handling added (not yet perfect however):
Parked aircraft flaps up. Aircraft that start at the ground flaps 20 (or something like that) and after take-off at 2000 feet flaps up. At gear down flaps via 20 to down (*however this does not work at my sim, the flaps go down when the AI aircraft touches the ground? Looks like a simconnect problem. I'm curious about your findings.*).
- Removed the change buttons from the ParkPosGenerator interface, you can now edit the text boxes and press the Enter key to activate the new value resulting in a new version of the ParkPosGenerator (1.5).
- Manual update.

19, 2017, 5.4 beta

- Fixed a bug: QNH was updated every 30 secs instead of 10 secs.
- Removed the nearest airport from main window, added the airport from which the QNH is taken to the QNH entry at the left side.

Feb 19, 2017, 5.3 beta

- Added connection to ForeFlight stream status to main window.
Some people had RealTraffic connected but still no live traffic, while an error message in the log said there was an error in the connection to ForeFlight; now this is more clear, PSXseeconTraffic will now halt if this error occur).
- The process of finding the QNH is better monitored. PSXseeconTraffic will halt if there are errors in this process, for instance with the internet connection.
- Some bugs fixed.

Feb 15, 2017, 5.2 beta

- Parked AI aircraft have now engines off, so not producing any sounds.
- AI throttles cut (idle) at ground and full at take-off and in the air.
- I have put bars around the input text boxes for destination airport and percentage, so it is easier to see where to put the cursor and type.
- You can now also only download PSXseeconTraffic.exe from my website (for minor versions).
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Feb 12, 2017, 5.1 beta

PSXseeconTraffic restricted to being used with P3D only (no FSX).

Note there were some nasty errors reported with FSX.

For the time being I continue with P3D only, till everything is stable.

Simconnect.cfg file renamed to Simconnect_networked.cfg. This will prevent problems when running PSXseeconTraffic and P3D at the same PC.

Feb 10, 2017, Major new version 5.0 beta!

Do Note that this is a beta version. It has been tested thoroughly with P3D, but not that much with FSX. There might still be problems (with FSX...)

- Live/real time traffic for **any user aircraft in FSX/P3D (!)**, so no longer only for PSX. You can switch PSXseeconTraffic between PSX mode and User Aircraft Mode (UAC).
- Added a mechanism to **park aircraft** at parking positions at origin and destination airports.
- Added a tool **ParkPosGenerator** that generates airport files with parking positions, preferred airlines and preferred aircraft types, for your airports.
- Added information in the PSXseeconTraffic window about live airborne traffic in range of the user aircraft (*PSX users: corresponding with the aircraft you see at the Navigational Displays*).
- Added collision detection at the ground between the user aircraft, live aircraft and parked aircraft.
- The limited range function is changed into a limited **vert(ical)** range function
- A new horizontal range limit function added that is active at the ground only.
- The airlines only checkbox has been changed into a light aircraft checkbox.
- A new "ufo" checkbox added.
- Update frequency back to 40 times per second for every live aircraft.
- Some errors in the RealTraffic stream fixed, for instance: sometimes you saw an aircraft land, driving at rather high speed to the end of the runway, stopping, making a U turn, taxiing back to the nearest exit, and then turning into the exit and continuing as if nothing had happened ... These situations are now corrected.
- Manual updated.

[removed]

...

December 24, 2015, open beta version 1.0.1

First release