

December 16, 2018, 12.15

- Bug fixed in adding defined hours, hours 0 to 9 were not always added. Now fixed. Resulting in more defined hours.
- When heavy aircraft park, not only the current hour will be added to the option but also the next hour, assuming that heavy aircraft normally stay at a gate more than an hour.
- When non-heavy aircraft park between 30 and 45 minutes after the hour nothing changes but outside that range the next hour will be added to the option too, assuming they have a turnaround time of about 45 minutes.

(note that hours change half past the hour, e.g. 14:30 = 15, 14:29 = 14).

December 14, 2018, 12.14

- Further improvements in the changes in parked aircraft that take place continuously (starting every half past the hour).
- The name of the log file has changed from PSXseeconTraffic.log into **Log.txt**
- The name of the file with your parameter settings has changed from PSXseeconTraffic.xml into **parameters.xml** and it is moved from the PSXseeconTraffic folder to C:\Users\This conversion takes place automatically.
- When a file with parking positions is read, the number of defined hours is calculated and added to the info about the file in the logfile (now Log.txt).

December 8, 2018, 12.13

- Further small improvements in the parking of live aircraft: most of the times the aircraft will now move to its final parking position right away instead of being corrected afterwards.

December 7, 2018, 12.12

- PSXT no longer converts your old .txt files with parking positions to .xml.
- Bug fixed in parking algorithm.

December 4, 2018, 12.11 (backward compatible with 12.10)

- Sub folder airport_data renamed to **data**.
- Added files types.xml and wingspan.xml to folder data (instead of hard coded in PSXT) resulting in a smaller memory footprint and more flexibility.
- Closest gate finding algorithm (for parking and positioning) improved.

November 29, 2018, 12.10 (backward compatible with 12.9)

- 64 bit version compiled with SimConnect lib of Prepar3D v4.4.
- Some improvements in parking live aircraft (sooner).

November 27, 2018, 12.9 (backward compatible with 12.8)

- Small improvement in the parking updates algorithm. Aircraft at gates that no longer fit in the next hour will be removed starting with the longest parked first, and so on, to the shortest parked, instead of random.
- A bug fixed in the calculation of the number of gates with options for hours 0 to 9.
- A few small bugs fixed.

November 15, 2018, 12.8 (backward compatible with 12.7)

- Bug fixed in collision detection between 3d party aircraft and parked aircraft.

November 15, 2018, 12.7 (backward compatible with 12.6)

- Bug fixed in collision detection between user aircraft and live aircraft.
- Added a Log XML checkbox.

November 10, 2018, 12.6 (backward compatible with 12.5)

- Added the possibility to enter a callsign that will be 'blocked'. PSXT will block a live aircraft with that callsign from appearing in your Simulator, or, if it is already in your sim, it will be removed immediately. This makes it possible to fly the real live flight instead of the real aircraft (while listening to live ATC) or in finals to take the place of a real aircraft in front of you.
(This is sort of a replacement for collision detection in the air).

November 10, 2018, 12.5 (backward compatible with 12.4)

- Since version 12.0 PSXT no longer sends the heading of the user aircraft to RealTraffic while it is not needed for RT to determine the traffic. However, the RT Radar screen does need the heading... This omission was corrected. The protocol document has been updated to version 1.1.
- Removed the collision detection in the air.
- Added a separate checkbox for collision detection between third party aircraft and parked aircraft (default off).

November 9, 2018, 12.4 (backward compatible with 12.3)

- Adding a <from> <to> flight plan to a live ac made optional again (default off). It might be that some FSX versions do not support this or even may crash.

November 8, 2018, 12.3 (backward compatible with 12.2)

- Bug fixed in collision detection algorithm.
- Collision detection on the ground between user aircraft and live aircraft or user aircraft and parked aircraft is now selectable (*they used to be default on*)
- Added three checkboxes to switch on/off logging of matching/parking/3d party ac (all default unchecked).
- Added the wing spans of some P3Dv4 vehicles. If the wing span of a vehicle is not known by PSXT the name of your vehicle will show in yellow. Please report missing wing spans in my forum.

November 4, 2018, 12.2 (backward compatible with 12.1)

- Increased randomness within hourly based parking of static aircraft.
- PSXT will automatically update the parked aircraft allocation (gradually), as well 5 minutes after start as when the next hour arises (starting at half past), and so on and on.
- The percentage park has now also effect when dynamic updating of parked aircraft takes place (see previous bullet).

- The checkbox fixed upper limit has been removed. This function is no longer needed while with continuous updates of parked aircraft the number of parked aircraft will be (re-) set to the percentage anyway (each hour).
- The left top side of the main window more generically speaks of a data provider. (Real Traffic is the data provider in our case). The protocol used between PSXT and a data provider is described in a [separate document](#).
- The left top side of the main window now more clearly indicates that PSXT listens to two (udp) data streams: one with traffic messages and one with QNH messages.

October 30, 2018, 12.1 (backward compatible with 12.0)

- **PSXseeconTraffic (PSXT)** can now also cope with an xml file with parking positions that have no Airline+Type option. ParkPosGenerator (PPG) 7.1 has a new function to generate a file without options. This way you will have a nice clean starting point for live updates.
- **PSXT** adds time stamps (rounded utc hours) to the real live data it adds to the parking positions file. The attribute is named **hours** (see chapter 8).
- If real live data is available for an airport, **PSXT** will automatically try to match the parked aircraft with the actual hour as much as possible.
- [Here](#) you may find a downloadable file for Fly Tampa EHAM with real live data. Download and put it I the parked_updates sub folder of PSXT (*if you have Fly Tampa EHAM of course*)
- The 'positioned' at and 'parked at' messages appear now in the log file only, no longer as information messages in the main window.
- Some mistakes (such as still .txt instead of .xml) corrected in the Manual.

October 24, 2018, Major new version 12.0

- Crashes of a livery that was archived were not seen as crashed and showed up again and again. Now fixed!
- Logging of take-off and landing has been removed (*simplification, back to core-business*).
- The Percentage parked is now controlled solely by a parameter in the interface. It has disappeared from the airport files with parking positions (*simplification*). I'm still thinking about an ideal scenario (*user input is welcomed*).
- Adding a basic flight plan is default, the checkbox has been removed.
- Collision detection is now more accurately based on the wingspans of both types instead of generic figures for the categories L,M and H.

And now for something completely different, it's **xml** time!

- PSXseeconTraffic expects the **airport files with parking positions** to be in **xml** format. The **parked_default** folder already contains airport files in that format.

Use ParkPosGenerator 3.0 to generate airport files in xml. These new parking position files also contain the radius of each parking position. Positioning and parking of aircraft at gates can now more accurately take place based on the wingspan of each individual aircraft type and the radius of the gate.

A major advantage of using xml instead of plain text files is that it is a lot less prone to errors, and it is easier to make changes by software.



I got the idea to let PSXseeconTraffic **automatically update airport files with real live information!**

Each time you are at an airport your airport file will improve!

Or let PSXseeconTraffic run at an airport unattended for one or more days and you will have a lot better airport file than the one that was generated initially by ParkPosGenerator.

There is one pre-condition, there must be ground traffic available at the airport otherwise aircraft will not start at a gate or end at a gate and there is no real time info to collect...

The updated airport files are stored in the new sub folder **parked_updates**.

The Manual has been updated, please read the new section 4.4.4 and chapter 8 carefully. Note that it is still possible to use your old manually edited airport files, although the new airport files, that have radius info, are to be preferred.

- PSXseeconTraffic expects the **AI_liveries** file to be in **xml** format. Use AILGenerator version 3.0 or later. The FLAi sub folder already contains an xml version.
- PSXseeconTraffic expects the airport latitude/longitude information file to be in **xml** format. The subfolder **airport_data** contains such a file. ParkPosGenerator 3.0 generates airport data files in xml format.
- The parameters are saved in **xml** format in the file **PSXseeconTraffic.xml**. Stored are version check info, main window positions and parameter values that differ from their default values.

At first start of version 12 your PSXseeconTraffic.cfg will automatically be converted to PSXseeconTraffic.xml and PSXseeconTraffic.cfg will be deleted afterwards.

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December 24, 2015, open beta version 1.0.1 (for **PSX**, Precision Simulator X, only)

First release