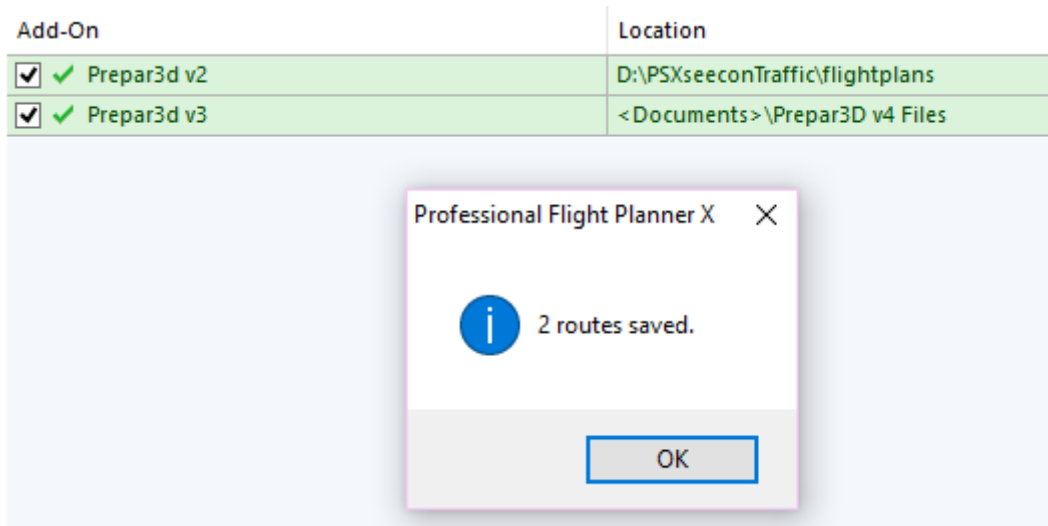


**Aug 15, 2017, 6.11**

- Your last flightplan from your origin airport is now read when you take-off, instead of 30 seconds after PSXseeconTraffic has started (as in version 6.10). You have all the time for cockpit preparations and filing a flight plan, while PSXseeconTraffic is running, showing real traffic around you.
- PSXseeconTraffic will also read flight plans from other programs than PFPX, such as ProATC, if and only if they support the same .PLN format with .xml code and DepartureID and DestinationID fields.
- E190 defined as similar to E195
- Some IATA airline codes added.
- Some small bugs fixed.

**Aug 6, 2017, 6.10**

- Some 1000 new airports added, now 4204 in total.
- The option to add airports yourself with the AdditionalAirports.txt file has ended. There are sufficient airports in the internal database. If you still miss one, please report it in the Forum.
- "Always stay on top" checkbox moved to the light blue parameters area in the User Interface
- Added the number of Nm to the nearest airport in the status line.
- PSXseeconTraffic will now automatically detect your destination airport based on a .PLN file exported to PSXseeconTraffic's subfolder **flightplans** by Professional Flight Planner X (**PFPX**), read more in The Manual section 5.10.



**Aug 3, 2017, 6.9**

- Further small improvements in taxiing, take-off roll, and take-off algorithms.
- METAR info remains visible after a warning message.
- Three "Close to" airports added to status line (gets updated every 10 minutes).

- When destination is in sight ( $\leq 40$  nm) the METAR info will become the METAR of the destination airport (if filled in) and not the nearest by airport (if there is any, such as London City close to Heathrow, or EHRD in the vicinity of EHAM).

#### **Aug 1, 2017, 6.8**

- Nasty bug fixed in finding the nearest airports.
- Improved the algorithms for the take-off roll and take-off procedure.
- More airports added, now 3124 in total.
- Include empty callsigns is always active; it is no longer a parameter in the User Interface.

#### **July 29, 2017, 6.7**

- Setting Full Throttle, landing lights and strobes of departing aircraft takes place earlier. Now as soon as a groundspeed  $\geq 80$  kts is detected in the 30 seconds buffer, resulting in hearing the engines spooling up sounds earlier too!
- Small changes in the layout of the User Interface.

#### **July 26, 2017, 6.6**

- Cleaned up the user interface, the light blue area now only contains parameters that can be checked or set. Status information has been moved to a new black status line further down.
- Added airports to the internal database (now it contains 3033).
- Optimized the algorithm that searches for the nearest airport.

#### **July 23, 2017, 6.5**

- Re-factoring, optimizations and bug fixing.
- About 40 German and UK airports added to the internal database.

#### **July 17, 2017, 6.4**

- Fixed a **bug in the installer program**. It created a subfolder **PSX** with the files PSXseeconTrafficX.exe and PSXseeconTraffic64X.exe. It should have put these files in the PSXseeconTraffic root folder, as described in the Manual. Now fixed.

**Note: You may delete the PSX folder in PSXseeconTraffic**

- Made the internal timing more accurate, it now updates positions of aircraft approximately 32 times per second.

#### **July 17, 2017, 6.3**

- **Fixed a BUG: it never updated the nearby airports while flying... Now fixed.**
- Fixed a bug in parking live aircraft.

- Collision detection boundaries set smaller, too many parked aircraft got removed (unnecessary) by live aircraft.
- When aircraft are created at the ground, departing traffic will get flaps set to twenty, while arriving traffic get flaps set up (used to be twenty too).

### July 16, 2017, 6.2

- Aircraft information from RealTraffic that missed a call sign used to be skipped; they never appeared in the sim ...

```
326° 0.5NM EZY98DC ( A319 G-EJAR) AMS -> MXP  
53° 0.5NM EIN803 ( A320 EI-DEI) AMS -> DUB  
222° 0.6NM EIN803 ( B77L B-2073) AMS ->  
9° 0.6NM DAL47 ( B763 N180DN) AMS -> JFK
```

However, in some regions it often happens that aircraft information has a registration code but no call sign. In order not to miss these aircraft, PSXseeconTraffic, (re-)introduces the concept of an **UFO<sequence number>** as call sign (given by PSXseeconTraffic). These aircraft are now also taken into account and follow the livery matching process, as described in the Manual in Chapter 9.





If the call sign becomes available later in time (after the UFO already has been created, or is still in the 30 seconds buffer) the livery will be updated. This often happens at EHAM for instance, where the pilots first switch their transponders on, while a little later they fill in their call sign.

The advantages of this new addition are that in regions with a missing, but later on repaired call signs, such as EHAM, you will see aircraft sooner appear at the gates. And in regions with lots of missing call signs you will see more aircraft all together; and if you have the registration codes of these aircraft you will even see the correct liveries!

- Added a checkbox "include empty callsigns" to the User Interface (default on).
- The maximum lateral range has been increased to 100 nm to make a perfect fit possible with what RealTraffic provides.
- Collision avoidance at the ground is now always on; the checkbox option has been removed from the User Interface
- If a live incoming aircraft ends its flight near a gate, it will now gradually move towards that gate, and get parked, instead of in one jump.
- New <Aircraft> positioned at <Gate> and <Aircraft> parked at <Gate> messages in the log.
- Some SimConnect optimizations in requesting the aircraft within range.

### July 8, 2017, 6.1

- There are now four executable versions:

```
 PSXseeconTraffic.exe  
 PSXseeconTraffic64.exe  
 PSXseeconTraffic64X.exe  
 PSXseeconTrafficX.exe
```

PSXseeconTraffic.exe is the 32 bit application to be used with any user aircraft in FSX or P3D(v3 or v4). PSXseeconTraffic64.exe is the 64 bit application to be used with any user aircraft in Prepar3D v4 only!

PSXseeconTrafficX.exe is the 32 bit application to be used with the Aerowinx PSX with FSX or P3D (v3 or v4). PSXseeconTraffic64X.exe is the 64 bit application to be used the Aerowinx PSX with Prepar3D v4 only!

Note that for all versions the configuration and log files are named PSXseeconTraffic.cfg and PSXseeconTraffic.log.

**Important: PSX users should now make use of the ....X.exe versions. For the pilots flying with a user aircraft in FSX or P3D nothing changes.**


- Finally I managed to get control over the flaps in the landing phase (!), they will gradually go to the down position.
- Spoilers control added: at touch down they will go up and they will be set back to normal when speed has lowered or when the aircraft has vacated the landing runway. Combined with this you will see the engines reverse...
- Strobes will now be switched off when the aircraft has vacated the runway, so no longer at touch down.
- Taxiing through curves and corners slightly improved.
- The use of an avatar as user aircraft in P3D is prohibited until I have solved a SimConnect exception.

#### June 28, 2017, 6.0

- First non-beta version (Win 10 only).

#### 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

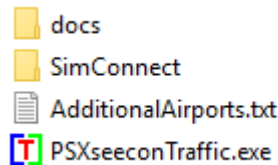
- Small improvements in default livery matching: If a default aircraft is needed for a heavy aircraft, a heavy livery is taken, if there is any, otherwise a PVT aircraft is taken (like it was before). Same for middle and light type aircraft.

#### 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.
- 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.
- Removed the number of parked aircraft from the GUI interface, you will find the value in the log file.
- Use VMRGenerator 5.3 or later together with this version. VMRGenerator 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 VMRGenerator. **So please re-generate AI\_liveries.txt with VMRGenerator 5.3**

#### May 17, 2017, 5.33 beta

- Optimizations in the process of allocating liveries.
- Optimizations in the collision avoidance detection procedures

## PSXseeconTraffic Release Notes

- 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.

*[removed]*

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

First release