

**June 26, 2017, version 6.3**

- Updated internal database with ICAO airline codes CGZ and GSB

**June 25, 2017, version 6.2**

- Updated internal database with ICAO airline code PPL

**June 19, 2017, version 6.1**

- Updated internal database with ICAO aircraft codes to **2418**  
Source: <https://www.icao.int/publications/DOC8643/Pages/Search.aspx>

**June 19, 2017, version 6.0**

- Updated internal database with ICAO airline codes to **5903**  
Source: [https://en.wikipedia.org/wiki/List\\_of\\_airline\\_codes](https://en.wikipedia.org/wiki/List_of_airline_codes)

**June 18, 2017, version 5.9**

- Added some missing airline codes.
- Manual: changed the section about where to go to for help (no longer the vPilot forum because it will close soon).
- Manual: a link to a very useful [website with registration codes](#) was added.

**June 7, 2017, version 5.8**

- Added some missing airline codes and one aircraft type (E75L). Manual did not change is still 5.7.

**June 5, 2017, version 5.7**

- Added missing airline codes for vPilotAI + DYA.

**June 4, 2017, version 5.6**

Simplified VMRGenerator a lot:

- It no longer searches for a Flight Simulator and then to folders with AI aircraft. Since people use different folder names it was not of much use. You now always have to manually enter full path names to an AI aircraft folder and it does not matter in which Flight Simulator.
- Paths to folders are saved in VMRGenerator.cfg, the save and restore buttons have been removed.
- It has internal databases with valid ICAO airline and aircraft type codes. It no longer reads from files, making it more robust.
- It no longer uses the simple aircraft type fixes file. You should correct the aircraft.cfg files yourself if you want to use its liveries.
- Improved the Manual.

**June 3, 2017, version 5.5**

- Bug fixed in detecting Prepar3D v4.

**May 24, 2017, version 5.4**

- Added support for Prepar3D v4.

**May 14, 2017, version 5.3**

- Bug fixed in re-entrant use of VMRgenerator, error cache was not 'cleaned' resulting in incorrect error files.

**May 8, 2017, version 5.2**

- Search liveries checkbox removed, program will always start with searching liveries.
- If IVAO\_MTL is used, AI\_Liveries.txt generation is allowed (for IVAO users of PSXseeconTraffic). However, rule generation (for VATSIM) with IVAO\_MTL liveries is prohibited.

**May 8, 2017, version 5.1**

- You can now re-run VMRGenerator without having to exit the program.
- Search for SimObjects subfolders FSPXAI and FAIB added.
- Duplicate liveries with aircraft type code B74F will be generated for B748 Cargo planes.
- Registration code(s) from generic fabric liveries BOE, AIB en EMB will be ignored.

**April 13, 2017, version 5.0**

- Made processing of [fltsim.x] sections more robust. There are no longer restrictions on the position of parameters in the section, like there were for the atc\_id= line.
- [Fltsim.x] sections that are incomplete are written to a new output file **IncompleteFltsimSections.txt**. This holds for missing model=, texture= and sim= values, that was already tested since version 4.1, but now **also** for [fltsim.x] sections with **empty atc\_parking\_codes=** parameters and, for IVAO\_MTL, sections with **no airline code in the title=** parameter.

I no longer generate liveries without an airline code. I believe it is better if you check these incomplete liveries yourself and decide what to do about it. Possible outcome could be to make it generic (AIB, BOE, EMB), to make it private (PVT), to correct the livery because airline was known but not filled in, or to leave the livery skipped.

- Rule generation phase is now optional an default off, to fit better for the many PSXseeconTraffic users today that only are interested in the liveries search.
- Removed the 64 bit version; there was no noticeable speed difference between the two. It is easier to maintain one version.

**April 12, 2017, version 4.3**

- Upon request: added three more folder boxes (there are ten now).
- Explained how you can run VMRGenerator networked, see section 2.1.1.

**April 8, 2017, version 4.2**

- Bug fixed: rule generation failed because of new (optional) fifth element in AI\_liveries.txt (Registration code).

**March 26, 2017, version 4.1**

- VMRGenerator 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.

**March 18, 2017, version 4.0**

- The **VIP** package is no longer supported
- You can now use max **7** folder names instead of 6.
- **Save** and **restore** buttons added for later use of your path-names (*just like in the ParkPosGenerator*).
- The **AI\_liveries.txt** file may have at the end of each line an extra info element containing the **Registration code** of the aircraft (if available). VMRGenerator takes the value of the **atc\_id=** line in aircraft.cfg or sim.cfg as registration code.  
The atc\_id= line has to be **higher** in the [fltsim.x] section than the atc\_parking\_codes= line.  
IVAO\_MTL: the atc\_id= line has to be higher than the title= line.

**IMPORTANT:** you need PSXseeconTraffic version **5.16** or later to work with this new AI\_liveries.txt format!

**March 8, 2017, version 3.9**

- Non-airline code PVT added to the file ICAOAirlineCodes.txt
- If the value of **atc\_parking\_codes** (in aircraft.cfg) is a non airline code, the code **PVT** for Private 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**.

**March 2, 2017, version 3.8**

For each line in AI\_liveries.txt with aircraftcode **B744** and "Cargo" or "cargo" in the livery title it adds an extra line for the same title with aircraft code **B74F**.

For each line in AI\_liveries.txt with aircraftcode **MD11** and "Cargo" or "Freighter" or CRG in the livery title it adds an extra line for the same title with aircraft code **MD1F**.

This way PSXseeconTraffic will still generate for live traffic the livery based on the B744/MD11 code (*while in live traffic cargo codes are not used*), while PSXseeconTraffic

will put Cargo 744's and cargo MD11's at cargo parking positions and passenger B744/MD11's at normal parking positions.

**February 27, 2017, version 3.7**

Changed the colour of the invalid aircraft codes and invalid airline codes messages from red to yellow. People thought that they could not continue without fixing these "errors", which is not true.

Only if you want to make the best out of your AI package you should try to repair these "errors".

Cleared the "Searching in ..." message that was still visible during rule generation.

**November 28, 2016, version 3.6**

Ignores trailing spaces in folder paths.

**September 25, 2016, version 3.5**

Bug fixed in the Registry look-up of the 64-bit version.

**September 12, 2016, version 3.4**

A 64-bit version of VMRGenerator (VMRGenerator64.exe) has been added to the .zip file. The version (32-bit or 64-bit) is indicated in the main window after the text VMRGenerator.

The previous .log file will be saved under VMRGenerator0.log.

**July 27, 2016 Version 3.3**

Bug fixed in parsing of IVAO\_MTL aircraft.cfg files: more non-airline aircraft will be found.

Bug fixed in parsing of UT2 aircraft.cfg files: more non-airline aircraft will be found.

Empty callsign prefix rules are now only generated for non-airline liveries (complies with the design of vPilot).

SimilarAirlineCodes mechanism removed, there are now only three files in the data folder.

The file "*Liveries\_ignored\_for\_rule\_generation.txt*" gives the liveries that were ignored for rule generation, because they were equivalent to a livery in a higher priority folder.

**July 5, 2016 Version 3.2**

- The **deployment policy** of VMRGenerator has changed. VMRGenerator is no longer packed with run-time libraries. To run it you have to have the Microsoft Visual C++ Redistributable for Visual Studio **2015** installed.

In order to run it, you need Microsoft Visual C++ Redistributable for Visual Studio **2015**. The standalone installer for x86 (vc\_redist.x86.exe) can be [downloaded here at Microsoft](#).

You better check first in your Control Panel\Add-remove program list, whether this library is already installed or not.

This deployment policy has the advantage that these centrally deployed DLLs can be serviced by Microsoft in the event of a security issue, without me having to release a new version of VMRGenerator.

- VMRGenerator Manual and End User License Agreement (EULA) added.
- File README.txt removed, change log moved to new file Release Notes.
- Version check functionality added, see Manual section 2.3.
- Version numbering changed from x.y.z -> x.y

### **March 12, 2016 Version 3.1.0**

AI aircraft folder names changed into full path names!

You can now add a folder 'outside' a FlightSimulator, this is needed to support MyTraffic 6 more easily.

The Flightsimulator path text box has been removed. VMRGenerator now shows which FlightSimulators it has detected in your registry and gives you an option to choose one (or no one). Note that the FlightSimulator selected only determines where VMRGenerator will search for folders of well known AI packages. You can always override this with full path names to AI folders manually.

### **March 12, 2016 Version 3.0.0**

VMRGenerator has been upgraded to a Windows program (instead of MS-DOS). Configuration work can be done interactively in the main window. One does not need to edit the VMRGenerator.cfg file anymore.

New:

The file ICAOAirlines.txt contains a lot more airlines (especially military, and private jet companies).

The file ICAOAircraftCodes.txt contains more aircraft types.

The file InvalidAircraftCodeFixes.txt contains more fixes.

The log file logs each fix: given are the invalid ICAO Aircraft code and the valid ICAO Aircraft code it has interpreted from the file InvalidAircraftCodeFixes.txt, together with the name of the aircraft.cfg file.

A lot of simplifications have been made:

- MyAreaAirlines.txt support has been discontinued.
- TypeCode ZZZZ rules generation has been discontinued.
- The option to keep liveries with "Old Colors" has been discontinued.
- Copying the rules file folder to another PC in your local network has been discontinued.
- Empty CallSignPrefix rules generation is now default on (no longer optional).
- Maximum number of liveries in a rule is now unlimited (optional settings have been removed).
- VMRGenerator will by default (so no longer an option) put a copy of the generated rules file in your vPilots folder automatically, if - and only if- it detects that folder at the same PC.
- The separate tools PASS1.exe and PASS2.exe have been removed. Rules are always generated, either from the liveries found in the search, or from an existing AI\_liveries.txt file if Searching Liveries is de-selected in the main window.

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### **May 29, 2014 Version 1.0**

First Release