

December 15, 2018, AILGenerator 4.0

- Aircraft types and airline codes no longer hard coded in the program. AILGenerator will read this info at start up from two new files in the sub folder data: **aircraft.xml** and **airlines.xml**.

You can and may add missing codes to these files yourself, but do make backup's because these files will be overwritten with each new version.

I would appreciate if you post a message in my Forum about additions you have made, so I can add these in a new release (but at a slower paste then currently).

- Fixes of aircraft types are only made in the AI_liveries.xml file, no longer in your aircraft.cfg files.
- Repair of [fltsim.x] numbering and Repair format are now combined. A backup aircraft.cfg file is always generated if changes are made to you aircraft.cfg files.
- The name of the log file has changed from AILGenerator.log into **Log.txt**
- The width of the UI screen has widened, making more room for typing large paths names.
- The name of the file with your parameter settings has changed from AILGenerator.xml into **parameters.xml** and it is moved from the PSXseeconTraffic folder to C:\Users\<>you>\AppData\Roaming\AILGenerator
This conversion takes place automatically.

December 2, 2018, AILGenerator 3.2

- AILGenerator no longer checks and repairs sound configurations/files.
- Added airline AZO.

November 12, 2018, AILGenerator 3.1

- AILGenerator will check whether there is white space surrounding a livery title. If so a message will be written to the log file. White space may be the source of "cannot be created" errors in PSXT.
- If Repair format is selected, white space surrounding the title of a livery will be removed in your aircraft.cfg files.

October 24, 2018, AILGenerator 3.0

- AILGenerator only generates an xml version of the list of liveries: **AI_liveries.xml**. (no longer a .txt file).

October 11, 2018, AILGenerator 2.7

- The **parameters** are now stored in **xml** format in the file **AILGenerator.xml**. Stored are version check info, main window positions and parameter values that differ from their default values.

At first start of version 2.7 your AILGenerator.cfg will automatically be converted to AILGenerator.xml and AILGenerator.cfg will be deleted afterwards.

- AILGenerator now also generates a file **AI_liveries.xml** with the same info as AI_liveries.txt but in xml format.
In the near future PSXseeconTraffic will read this .xml file instead of the .txt version.

October 5, 2018, AILGenerator 2.6

- Fixed a bug that slipped into version 2.5

October 4, 2018, AILGenerator 2.5

- Added another repair option: add registration code to title (format must be checked)

If checked AILGenerator will add the registration code of the livery, defined with **atc_id=regcode**, to the title of the livery (if not already present).

This will only take place for exactly defined liveries (with one registration code), so not with more than one registration codes or with a registration code with a wild card.

Another pre-condition is that the repair format option (see above) must be checked.

*Note: if the registration code is in the title, PSXseeconTraffic will be able to detect an **exact** livery match.*

July 26, 2018, AILGenerator 2.4

- Added EJU EasyJet Europe.

July 19, 2018, AILGenerator 2.3

- Fixed some stability issues in parallel processing.

July 15, 2018, AILGenerator 2.2

- AILGenerator is now always using all your cores during a search, so also if you have just one folder.

July 14, 2018, AILGenerator 2.1

- AILGenerator is faster in searches with more than 1 folder defined. It will then use more core-(s) of your cpu in order to search the folders in parallel.

July 7, 2018, AILGenerator 2.0

- NO changes, but a forced update to make everybody use this version, because of the bugs fixed in previous versions.

July 3, 2018, AILGenerator 1.6

- Bug fixed, lines like this:
atc_parking_codes=KLM[fltsim.2]
were not detected as erroneous.

July 2, 2018, AILGenerator 1.5

- Liveries Skipped on registration moved from the information category to the errors category. Contrary to skipped on priority, these are errors in your aircraft.cfg files...

June 26, 2018, AILGenerator 1.4

- Fixed a bug dealing with [fltsim.x] in comments, resulting in string too long errors

June 25, 2018, AILGenerator 1.3

- Added the option to **format** your aircraft.cfg files, see Manual section 3.1.2.

You can now just insert a new [fltsim.x] section before the [fltsim.0] section of an aircraft.cfg file. AILGenerator will do the rest, putting it (alphabetically) next to liveries of the same airline and taking care of the numbering.

- Interchanged in the user interface the two lines with checkboxes: first the Include checkboxes, second the Repair checkboxes.
- Updated the Manual.

Note:

Even if AILGenerator does not show any errors there still can be problems with your AI aircraft. For P3D users I recommend to add the following line to the [MAIN] section of the file C:\Users

ContentErrorReporting=1

Start P3Dv4, wait till it has completed the start-up, then exit P3D. The file with content errors will be written to your Documents\Prepar3D v4 Files folder.

June 24, 2018, AILGenerator 1.2

- Added three extra checks on completeness of a [fltsim.x] section. A livery will be skipped if:
 - there is more than one **title** key,
 - there is more than one **atc_id** key,
 - there is more than one **atc_parking_codes** key.

June 15, 2018, AILGenerator 1.1

- Some ICAO airport codes were added.
- Some small bugs fixed.
- The Manual got updated.

May 7, 2018, AILGenerator 1.0

- Changed the name of the program from vPilot Matching Rules (VMR) Generator into AI Liveries (AIL) Generator. This reflects better what it currently does, and will no longer cause confusion for vPilot users.
- Version reset to 1.0

- All output is now done via files. There are three categories, main, info and errors. See Manual Chapter 6 for more info.

What should you do to **upgrade** from VMRGenerator to AILGenerator?

1. Download and install AILGenerator.
2. Copy your VMRGenerator.cfg file into the AILGenerator folder and rename it to AILGenerator.cfg
3. Uninstall your VMRGenerator.
4. Adjust the AI_liveries.txt parameter in PSXseeconTraffic to point to your AILGenerator folder.

That's all.

April 29, 2018, VMRGenerator 11.0

- A major change: VMRGenerator is able to repair problems in your aircraft.cfg files, of course only after you have selected the option(-s).

It can repair inconsecutive [fltsim.x] numbering, aircraft types (fixes) and missing soundai= lines. See the Manual sections 3.1, 3.2 and 3.3.

- Added ICAO airline code TBM
- Updated Country specific Military or Government aircraft to v4.1 (65 codes)