PSXT Manual Appendix

Liveries Scan details

1 In-depth information about the Liveries scan

1.1 How are liveries in your Simulator found?

Liveries are found by scanning **`aircraft.cfg`** and **`sim.cfg`** files.

What information it is looking for is dependent on the Simulator.

MSFS:

In the **General** section of the aircraft.cfg file it searches for

icao_type_designator two to four letters/digits defining an ICAO valid model

In each **[Fltsim.x]** section of the aircraft.cfg file it searches for

title	the title of the Livery
icao_airline	the 3 letter ICAO valid code of the airline. special cases: PVT for private and ZZZ meaning generic (white livery)
atc_id	the registration code (tail number) of the aircraft
atc_parking_types	if it contains CARGO, it defines it to be a cargo aircraft

P3D:

In the **General** section of the aircraft.cfg file it searches for

atc_model two to four letters/digits defining an ICAO valid model

In each **[Fltsim.x]** section of the aircraft.cfg file it searches for

title	the title of the Livery
atc_parking_codes	the 3 letter ICAO valid code of the airline. special cases: PVT (private) and ZZZ meaning generic (white livery)
atc_id	the registration code (tail number) of the aircraft
atc_parking_types	if it contains CARGO, it defines it to be a cargo aircraft

IVAO:

A special case is **IVAO MTL** (P3D) **/ ivao_x-csl** (MSFS):
The folder with the MTL must be named IVAO_MTL (capitals) or ivao_x-csl (lower case) otherwise PSXT will scan the files as if they were normal liveries!

The model of the aircraft is taken from the folder name, example \Airplanes\IVAO_**B738**

In each **[Fltsim.x]** section of the aircraft.cfg file it searches for

title	the title of the Livery
title	It searches for the 3 letter ICAO valid code of the airline in the title. special case: ZZZ meaning generic (white livery)
atc_id	the registration code (tail number) of the aircraft
atc_parking_types	if it contains CARGO, it defines it to be a cargo aircraft

For all simulators: if the registration code is defined, information found about airline, model and cargo may be overruled/adjusted by -presumably- better information in PSXT's database (if available ...).

1.2 Registration codes (tail numbers)

There are two possible ways to specify registration codes for liveries, **in-line** and **offline**. The in-line definitions are processed first.

1.2.1 In-line specification of registration code

The registration code is taken from the **atc_id=** line of the **[Fltsim.x]** section in the aircraft.cfg file (see 1.1). Registration codes must be 3 to 12 characters. One registration code (only) is recognized and recommended to make it unique.
If you want more registration codes to map to the same livery, you must use the offline method of section 1.2.2.

If a registration code is used by more than one livery, the first livery found will be kept.

The errors found in processing the inline regcodes can be found in the file **`output\errors\InlineRegcodes.txt.`**

1.2.2 Offline specification of registration code(-s)

In folder **input\my_regcodes**, one may put one or more text files. The name is not relevant but it must be unique, with extension **.txt**.

In the file one should specify the (exact) title of the livery followed by a semicolon, followed by a list of registration codes separated by commas. A livery title may not appear in more lines.

Liveries that have just one registration code in an offline file, will be treated as being **special**, they will only show up as live aircraft, not as static parked aircraft.

If one adds **;#** to a line, **all** registration codes will be treated as special, for example:
AIGAIM_easyJet Europe Airbus A320-200SL - Europcar;OE-IVC,OE-IVT;#

If you specify a **livery title only**, (so no registration codes) PSXT will treat it as a **don't use** livery.

30000 regcodes for AIG aircraft are already available in PSXT, hence you better focus on other AI packages then AIG.

An offline specified registration code **overrules** one defined in-line (*the inline regcodes are processed first*), and a newer offline definition overrules an earlier offline definition for the same registration code!

In the Log.txt file a summary is given of the results, and the details of replacements are summarized in **`output\info\OfflineRegcodes.txt.`**

1.3 Files about errors found in the scan

With these files it will be easier for you to track/pinpoint, and manually repair errors in your AI aircraft package(-s). You should do that if you want to make the best out of your AI aircraft, otherwise you can also choose to go on without paying attention to it.

- **`output\errors\Fixes.txt`**
  Some obviously wrong Aircraft model codes will be fixed automatically.
  Some obviously wrong airline codes (found in atc_parking_codes=) are fixed as well.
  The fixes are applied internally, your **`aircraft.cfg`** file(-s) remains untouched.
- **`output\errors\InvalidAirlineCodes.txt`**
  This file contains invalid ICAO airline codes.
- **`output\errors\InvalidAircraftCodes.txt`**
  This file contains invalid ICAO aircraft model codes.
- **`output\errors\InlineRegcodes.txt`**
  It shows output\errors in the [fltsim.x] sections about non-unique registration codes.
- **`output\errors\InvalidAircraftCfgFiles.txt`**
  Contains invalid aircraft.cfg files. Problems may be:
  - [fltsim.x] numbering not consecutive.

  - missing atc_model keys, icao_designator etc.
- **output\errors\IncompleteFltsimSections.txt**
  The file contains the incomplete [fltsim.x] sections; a section is incomplete:
  - if the title key is not unique
  - if the texture key is invalid
  - if the model key is invalid
  - if the sim key is invalid
  - if there is more than one title key
  - if there is more than one atc_id key
  - if there is more than one atc_parking_codes key

  If incomplete, the livery is skipped.

1.4 Files with information about the scan

These files give info about non-erroneous issues from the search.

- **output\LiveriesScanned.xml**
  It shows the results of the liveries scan. These are the liveries that will be used in matching.
  Warning: do not make any changes in this file, it is read by PSXT.

- **output\info\AircraftCfgWithNoFltsimSection.txt**
  This file gives all the aircraft.cfg file(-s) that are "empty", having no [fltsim.x] section.

- **output\info\OfflineRegcodes.txt**
  It shows the results of processing the offline registration code files (1.2.2).