PSXT Release Notes

April 28, 2026, version 15.0

- Fixed the buffering of data from the RT App (*a new RTApp version is needed, to be released at the same time*).

- Support for the new RT licensing approach with **tokens**.

- **P3D**: Bug fixed, **simaddon** (ORBX) airports were not put in TBLO folder.

- Further changes in the **User Air Collision Avoidance function**. PSXT detects near collisions in the air below 7000 ft only. Above that you have to act upon TCAS warnings yourself.
  The goal is not ATC conflict resolution, but to prevent unrealistic close merges and nuisance TCAS alerts while preserving live traffic realism.

- You can **reserve** a **stand** at your **destination** airport in the **UI**. Shown is a list of stand ids of your airport in use. You only have to select a stand.
  The re-read button is no longer needed and removed from the UI.

- When a live aircraft arrives at a stand, some **animation** has been added (instead of the current "big bang"): engines shut down 10–20 seconds after parking. The beacon switches off 5–10 seconds after engine shutdown, and the lights turn off 20–120 seconds after engine shutdown.

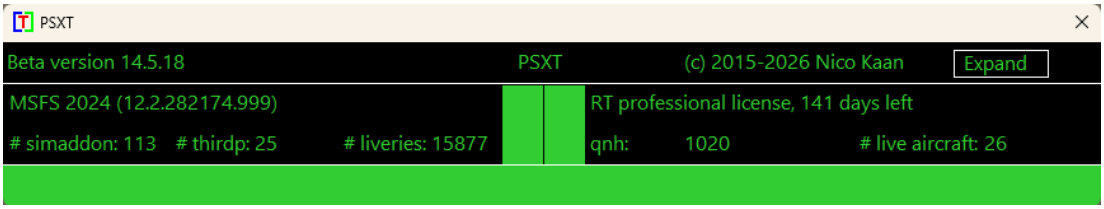
- Less **overshoot** when arriving aircraft park at a stand.

- Fixed bug in parking percentage. Value will now be stored in your parameters file and it is no longer disabled when you are not at an airport.

- PSXT no longer switches **Strobes** off when reaching 10.000 ft.

- Selecting an RT source (Direct or App) is now possible right from the start.

- Main window redesign: new **font**, more spacing, **full** and **compact view**. In compact view the parameters section (the light blue area is not shown. If there is no park airport the park airport section is hidden too, resulting in a small monitor footprint.



- *N*ew: /input/**wktraffic.enc**
  PSXT now stores local information about which airports have RT traffic data for the past week. This information is used to prevent unnecessary additions to the tblo folder.

- Fixed issues in processing RT's weekly traffic download, resulting in significantly more stock airports with traffic and an average **improvement** of the **real Qf by 2 points**.

- Added an "Always" checkbox. If checked, PSXT will always scan for airports at startup.

- Fixed several minor UI issues when running PSXT on a 4K monitor with 150% display scaling.

- PSXT now supports encrypted airport files from the archive. Files are automatically decrypted after download and stored as ../airports/park_airport.xml.

- When restarting PSXT at the same airport as the previous session, PSXT will reuse the existing ../airports/park_airport.xml instead of downloading it again.

  This optimization also allows you to edit stand positions locally and test your changes immediately.

- In the livery scan, a semicolon in the first position of the .cfg file is now treated as a comment, in addition to "//" in the first two positions.

- *This version delivers multiple bug fixes, internal performance refinements, and a strengthened SimConnect interface featuring more resilient mailbox processing, resulting in improved stability and smoother operation under high traffic load.*

  It looks like the Simconnect errors, causing PSXT to auto restart, are gone…!