

PSXT Release Notes (MSFS & P3D)

What's new?

April 15, 2024, version 6.5.1

- Suppresses a strange and annoying moving aircraft with callsign **ERARMTRO** from the RT stream for EDDK.

April 13, 2024, version 6.5.0

- For airports where RealTraffic provides no Traffic data, or for airports with a very low Qf, PSXT generates for each gate a fake option (in memory, not in the airport files). Hence these airports will not look deserted when you arrive there. See new Manual section 10.5
- The matching algorithm has changed a bit for light aircraft, business jets and helicopters if matching set is set to 3. For these models the steps **4,5** and **6** will be tried too. (4 used to be skipped).

April 11, 2024, version 6.4.0

- PSXT now searches max the **whole week** for parking options instead of 24 hours, resulting in more parked static aircraft at airports with a low Qf.
- The **MaxFit** parameter has been removed from the GUI, it is by default set at 7 * 24 hours.
- The **"fit:"** reading in the GUI can be **"now"** meaning all parked aircraft are from current day + current half hour, via **n** meaning between now and n half hours before, or **"week"**, meaning found in the whole week of offline traffic data.

April 8, 2024, version 6.3.5

- [PSXTraffic / PSXTraffic_P3D]
Fixed the **RT_error** message (based on **system error 31**) that some users got; second brute force solution..

April 8, 2024, version 6.3.4

- [PSXTraffic / PSXTraffic_P3D]
Hope/think to have fixed the **RT_error** message (based on **system error 31**) that some users got.

April 6, 2024, version 6.3.3

- A few wrong PVT and GOV entries removed from input\fixes.xml.
- "Aircraft" with callsign-prefix **TOW<space>**, such as **TOW 915**, skipped from incoming RT data, because they represent Tow or Fuel trucks (at

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least at CYVR ...).

Temporary check build in to remove these "aircraft" from local Learned files and archived files.

April 4, 2024, version 6.3.2

- Small bugs fixed, aircraft type SERV (service vehicle?) filtered out for instance.
- Community folder/ Install path is now always enabled for editing.
- No greyed out items in the GUI anymore, for better readability. Whether a function is active or not is now indicated by the value of the check box or text box only.

April 1, 2024, version 6.3.1

- MSFS: added a few new publishers to PSXT: **1ZKSFO** (KSFO) and **headshotscenery** (PHHI, KHOP and KGRF).
- Changed to two different versions for the archives of MSFS and P3D. Rationale: the MSFS archive gets many more updates than the P3D one, thus preventing unnecessary downloads for P3D.

March 28, 2024, version 6.3.0

- Operator info now stored in the database only, no longer in airport files. If there is a difference between Airline and Operator, the Operator is chosen first in matching (step2), and if no result a livery with the Airline is tried.
- Redundant information removed from airport files (offline and learned): If the registration code is in dbase.xml (meaning airline, operator type and cargo info is available), airl and type are not added to the flight line. *Note that in handmade files you still have to do that because you don't know if the regcode is in the dbase.xml or not.*

March 23, 2024, version 6.2.1

- PSXT tries to detect aircraft that are towed and parked at a different place. The algorithm is in place, although I have not yet seen a working example yet. This needs more testing, maybe you notice a towed one.
- The file **AIG-regcodes.txt** now in .xml format (*is more safe/robust*)
- MSFS: the file **airport_msfs_names.txt** is now in .xml format too (*is more safe/robust*)

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- Bug fixed.

March 20, 2024, version 6.2.0

- Small changes in automatic scanning mode for MSFS. It will first search for AIG, then FSLTL and finally JustFlight models/liveries. The Priority checkbox can be used in Automatic mode too.
- MSFS: added a number of new Publishers of airports addons.
- Bug fixed

Feb 29, 2024, version 6.1.4

- Long lasting **nasty bug** in processing of input data fixed. For example, the last registration code of a line in AIG-regcodes.txt got a trailing newline character, making it useless... (oops). And this occurred in more contexts.

Feb 23, 2024, version 6.1.3

- *[PSXT & PSXT_3D]:*
Severe bug fixed:
When PSXT restarted because of a SimConnect error, it took and kept EHAM as initial aircraft location if your aircraft was standing still until you moved. This led to aircraft spawned at a different location than where you are. I found out when I was spotting at EGLL and after the restart everything looked normal with 57 live aircraft, however no one at EGLL but all around EHAM (oops ...).
- *[PSXT & PSXT_3D]:*
Some improvements in initialising the RealTraffic.lic file. For instance, if you have the RealTraffic app installed and you are still running at that license, it will copy that license to the PSXT\RealTraffic.lic file, thus preventing that you lose your license when you uninstall the RealTraffic app.

Feb 21, 2024, version 6.1.2

- Small but nasty bug, no longer testing for archive update, fixed.

Feb 21, 2024, version 6.1.1

- Made some small changes in the automatic updates:

It will also update a file if it sees that a file is missing/has disappeared, independent from date check.

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It will check for program version at most once a day, instead of always at start up.

- Program version for PSXT now always the same as PSXTraffic.
- One Manual for all 4 programs.
- One Release Notes for all 4 programs.

Feb 17, 2024, version 6.1.0

- **(!)** Removed the **archive folders, dbase.xml** and **AIG-regcodes.txt** from the Installer Program. These files will from now on be downloaded and installed **automatically** by PSXT, as soon as a newer version becomes available. The PSXT installer is now small and fast (again).
- **(!)** A new PSXT version is now **detected, downloaded** and **extracted automatically** by PSXT. You'll get this message:
New version 6.2.0 available. Exit here, and run as administrator: "C:\PSXT\install_new_version.exe"
You only have to exit PSXT and run the installer program.
- The week data for the traffic files in the archive, are now indicated by the **week number**, and no longer with a date range. That number occurs in the UI (top right) too; the current week is **6** (Feb 5 – Feb11).
- **Bug** in the **time shifting** algorithm solved (going back from time shifted to real time remained undetected ...).
- In loading new flights: restart timeout set to 45 seconds, to prevent restart after restart.
- At a restart no new Log.txt file is opened, but PSXT continues logging in the actual one. This gives more info about restarts.

Feb 12, 2024, new major version 6.0

- Severe bug in Max fit algorithm fixed. Wrapping to the previous day did not work completely. More static aircraft parking positions will be found now, especially at the hours just after utc midnight.
- Major version update, to make sure nobody runs an outdated version.

Feb 9, 2024, release 5.7.1

- Bug fixed. If there is not yet a learned airport file (see 5.7.0) the parking percentage is not set.
- **(!)** Live aircraft on the ground will no longer be spawned if their headings are not yet known. **This prevents aircraft from showing up with a**

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completely wrong heading (until they start moving). This was particularly immersion breaking when they were lined up for take-off (at EGLL and KSEA for instance).

- **MSFS (!) Fixed** the **vertical oscillations** that some holding aircraft could show (moving up/down, wheels partly in the ground and up).
Note that if aircraft plough through the ground the "static CG to ground" in the model file is not correct, you should manually change that.
- **MSFS (!) Fixed** a long lasting bug in my rotation algorithm. Aircraft now, finally **rotate smoothly**.
And rotate and take-off profiles for the different categories instead of just one.

Feb 7, 2024, release 5.7.0

- Removed Learn Real from the UI. It is now always on. This is needed because we need the learned airport files to store airport dependent UI-parameters.
- Parking percentage of an airport is now stored in the learned airport file. The file
`C:\Users\<you>\Appdata\Roaming\PSXT(_P3D)\my_parking_percentages`
is from now on only used to make the transition in the coming months.
- Lateral range and Auto range values added to the learned airport files.
- Traffic data update for the archive: **Jan 29 – Feb 4**

Feb 5, 2024, release 5.6.2

- Added a check upon running the Sim without time compression; if not PSXT will stop with error 791.
Running with Time compression gives wrong utc times for new learned entries to the airport file, because the time in RT is no longer synchronous with your Sim time.
If you still want use it, you can disable the check with a hidden parameter.
- MSFS: Added some Caribbean airport to the archive.

Feb 2, 2024, release 5.6.1

- Max Live algorithm improved: less popping up and disappearing aircraft

Jan 31, 2024, release 5.6.0

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- [Upon request] Added a new function **Max Live**, see the Manual section 8.4
This function comes on top of the lateral range, hence set that one first.

With the **Max Live** parameter the maximum number of live aircraft can be limited. This function is to be used at non-high-end PC's flying at major airports with lots of traffic. It dynamically reduces the number of airborne aircraft to 30% of the Max Live value and the number of live ground traffic to 70% of the Max Live value.

The aircraft furthest away from the user aircraft will be removed if the max becomes exceeded.

The number of live aircraft parked does not change.

- Traffic data update for the archive: **Jan 22 – Jan 28**

Jan 24, 2024, release 5.5.1

- Traffic data update for the archive: **Jan 15 – Jan 21**
- SimConnect request errors will no longer go unnoticed. After 20 errors PSXT will stop.

Jan 18, 2024, release 5.5.0

- **Major overhaul of the recorder.**

It now learns real and/or soft options at your destination airport whether or not you reach that airport. If you for instance switch to another destination the learned options are not lost but saved in a learned airport file.

Next to that it still generates a snapshot with the parked live aircraft at your destination upon arrival.

Parameters Learn Real, Learn Soft, Minimize at start up and StayOnTop have been added.

The number of live aircraft, number of parked live and the number of learned updates are shown in the UI just as in PSXT.

Recorder no longer starts minimized, you can minimize it with the windows minimize control box, or always at start up by ticking the checkbox.

Due to all these updates I have renamed Recorder to the old name **LearnDestination**, which better reflects what it does.

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- Update of dbase.xml with about 300 registration codes
- Activating a **new RealTraffic license** made a bit more user friendly. You can now put your new license string in the **RealTraffic.lic** file you will find in your PSXT installation folder. See the Manual, section 2.2.
- Long standing **bug** (since the introduction of opr), in airline/type conversions based on dbase.xml info, fixed.

Jan 10, 2024, release 5.4.0

- Hidden parameter SECONDS_DELAY added, see Manual 8.3
- Bug fixed in the step 4 for static aircraft match (added in 5.3.0)
- Added a matching step in between 1 and 2 for PVT airlines only (see chapter 7). In this step a generic livery is tried. This will result in a more real airport. No more strange bizjets if you do not have the registration code for that aircraft, but a generic/house livery of that type. Note that PSXT assumes generic liveries to have airline code ZZZ.
- Improved matching if your livery has no registration code and there is an **operator** (next to the airline) for involved. This is especially an improvement for the FSLTL liveries, because most of them do not have a regcode.
- Traffic data update for the archive: **Jan 1 – Jan 7**

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