PSXT Release Notes (MSFS & P3D)

What's new?

June 23, 2025, version 10.10.10

- PSXTraffic and PSXTraffic_P3D: Improved stability of the RealTraffic (RT) connection.

- On-line learning:
  Fixed a bug that affected the learning process.
  Aircraft without a regcode are no longer skipped from being learned; the callsign is stored as regcode instead. Same for the archive files.

June 17, 2025, version 10.10.9

- Crash prevention: Fixed an issue introduced in recent updates where error messages couldn't be seen because the app closed too quickly after a restart.

- Flights that start with an empty registration code or use the callsign as a placeholder will now be re-matched and re-spawned if a correct registration code becomes available later.

June 10, 2025, version 10.10.8

- Finally resolved a long-standing issue where aircraft with empty registration codes were not shown.

June 9, 2025, version 10.10.7

- Aircraft with empty registration codes from source "F" are now processed as well, which may increase visible traffic.

- Fixed an issue in version 10.10.5 where PSXTraffic and PSXTraffic_P3D did not exit properly when using the [X] button.

- Fixed an issue where the TBLO folder was not appearing as expected.

June 8, 2025, version 10.10.5

- Changed the code that is executed when PSXT is exiting/restarting, in order to prevent crashing…

- PSXT will now restart after the first SimConnect error (previously this happened after three).

- Exiting PSXT via the [X] button is now more responsive.

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May 23, 2025, version 10.10.4

- A few minor updates.

May 21, 2025, version 10.10.3

- Added decode airline from callsign if no info in database is present…

May 21, 2025, version 10.10.2

- Fixed a corrupted on-line database that caused a lot of PVT matches.

May 21, 2025, version 10.10.0

- **Again tried to solve the CTD issue** definitely (?!), but completely…

  Note that PSXT **no longer re-starts** automatically when a saved flight is loaded, or if you teleport to another airport or when you choose a new airport in the Works menu. Form now on you have to do that **manually**.

  However, when a Simconnect error would occur, it will restart.

May 11, 2025, version 10.9.8

- Added more defensive code to prevent a CTD.

May 11, 2025, version 10.9.7

- PSXT_P3D and PSXTraffic_P3D: Possible system crash in scanning for liveries fixed.

- Fixed a situation in which adjacent static parking with collision could occur.

- Made PSXT more robust by adding more exception handling code, so it will not CTD but exit with a message about the cause.

- Fixed a few small bugs.

May 4, 2025, version 10.9.6

- PSXTraffic & PSXTraffic_P3D: **nasty bug fixed**, causing no live traffic.

May 4, 2025, version 10.9.5

- Fixed a few small **bugs** in double parking and reading Learned airport files.

April 25, 2025, version 10.9.4

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- PSXT now also finds the new folder name **justflight-fstraffic-module** for FSTraffic version 1.7.

- Fixed a **bug**. The \output\errors**InlineRegcodes.txt** file shows some entries that are not correct. If you look closely you can see that the livery titles at some lines are often the same, which is not a problem that needs to be logged (it is okay in fact).

- Fixed a **bug**. The \output\errors**InlineRegcodes.txt** file showed sometimes – wrongly- that a livery was not available. Now fixed.

April 22, 2025, version 10.9.3

- If no Light, Helicopters or fighter jets were found, PSXT **greys out** the corresponding checkboxes in the UI. However, if you add them later these boxes remained greyed out and you had to change the parameters in the parameters.xml file. This has now been fixed, no need to go to the parameters file anymore.

- MSFS: PSXT will, after it has searched for AIG, FSLTL and JF, search for a folder **user-aitraffic** in your Community folder. In here you can add your own ai aircraft additions, such as military aircraft or helicopters from MAIW or FSX, or whatever. This way you do not have to switch off Automatic scan for liveries, and you do not need to define lfolderx parameters.

- **Manual**: In section 13.1 information is given about how liveries are found in your Simulator. Hence what information is it looking for in the scan for liveries, as well for MSFS as P3D and with the IVAO MTL as special case.

April 19, 2025, version 10.9.2

- Fixed a **bug**. In automatic scan for liveries it did not find the **aig-aitraffic-oci** folder in MSFS 2020.

April 16, 2025, version 10.9.1

- Improved the scan for liveries, resulting in finding about 300 more business jets in the AIG package for MSFS.

April 14, 2025, version 10.9.0

- MSFS: **Automatic scan for liveries**
  The **order** in which PSXT searches for the AI traffic packages AIG, FSLTL and FSTraffic (JustFlight) is no longer fixed but can be defined by the user via the value of the new UI **Selector** text box, next to the Automatic check box.

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The value range is 1 .. 6, default 1.
    Meaning:
    1: AIG, FSLTL, JF
    2: AIG, JF, FSLTL
    3: FSLTL, AIG, JF
    4: FSLTL, JF, AIG
    5: JF, AIG, FSLTL,
    6: JF, FSLTL, AIG

So if you change nothing everything keeps the same.

If you were using non automatic mode with lfolder parameters, using AIG and/or FSLTl and/orJF, you no longer need these parameters. Switch to Automatic mode and choose your order in the UI.

April 7, 2025, version 10.8.4

- Fixed a **bug** that caused two live aircraft to park on top of each other.

- **Cleaned up** the Log: removed lots of time data, cleaned up wording of parking actions.

- I'm **out of office** till April 14th. No further updates. Enjoy.

April 3, 2025, version 10.8.3

- Changed the max **ah** value (manual 8.4) from 43000 to 49000, assuming no one flies higher then that …

March 30, 2025, version 10.8.2

- Added a checkbox to the UI to force PSXT to make **straight-out push backs only**.

- When a plane is in the **landing roll** it is excluded for the new algorithm of 10.8.0

March 28, 2025, version 10.8.1

- Fixed bugs in new algorithm of 10.8.0

- Extended the new algorithm to restarts after push_back (start of taxi mode).

March 27, 2025, version 10.8.0

- Implemented a **new algorithm** to prevent **taxiing aircraft** from **disappearing/re-appearing.**
  If there is no RT data for it, PSXT will hold its position until another live

aircraft is about to collide with it, if so PSXT will remove the holding aircraft.

PSXT will keep an aircraft holding for max 20 minutes *).

If new data becomes available for a holding aircraft PSXT will let the aircraft continue if the new position is less then 250 meters *) away, otherwise it will be removed.

*) Customizable with two new hidden parameters, see Manual **8.4**.

- Improved **Soft learning**. It sometimes happened that aircraft in the area of the airport but high in the air were taken into account too.

March 23, 2025, version 10.7.10

- PSXT and PSXT_P3D: **fixed** the traffic **narrowing exceptions**

- User x live aircraft collision:
  Enlarged the threshold from
  1.1 * (half wingspan user + half wingspan live ac) into
  1.15 * (half wingspan user + half wingspan live ac).

March 21, 2025, version 10.7.9

- **Bugs** fixed wrt parking and live traffic at the arrival airport when destination is set.
  Change: Destination airport can be set after the airport file has been loaded when starting on the ground, or at an airborne start.

March 16, 2025, version 10.7.8

- **Fixed the Sys Err 23 problem.**
  Download this new version from my web site pls.

- MSFS 2024: airports scan made faster.

March 13, 2025, version 10.7.7

- Fixed a bug in the temporary solution introduced in 10.7.6.

March 12, 2025, version 10.7.6

- **MSFS: a clean-up:**
  Folder **Leaned2024** plus subfolders and files copied to the Learned counterparts and removed afterwards. In 2024 mode PSXT uses the Learned folder(-s).

  Folder **my_simaddon2024** removed, in 2024 mode PSXT also uses the my_simaddon folder.

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Folder **my_thirdparty2024** removed, in 2024 mode PSXT also uses the my_thirdparty folder.

TBLO2024 folder no longer in use, in 2024 mode PSXT uses the TBLO folder too

- **MSFS 2024, Scan for airports:** Implemented a temporary solution to generate a link to an archived airport file for a third party addon airport file that cannot yet be recognised, because of a so far unknown BGL code change …

  For example INIBUILDS EGLL for MSFS 2024. You will now see in your my_thirdparty folder an EGLL.txt with a link to the INIBUILDS EGLL file for MSFS 2020, no need to do that manually.

March 9, 2025, version 10.7.5

- Fixed a bug that slipped in the handling of PT only traffic each 20 minutes.

March 7, 2025, version 10.7.4
- MSFS **2020**: The result of filling in a callsign in the **oid** box was not displayed correctly. Part of it disappeared below the oid box. Now fixed.

March 6, 2025, version 10.7.3
- Bugs fixed.

Feb 25, 2025, version 10.7.2
- Bugs fixed.

Feb 17, 2025, version 10.7.1

- The "**install_new_version.exe**" file, that you will get in your PSXT folder when PSXT **detects a new version**, no longer asks for your language preference and your license acceptance (because you already have done that at first install (*rationale: convenience*).
  Btw: For those that are still downloading from my site, it is a lot easier to run the install_new_version.exe file that I already have downloaded for you. Here you can find it:

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