ParkPosGenerator (PPG)

Manual

Version 8.0

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1 Introduction

Although PSXseeconTraffic (PSXT) comes with a folder **parked_default** with 4965 airport files, generated by ParkPosGenerator (PPG) in P3Dv4 with ORBX, you should generate new ones, because you have FSX or other airports, or the same airports but from a different supplier.

PPG can do this for you. It will generate a file for each airport found with at least one parking position.

PPG also generate the file airports.xml with the latitude/longitude coordinates of all airports found. PSXT comes with an airports.xml file, but you may change that by yours if you would miss an airport because of differences in Simulator versions.

Note that PPG does not change a bit in your Flight Simulator, it only reads files.

1.1 System Requirements

PPG is a C++, **64** bit Windows application for **Windows 7** or later

You need the Microsoft Visual C++ Redistributables for Visual Studio **2015**. The standalone installer for x64 (vc_redist.x64.exe) can be downloaded here at Microsoft.

1.2 Forum

For questions & answers and discussions use my Support Forum at AVSIM.

2 Installation

2.1 Download and install

Download the file from my website. Unzip and run the installer. You should install PPG at your Flight Simulator PC. **Do not install in the C:\Program Files folder**!

After installation, you will have a **ParkPosGenerator** folder containing the **application** and two sub folders data and docs.

The **data** folder is described in section 4.1.

The **docs** folder contains the PPG Manual and Release Notes. The EULA is the End-User License Agreement. This is a legally enforceable contract between you and the Author. By accepting the installation you agree to be bound by the terms of this EULA.

Can I run PPG networked?

> Yes you can but it is not recommended. The recursive folder search will take a long time when running over a network. But technically speaking it is possible.
>
> Use **\\PCname\Sharename** as syntax in your full paths, e.g.
>
> \\ADAM\Prepar3D v4
>
> Where Prepar3D v4 is a share name on my flightsim PC with name ADAM.

2.2 Update and removal

Download **setup_ParkPosGenerator _vx.y.zip**, unzip and simply run the installer. It will first uninstall your previous version and then install the new one.
Removing PPG from your PC can be done running the uninstaller from the Programs list or the apps list, just like any other Windows program.

2.3 Version Check

At each start-up PPG will check – not more than once a day - if there is a new version available. If so the –normally- green version message in the main window will turn yellow, and the new version number will be indicated.

This is only an indication. It is up to you when you download and install the new version. It is recommend to always update. Thus it will be easier for me to answer any questions.

It may also happen that you get the message **"error 99: This version has expired"**. In that situation you cannot go further. You have to upgrade to a new version.

3 Operations

3.1   Start-up

You will see 11 text boxes for entering full paths to folders with airports, numbered (internally) from 1 .. 11.

And there are 11 text boxes with pre-defined ICAO aircraft types for specific parking positions.

3.2   Define the paths to the folders with your airports

You can enter full path names to the folder(-s) in which PPG will search for airports.

Important!   a path may not end with "\Scenery" or "\scenery".

Push the **change button**, specify a full path to a folder with add-on airport(-s) and push the change button again.

If the folder exists the folders turns to grey and the **Go! button** will become enabled.

You can copy and paste text in the different folders. There is no need to work top down, you may leave "holes". The order is not important.

With the **x button** you can delete a folder.

A folder search includes all sub-folders, so specifying:

C:\Program Files\Lockheed Martin\Prepar3D v4

will make it search Prepar3D v4 completely. *(The same for Microsoft Flight Simulator, of course)*

If you have add-on airports **outside the Prepar3D v4** folder you should add extra line(-s) pointing to these add-ons, for example:

D:\AddOns

You may also use more runs of PPG while it does not clean the parked folder when it starts, it only adds and overwrites.

3.3   Define the aircraft types per parking position type (optional)

The aircraft types it generates for each position depends on the type of the parking position. There are 11 possible parking positions, for each an example number of ICAO aircraft types are already specified, but you can change that:

Push the **change button,** edit the ICAO aircraft types for a position. Specify types separated by comma's and push the change button again. Wrong types will be removed from your input.

PPG checks whether an aircraft type fits the radius of the parking position. If not, it is removed from the list (for that parking position). If there are no types left a default type that will fit is inserted.

3.4 Save and Restore buttons

When you push the Save button, the paths to your folders will be saved. When you push the Restore button, all your paths will be put back in the user interface (up to 11 of course) for editing and or selecting. This is just for convenience.
Note that these buttons will only be enabled if there is anything new to save or restore.

3.5 Checkbox Generate options for parking positions in the xml files

This box is default checked. If you unselect it, the airport files will have info about parking positions only, no options for what aircraft and types can be placed at the parking position. This way you have a clean file to let PSXT add real live data.

3.6 Go! button

If you push the Go! Button, the search will begin…

At the bottom line it shows where it is searching and how many airports were found so far. If an airport has at least 1 parking positions an airport file will be generated in subfolder **parked** of PPG.

The stock airports, in ..\Program Files\Lockheed Martin\Prepar3D v4****Scenery, will not overwrite add-on airport and an add-on airport will overwrite a stock airport. So you do not have to worry about that.

Important! Create a new folder in PSXseeconTraffic or wherever you like with a name you can freely choose. Move the airport files in folder parked to that folder and change the Airport files parameter in the PSXT UI (see PSXT Manual section 4.4) to point to that folder.
Do not put your files in PSXT's parked_default folder while that folder will be overwritten with every new version of PSXT.

4 In- and output files

4.1 Input (sub folder data)

In here there are **22 text files** named by one letter. The letter represents the first letter of the ICAO code for an airport

Each file contains 1 line of ICAO airline codes separated by comma's. These airlines are the airlines that normally fly in the region of the airports starting with that letter.

Next to that there is a file **Cargo,txt** with cargo operators. The cargo operators are used to allocate to cargo parking positions.

These files are just a first shot; feel free to add/remove airlines.
(and save your work otherwise it will be overwritten by each new version of the PPG).

Next to these .txt files there are input files with all kinds of data: **wingspan.xml**, **aircraft.xml** and **airlines.xml**.

4.2 Output

4.2.1 ICAO Airport files

The <ICAO airport code>.xml files in subfolder **parked** have a format that is defined in the PSXT Manual, chapter 8.

4.2.2 airports.xml file

This file, in the ParkPosGenerator folder, contains the coordinates of all airports found. Each line gives the ICAO code of the airport, the latitude and the longitude.

4.2.3 Log.txt

This file presents a log of your session(-s).

It lists stock (default) airports that were skipped because an add-on airport was already searched. It lists add-on airports that have overwritten stock airports.