

ParkPosGenerator

Manual

Version **5.8**

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1 Introduction

Although PSXseeconTraffic comes with a folder **parked_default** with 4924 airport files, you may want to generate new ones, because you have other airports, or the same airports but from a different manufacturer.

The tool ParkPosGenerator can do this for you. It will generate a file for each airport found **with at least 1 parking position**.

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

ParkposGenerator does not change a bit in your Flight Simulator, it only reads files.

1.1 System Requirements

ParkPosGenerator 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

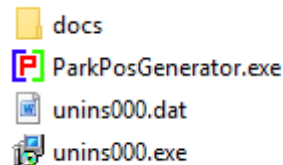
For questions & answers and discussions use my [Support Forum at AVSIM](#).

2 Installation

2.1 Download and install

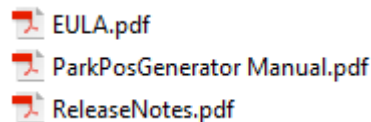
Download the file from [my website](#). Unzip and run the installer. You should install ParkPosGenerator at your Flight Simulator PC. **Do not install in the C:\Program Files (x86) folder!**

After installation, you will have a ParkPosGenerator folder containing the following files and folder:



ParkPosGenerator.exe is the 32 bit application, unins000.exe is the uninstaller. However, you better uninstall using the Programs interface or the apps interface.

The **docs** folder contains the following files:



Documentation is provided by means of the pdf files ParkPosGenerator Manual and ReleaseNotes.

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 ParkPosGenerator 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 ParkPosGenerator 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 ParkPosGenerator 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.

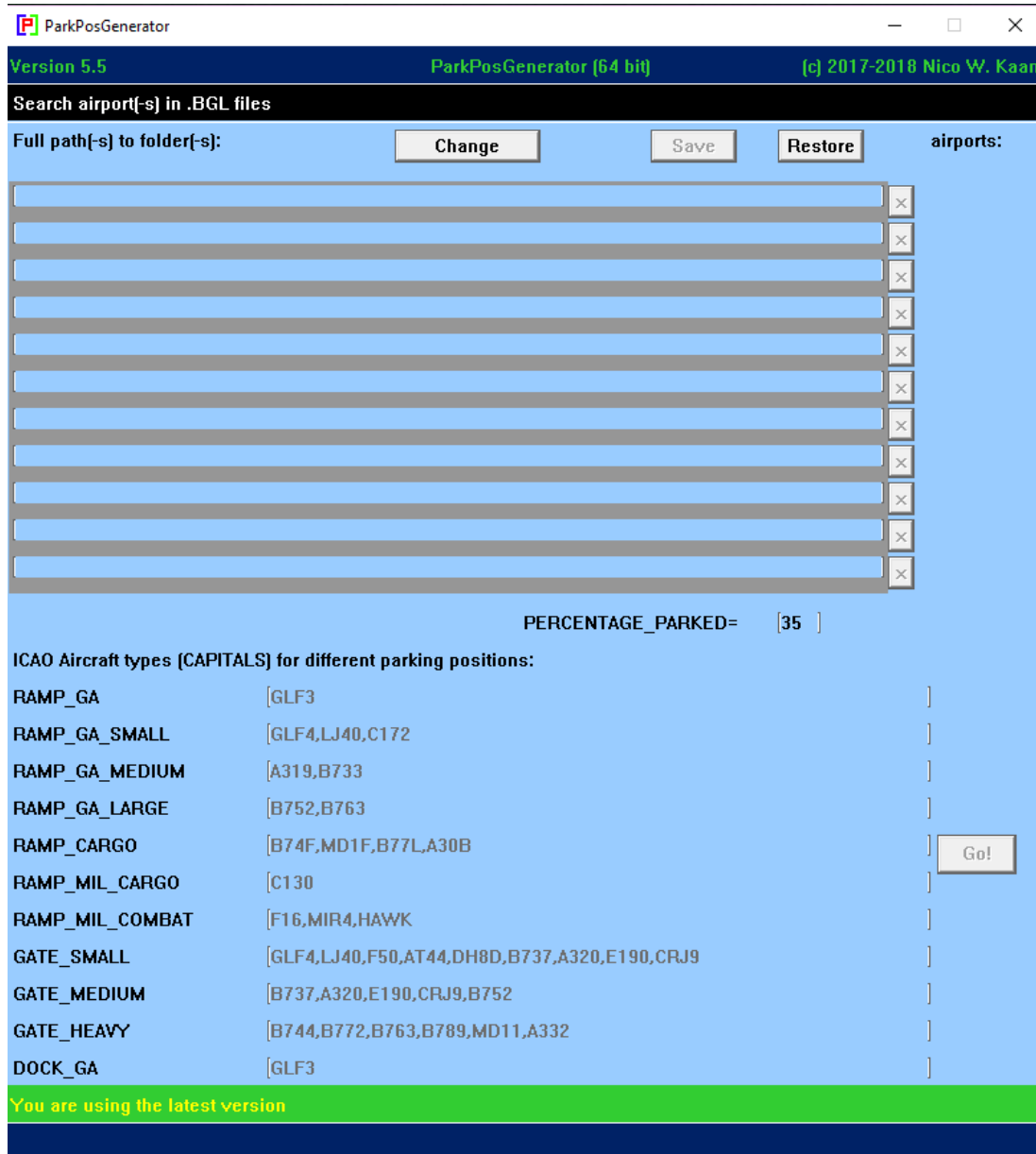
This is only an indication. It is up to you when you download and install the new version. It is recommend to always update. Thus it will be easier for me to answer any questions.

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

If you start ParkPosGenerator the following screen will show:



There are 11 text boxes for entering full paths to folders with airports, numbered (internally) from 1 .. 11.

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 ParkPosGenerator will search for airports:

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** may be enabled to be pushed.

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.

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

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

Save your paths with the **save button** for later use, restore **all** older paths with the **restore button**. They will be stored in a file called **OldFolders.txt** in the ParkPosGenerator folder. You can edit in that file too of course.

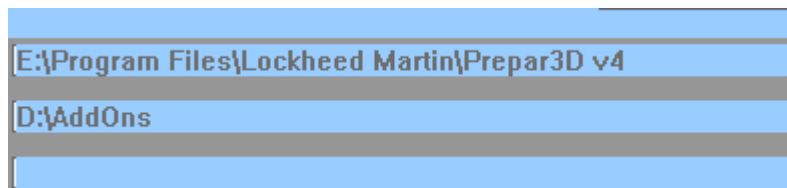
A folder search includes all sub-folders, so specifying:

C:\Program Files\Lockheed Martin\Prepar3D v4

will make it search Prepar3D v4 completely!

(The same with 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:



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

Note: When you have bought a new add-on airport, you only have to run ParkPosGenerator with a single path pointing to that add-on.

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.

3.4 Set percentage parked (optional)

Default each generated airport file will get a percentage parked value of 35. You can change that:

Put the cursor in the textbox, make your changes and press **press Enter**, an information message will show you the new value.

3.5 Go!

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

At the bottom line it shows where it is searching. If a found airport has at least 1 parking positions an airport file will be generated in subfolder **parked** of ParkPosGenerator.

The stock airports, in C:\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.



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 PSXseeconTraffic Interface (see PSXSeeconTraffic Manual 4.3) to point to that folder.

Do not put your files in PSXseeconTraffic's parked_default folder while that folder will be overwritten with every new version of PSXseeconTraffic.

4 Output files

4.1 ICAO Airport file format

The generated airport.txt files in subfolder parked have the following format:

```
PERCENTAGE_PARKED=35
NUM_PARK_POSITIONS=254
A32;52.299536;4.753610;237.8;___;B744,B772,B763,B789,MD11,A332
A34;52.299946;4.753046;238.4;___;B737,A320,E190,CRJ9,B752
A36;52.300527;4.752560;237.9;___;B744,B772,B763,B789,MD11,A332
A41;52.300058;4.755637;57.8;KLC,KLM;GLF4,LJ40,F50,AT44,DH8D,B737,A320,E190,CRJ9
A43;52.300317;4.755363;58.0;KLC,KLM;GLF4,LJ40,F50,AT44,DH8D,B737,A320,E190,CRJ9
A45;52.300574;4.755090;58.1;KLC,KLM;GLF4,LJ40,F50,AT44,DH8D,B737,A320,E190,CRJ9
...
```

The file starts with three special (meta) lines:

```
PERCENTAGE_PARKED=35 (or the value you have set in the ParkPosGenerator main window).
NUM_PARK_POSITIONS=254 (the number of parking positions in this file)
```

Each parking position line consists of the following items separated by semicolons:

```
parking position name
the decimal latitude
the decimal longitude
the heading of the aircraft at the position (in degrees, with one possible decimal)
ICAO code(-s) of the preferred airline(-s) at this gate separated by comma's
ICAO code(-s) of the preferred aircraft type(-s) separated by comma's
```

The airlines for each position are taken from the .bgl file or if they are not available "___" is generated (*as a "wild card"*). If this position is of type GA_LIGHT it will generate the non ICAO airline code **PVT** for private instead of "___".

Parking positions with a radius ≤ 5.5 meters (for vehicles) will be skipped.

4.2 airports.txt file

This file contains the coordinates of all airports found. Each line gives the ICAO code of the airport, the latitude and the longitude separated by comma's, such as:

```
AGAT,-8.873333,161.011500
AGGA,-8.702686,160.681697
AGGB,-11.295000,159.796667
...
```

4.3 oldFolders.txt file

When you push the Save button, the paths to your folders will be added to this file. When you push the Restore button, all your paths in the file 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 / restore.

4.4 ParkPosGenerator.log file

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

For each generated airport file a line is written to the log containing info about the BGL file, the number of parking positions and the ICAO airport code:

ParkposGenerator Manual

```
E:\Program Files\Lockheed Martin\Prepar3D v4\Ecosystem\Aerosoft\Mega Airport Frankfurt 2.0 P3D
V4\scenery\EDDF_AFX-OP06.BGL -> 189 positions for EDDF
E:\Program Files\Lockheed Martin\Prepar3D v4\Ecosystem\Aerosoft\Mega Airport London
Heathrow\Scenery\EGLL_AFX-STD.bgl -> 233 positions for EGLL
E:\Program Files\Lockheed Martin\Prepar3D v4\Scenery\0001\scenery\APX03090.bgl -> 10 positions for PAOM
E:\Program Files\Lockheed Martin\Prepar3D v4\Scenery\0001\scenery\APX03120.bgl -> 29 positions for PADU
E:\Program Files\Lockheed Martin\Prepar3D v4\Scenery\0001\scenery\APX04080.bgl -> 12 positions for PAOT
```

It also 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.

For example:

```
***** SKIPPED airports *****
3 E:\Program Files\Lockheed Martin\Prepar3D v4\Scenery\0501\scenery\APX47130.bgl default airport EGLL
skipped, while already generated
3 E:\Program Files\Lockheed Martin\Prepar3D v4\Scenery\0601\scenery\APX50140.bgl default airport EDDF
skipped, while already generated
```

```
***** OVERWRITTEN airports *****
10 D:\AddOns\Belgium 2012\scenery\AFX_EBCI_ADE.BGL non default, has overwritten airport EBCI
10 D:\AddOns\FlyTampa\Amsterdam\scenery\ADEX_FLYTAMPA_EHAM_2016_EAST.bgl non default, has
overwritten airport EHAM
10 D:\AddOns\FlyTampa\Copenhagen\scenery\AF2_EKCH_FSX_ne.bgl non default, has overwritten airport
EKCH
10 D:\AddOns\FlyTampa\FlyTampa-Vienna\scenery\LOWW_ADEX_FLYTAMPA.BGL non default, has
overwritten airport LOWW
10 D:\AddOns\FlyTampa\StMaarten\scenery\TNCM_ADEX_FLYTAMPA.BGL non default, has overwritten
airport TNCM
```

If checkbox Log_search is selected it details all .bgl files that have resulted in a number of positions in an airport file.