

July 19, 2018, version 5.8

- Fixed some stability issues in parallel processing.

July 14, 2018, version 5.7

- ParkPosGenerator now fully uses all available cores of your cpu, resulting in a dramatic reduction of the total processing time.

July 2, 2018, version 5.6

- ParkPosGenerator generates 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. See Manual section 4.2.

June 14, 2018, version 5.5

- Logging a search is no longer an option but always active.
- Corrected errors in the Manual with respect to what to do with the generated airport files in folder parked (see section 3.5).

June 10, 2018, version 5.4

- The Airport Altitude is no longer generated (while no more used in PSXseeconTraffic).
- The option to select a minimum number of parking positions has been removed; now ALL airports with at least 1 parking position will be generated.

March 19, 2018, version 5.3

- Still some issues with default airport detection of Microsoft FlightSimulator X, now fixed.
- Added support for default aircraft detection in the steam version (FSX).

March 18, 2018, version 5.2

- Still some issues with default airport detection fixed.
- One should not end a path with "Scenery".

March 18, 2018, version 5.1

- Small improvement: the Save and Restore buttons will now only be enabled if there is something new to save / restore.
- Default airport detection made more robust.

March 16, 2018, version 5.0

- Major Change:

A stock (or default) airport, in **C:\Program Files\Lockheed Martin\Prepar3D v4\Scenery** (or in FSX equivalent ...), will not overwrite an add-on airport. An add-on airport will overwrite a stock airport.

This holds as well within a folder search as during a complete run.

The order of folders is irrelevant, you may as well specify:

C:\Program Files\Lockheed Martin\Prepar3D v4
D:\AddOns

as

D:\AddOns
C:\Program Files\Lockheed Martin\Prepar3D v4

You no longer have to worry about that, quite easy.

March 11, 2018, version 4.3

- Bug fixed in default aircraft types for RAMP_CARGO: The types B74F and MD1F now remain valid when pushing the change button.

Feb 10, 2018, version 4.2

- It no longer generates a (wrong) line, without aircraft types, for a Fuel Station position.

Nov 27, 2017, version 4.1

- ParkPosGenerator generates an extra line with the Airport Altitude in feet, see Manual section 3.3);

Oct 27, 2017, version 4.0

- ParkPosGenerator is now a 64 bit application. The last 32 bit version is 3.2.

Aug 18, 2017, version 3.2

- Increased the number of folder path textboxes from 10 to 11.
- Added an 11th parking position: DOCK_GA
- Fixed some bugs.
- Refactoring of the software.

Aug 7, 2017, version 3.1

- Increased the number of folder path textboxes from 7 to 10.

June 28, 2017, version 3.0

- First separate version with installer, manual and release notes. No longer part of the PSXseeconTraffic package.