

**December 15, 2018, version 8.0**

- Aircraft type data no longer hard coded in the program, but read from a new file **aircraft.xml** in the data subfolder
- PPG will check the validity of airline codes in addon scenery files and in the files in data subfolder. Non-valid codes will be logged. The file **airlines.xml** (from AILGenerator) has been added to the data subfolder for that purpose.
- The name of the log file has changed from ParkPosGenerator.log into **Log.txt**
- The name of the file with your parameter settings has changed from ParkPosGenerator.xml into **parameters.xml** and it is moved from the PSXseeconTraffic folder to C:\Users\<>you>\AppData\Roaming\ParkPosGenerator Same for the file OldFolders.txt.  
*These conversion takes place automatically.*
- The width of the UI screen has widened, making more room for typing large paths names and/or many aircraft types.
- Updated the Manual.

**December 2, 2018, version 7.3**

- Wingspan data no longer hard coded in the program, but read from **wingspan.xml** in the data subfolder.

**November 15, 2018, version 7.2**

- ParkPosGenerator uses the multi-core processing capabilities of your cpu again. It generates the 4963 airport files for P3Dv4 in 22 seconds at my 6 core cpu.

**October 30, 2018, version 7.1**

- Added a checkbox to suppress the generation of options for Parking positions. This way you will have a clean file as starting point for PSXseeconTraffic version **12.1** to add real live data.

**October 24, 2018, Major version 7.0**

- **The airport files** in folder parked are now in **.xml format**. For the format see PSXseeconTraffic Manual 12.0, chapter 8. Note that you need PSXseeconTraffic 12.0 to use these files.
- The data folder has got an extra file **Cargo.txt** with the ICAO codes of cargo airlines. ParkPosGenerator uses these airlines to allocate at cargo gates.
- There is no longer a Percentage parked attribute in an airport file. This percentage is now to be set for all airports in the PSXseeconTraffic window.
- It 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.
- ParkPosGenerator no longer uses multi-core processing capabilities. I noticed some problems, that's why I switched back to single core. It is now reliable, but a search will take much longer. The Information line shows the number of airports found so far, indicating it is (still) searching...

**October 9, 2018, version 6.1**

- A **bug** slipped in 6.0: the warning messages did not show and blocked operations. Now fixed.
- The **parameters** are now stored in **xml** format in the file **ParkPosGenerator.xml**. Stored are version check info, main window positions and parameter values that differ from their default values.

At first start of 6.1 your ParkPosGenerator.cfg will automatically be converted to ParkPosGenerator.xml and ParkPosGenerator.cfg will be deleted afterwards.

**October 8, 2018, version 6.0**

- It generates the airport file in .xml format instead of plain text.
- It no longer generates a wild card ( "\_\_\_") for the airline code if it does not find airline codes in a .bgl file. Instead it will randomly choose a number of airlines that fly in the region of the airport; see Manual chapter 4.1.

**July 24, 2018, version 5.9**

- It will no longer generate airport "ZHAM" (a bug in FlyTampa EHAM) in the airports.txt file.

**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 11<sup>th</sup> 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**

## ParkPosGenerator Release Notes

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