

ParkPosGenerator

(PPG_MSFS)

Manual



Version 1.2 beta

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Nico W. Kaan



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1 Introduction

Although **PSXT_MSFS** comes with a folder **installation_airports** with airport files generated by **PPG_MSFS** for **MSFS** without any add-on airports, you should generate new ones if you have add-on airports, or the same add-on airports but from a different supplier.

1.1 System Requirements

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

In order to run it, you need Microsoft Visual C++ Redistributable for Visual Studio 2019. 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 from [my website](#). Unzip and run the installer. You should install PPG at your PC running your Flight Simulator. You better not install it in the C:\Program Files folder.

After installation, you will have a **ParkPosGenerator** folder containing the application **PPG_MSFS.exe** and one sub folder:

- The **docs** folder contains the PPG_MSFS_Manual and the 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.

If you run PSXT networked, it is recommended to let PPG generate the airport files over the network in a folder at the PC running PSXT. Use **\\PCname\Sharename** as Output folder (see section 3.6) where PCname is the name of the PC running PSXT and Sharename the name of the folder at that PC for the airport files (also see the [FAQ](#)).

2.2 Update and removal

Download the new version, unzip and 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, but not more than once a day, PPG will check 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.

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 Input folders

Specify full paths to the folder(-s) at your PC where your MSFS airports are.

At first start after installation AILG_MSFS will try to detect your packages folder.

See also the "auto detect MSFS" push button.

Push the **change button**, enter 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.

A folder search **includes all sub-folders**.

The priorities are: a stock airport will not overwrite a non-stock airport. An ORBX airport will overwrite a stock airport. An add-on airport will overwrite a stock airport and/or an ORBX airport. So you do not have to worry about that.

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. With the **S (swap) button** you can swap two adjacent entries.

3.2 Always AFCAD (off)

If off (default) PPG only generates an <afcad> section if the airport file contains information about what airlines park at what gate (see 4.3).

However, if you check this box, it will always generate an <afcad> section (thus for a lot of airports, e.g. all stock airports, it will not contain info ...). This comes in handy if you want to add airline info manually.

3.3 Auto detect MSFS button

If pushed PPG will try to detect your Packages folders Official and Community. If found it will fill in two folders, the first pointing to Official and the second pointing to Community.

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 10 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 Go! button

If you push the Go! Button, the search for airports begins. The message line at the bottom shows the path from where PPG is searching.

After each path the number of airport files written to your Output folder is indicated together with the number of airport files that were written to your Output folder that were updates of airports already written from the same path (in the same run).

The status line shows the total number of airport files written and the total number of airport files that were updates of already written airports in this run.

3.6 Output folder

The <ICAO airport code>.xml files are generated in the Output folder, default sub folder **airports** of PPG_MSFS.

You may change the Output folder. Push the **change button** and type in the **Output folder text box** either a the name of a subfolder of PPG or a full path to another folder. It may be a full path at the same PC or at a networked PC. Push the change button again to make it active.

If you want to start fresh, just manually empty the contents of the Output folder.

3.7 Log.txt

The file Log.txt contains a log of your run(-s).

3.8 Make the airport files accessible in PSXT_MSFS



Change the Airport files folder parameter in the PSXT_MSFS UI (see PSXT_MSFS Manual section 4.3.1) into a path to the Output folder of PPG_MSFS.

4 Airport file format

Airport files are **xml** files. They are generated by PPG and may be updated by PSXseeconTraffic, or by you manually, with aircraft options for each parking position (ICAO Airline + ICAO Aircraft Type) .

4.1 Parameters

For example:

```
<parameters>
  <parameter name="airport_name" value="Rotterdam" />
  <parameter name="supplier" value="P3D stock airport" />
  <parameter name="altitude" value="0" />
  <parameter name="num_parkpos" value="18" />
  <parameter name="parking_percentage" value="75" />
</parameters>
```

The parameters **altitude** and **airport_name** are taken from the .BGL file in your Flight Simulator.

The **supplier** is deduced (if possible) by PPG from the path-name of the BGL file, while most of the time the suppliers name is part of the path. Stock airports are indicated by supplier=<MSFS> stock airport.

The **num_parkpos** gives the number of parking positions at the airport.

The **parking_percentage** determines how many (% of **num_parkpos**) of the parking positions will get an aircraft allocated by PSXT, the initial value is calculated via the algorithm described in section 4.4. You can change that via the PSXT UI too.

4.2 Parkpositions

There can be 0 or more parking positions (parkpos) in the file.

```
<parkpos id="B1" latitude="51.951576" longitude="4.435111" heading="147.2"
radius="18.0" cargo="false" ramp="false">
```

Each parkpos has six attributes. The heading is in degrees and the radius is in meters. A parkpos can have zero or more aircraft options to be added by PSXT in learning mode, or by you manually, see PSXT Manual Chapter 6.

4.3 Airlines for parking positions (AFCAD)

If the .bgl file has information about the airlines that park at a gate PPG will add a special section to the airport file. Unfortunately stock airports mostly do not have that info, but most add-on airports do.

For example a part from the EGLL.xml for Aerosoft London Heathrow:

```
<afcad>
  <parkpos id="L233" airts="AUA,CRX,DLH,EWG,GWI,SAS,SWR,TAP" />
  <parkpos id="L246" airts="AUA,CRX,GWI,SWR,TAP" />
  <parkpos id="L247" airts="AUA,DLH,GWI,SWR" />
  <parkpos id="L253" airts="BEE" />
  <parkpos id="L254" airts="ACA,AIC,ANZ,AVA,CRX,DLH,WR,TAP,THA,THY,UAL" />
  <parkpos id="L305" airts="FIN" />
</afcad>
```

4.4 Initial parking_percentage value

The initial **parking_percentage** is calculated based on the number of parking positions (num_parkpos) and the values of the following five parameters in the file C:\users\<>you>\appData\roaming\PPG_MSFS\parameters.xml:

```
DEFAULT_PERCENTAGE_SMALL=75 // 0..100
DEFAULT_PERCENTAGE_MEDIUM=50 // 0 .. 100
DEFAULT_PERCENTAGE_LARGE=35 // 0 .. 100
BORDER_SMALL_MEDIUM=20 // 1 .. 19 parking positions, value included in SMALL
BORDER_MEDIUM_LARGE=100 // 20 .. 99 parking position, value included in MEDIUM
```

You may change these five parameters in the parameters.xml file to set it to your liking. So you can define what you mean by small, medium and large airports and set the percentages accordingly.