

# PPG\_MSFS Release Notes by Nico Kaan

## Jan 18, 2021, version 2.0 beta

- If you also run PPG for FSX/P3D (21.0+) at the same PC, PPG\_MSFS will use airlines info per parking position found by PPG for your add-on airports in the PPG subfolder **afcad\_summary** to enrich the airport files for MSFS.
- Fix a bug in enabling/disabling the detect MSFS push button. If all folders are empty and you press Change it will become enabled again.

## Jan 5, 2021, version 1.2 beta

- Reduced the width of the UI window a bit, and shifted the Go button to the left.

## Dec 20, 2020, version 1.1 beta

- PPG generates an extra **<afcad> section** in the airport file with information about the airlines that park at a gate.

If a new **checkbox Always AFCAD** is on, it will always generate such a section, even if there is no information in it. The default value is off, then it will generate an afcad section if there is information available, which is the case for most add-on airports.

*Note that PSXseeconTraffic 20.0 uses this afcad info to improve soft learning.*

- PPG no longer generates the following parameters: home\_base, max\_two, and real\_time\_parking\_only. They will be added and updated by PSXseeconTraffic.

## Nov 27, 2020, version 1.0 beta

- First release, functionally equal to PPG 18.5