



### Oct 7, 2021, version 27.1

- Simplified the way it changes between local and external liveries and airports. Now it is either local or external for liveries and airports together. Read more in the Manual section 4.1.
- Learner 7.1

### Oct 3, 2021, major new version 27.0

- Changed to interoperate with my new program **PSXseeconTrafficTools** that combines the old programs AILGenerator and ParkPosGenerator, now (better) named LiveryInfoGenerator (LIG) and AirportFilesGenerator (AFG).
- Two new checkboxes added to force PSXseeconTraffic to connect to **external** tools, such as the "old" AILG + PPG or the new LIG +AFG or manually set LIVERY\_FOLDER+AIRPORTS\_FOLDER links. See PSXseeconTraffic Manual section 4.1.

After you have installed and run the PSXseeconTrafficTools, PSXseeconTraffic will connect to the output folders of LIG and AFG, otherwise it will keep searching for the output folders of AILG+PPG.

- Learner 7.0 adapted to work with PSXseeconTraffic 27.0.

### Sep 23, 2021, version 26.3

- Fixed a bug in Learner for MSFS, could not find airports\_msfs.xml file
- Learner 6.1

### Sep 20, 2021, version 26.2

- PSXseeconTraffic (used for Prepare3D) and PSXseeconTraffic64 can now run stand- alone without the need to use AILGenerator and ParkPosGenerator. Read more in the Manual, new section 4.1.
- Learner 6.0 updated for use with PSXT 26.2+

### Sep 9, 2021, version 26.1

- Changed the max lateral range from 100 to 200 nm.

### Sep 5, 2021, major new version 26

- **Fixed a severe bug** in the soft learning algorithm that slipped in **a few months ago**. Afcad information was not used properly and randomness failed.

*And that all because of a small internal code change of the wingspan from meters to nautical miles.....*

But luckily DLH7LA came to me with a "heads up".



- Learner 5.0

### Sep 1, 2021, major new version 25

- Optimizations in the processing of parked live aircraft
- Some bugs fixed.
- Learner 4.0
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### Aug 26, 2021, version 24.10

- There are now two Update checkboxes for "Hanging gear/ floating nose wheel" fixes, one for Heavies and one for non-heavyies. That's because hanging gear is merely a problem of heavy aircraft.

Meta data updates will (again) always appear.

- Live aircraft at a gate for which there is no traffic data will stay much longer than before, now with a maximum of 16 hours instead of 2 hours for heavies and 90 minutes for non-heavyies. This to cover arriving live aircraft that stay overnight at a gate. You will nicely see it push back the next morning with a new call sign.

### Aug 14, 2021, version 24.9

- Added an **Update** checkbox to the UI to switch on/off landing gear fixes and other live updates in the sim, see Manual section 4.3
- Updates in the push back procedures leading to better left/right decisions and less "noise"
- Bugs fixed.
- MSFS only: a file **airports.zip** is available at my website with the airport files for all stock airports of MSFS. **New users** should download and unzip the file and put the airports folder with the airport files as sub folder in PPG\_MSFS.

[  
*Since SU5 Microsoft has encrypted all AFCAD files ... ; PPG\_MSFS cannot read them anymore, it can only process AFCAD files of add-on airports from third parties. That's why I have made the files created before SU5 available.*  
]

### Aug 9, 2021, version 24.8

- **Hanging gear fix:**  
After landing ("touch down") a lot of aircraft suffer from a floating nose wheel or a "hanging" gear (especially heavies).

PSXT fixes this problem when the aircraft has left the runway, by forcing it to stop and then a quick removal followed by a creation of the same livery. This happens in a split second and you will see the aircraft as it should, just as aircraft that start on the ground.

- Banking improved.
- Parking of live aircraft improved.
- Bug fixed in finding a gate for a null type.
- Same position turning improved.



## PSXseeconTraffic (PSXseeconTraffic & PSXT\_MSFS) Release Notes

- Wrong vertical speed data sometimes caused a go around followed by a crash, now covered by a change in my code.
- Wrong data received during the landing roll (for instance at EHAM 18R) sometimes caused strange turns, now some of these situations are covered by changes in my code.

### **July 28, 2021, version 24.7**

- Fixed a few small bugs.

### **July 21, 2021, version 24.6**

- More arriving live aircraft for which their data stream stops if and when they are near a gate are being parked at the gate. So not only when the last position has groundspeed 0 (like it was) but now also with ground speeds greater than 0.
- Learner 3.2

### **June 30, 2021, version 24.5**

- Fixed a bug that hit users with a lot of "special" liveries (see Manual section 9.1) for an Airline+Type combination, sometimes PSXT did not find a match for a normal livery for that Airline+Type resulting in a generic livery match.
- Slightly adjusted the pitch of an aircraft while on the ground.
- Added middle type aircraft SW3 and SW4 to the types.xml.
- Some extra fine tuning in keeping aircraft going while there is temporarily no traffic data.

### **June 26, 2021, version 24.4**

- Some extra fine tuning of the algorithm that takes care of the aircraft during a landing, if there is a temporary lack of traffic data, resulting in less disappearances.
- Upon special request I have made it possible that static aircraft parking still works (world-wide) with ADS-B Live as Data provider.  
*Note that the Learner application already worked with RealTraffic and ADS-B Live. So if you are only interested in populated airports, you can use PSXseeconTraffic with either RT or ADS-B Live.*

### **June 25, 2021, version 24.3**

- Further fine tuning of the algorithm that takes care of the aircraft during take-off if there is a temporary lack of traffic data, resulting in less disappearances.

### **June 16, 2021, version 24.2**

- Now running under **Windows 10** only.

### **June 13, 2021, version 24.1**

- Added an extra possibility to use ADS-B Live as data provider by switching to ADS-B Live after you have connected to Real Traffic first. So start PSXT, start RealTraffic, wait till it has been detected, close Real Traffic and start ADS-B Live.



**June 12, 2021, major new version 24.0**

- **PSXseeconTraffic will work with RealTraffic only**

ADS-B Live can still be used at one major airport per continent (EDDF, FAOR, KLAX, VHHH and YSSY), as a means for new users to get some experience with live traffic and to see what PSXseeconTraffic is all about.

*Rationale:*

*RealTraffic has been the data provider from the beginning, since more than 5 years ago. I've decided to make it my preferred and exclusive data provider because of its good quality data, the option to time-shift, and the good contact I have with its developer in case of problems and to address new feature requests.*

*It is therefore in the interest of PSXseeconTraffic and its community (you!) that RealTraffic remains in business. The decision to exclusively support RealTraffic data will make sure that this excellent data source will be able to continue to provide us with traffic into the future.*

*Note: Some people may have built their own data provider for a local airport. That will continue to work if that airport is added to the list of free airports shown above. Please contact me if that is not the case.*

- Support for **P3D v5.2** added.
- MSFS (still in beta): PSXT\_MSFS is now a **64 bit** program (instead of 32 bit) and it uses the SimConnect version in the SDK of MSFS instead of the generic FSX-SP2-XPACK. You may notice that the installer also placed a SimConnect.dll file in your PSXT\_MSFS folder.  
It looks like the shaking of the tail while turning has gone but there are still some other problems I'm afraid: live aircraft have difficulties following the sloped taxiways and runways and they have difficulty getting in the air at take-off...  
*It is about time that somebody releases a good package of real ai aircraft for MSFS.*

[ ... removed ... ]

**December 24, 2015**, open beta version 1.0.1 (for **PSX**, Precision Simulator X, only)

First release