

Mar 8, 2020, version 17.5

- **Soft learning** (see 17.4) algorithm improved: PSXT will use the new ramp attribute generated by the new PPG version 17.0 to select a parking position more intelligently. 90 % of the aircraft will be allocated at a gate position, 10 % at a ramp position instead of random over all parking positions.

Advice: Run PPG 17.0 first to get new airport files. If you don't do that it will still work but then in the old way (backwards compatible).

- Soft learning now also stores private light aircraft in the airport file, if a livery of that type exists.
- Removed Soft learning from PSXseeconTraffic_no_RT version.
- The airports in "Installation_airports" are generated by PPG 17.0
- Bug fixed: Soft learning and Strict parking no longer stored in parameters.xml.
- Log parking and Log XML (now named Log Apf) are back in the UI (upon request).
- Added FlyBe (BEE) to the outofbusines.xml file.

Feb 28, 2020, version 17.4

- Added a new – interesting! – feature: **Soft learning** (thanks goes to Gerard Salden for bringing up this idea):

By default PSXT updates an airport file in real time with the aircraft and types that appear at gates. However, if the standard procedures at an airport forces pilots to switch off there transponder after landing, or to switch it on when they take-off, there will be no traffic visible taxiing from/to gates and PSXT will not learn and hence not update the airport file.

With this new feature, Soft Learning, PSXT will use the aircraft that land and/or take off at the airport to update the airport file by adding "airline + type + hour" to a randomly chosen gate out of the gates that fits best. Although the gate assignments will not be according to reality, you will at least see parked aircraft of airlines and types that frequent the airport at the right hour.

This new feature is a lot easier then creating airport files manually, and it gives much better options in airport files then the parking options generated by PPG.

Soft learning does not exclude self learning, it comes "on top off", so to speak.

Note that the value of the Soft learning parameter is saved in the airport file because it is airport file dependent. As soon as an airport file is loaded the parameter in the UI is set accordingly.

- Bug fixed in push back procedure: aircraft sometimes moved sideways after the turn.
- Bug fixed in push back procedure that sometimes resulted in sequence errors.
- Bug fixed during landing that sometimes caused a sequence error.
- If (wrongly, FSX?) no message is received from SimConnect that an aircraft has been created successfully in the simulator and if no failed to create message was sent, it kept the 'adding' state and after 32 new positions received a message about that was generated. Now it will be removed from the PSXT administration,

so it might get a new chance.

- The 'Strict parking' parameter value is now automatically saved in the airport file and no longer in parameters.xml (because it is airport dependent). As soon as an airport file is loaded, the Strict Parking value in the UI will be set according to the info in the file.
- When an airport file is loaded at the origin location a diagram is printed in the log file with per hour the number of gates that have one or more options. This gives a nice overview of the coverage over the day. If the coverage is ok it is recommended to set Strict parking to on. (*Processing of the airport file will be more efficient if Strict parking is on*).
- Added a number of missing aircraft types + wingspan to data/wingspan.xml
- Improved parking of static Light aircraft, no longer strict matching, but other airlines or similar types will be generated if necessary.
- Added code to guard that SimConnect is still updating the internal clock.

Feb 23, 2020, version 17.3

- Bug fixed: some static parked aircraft stayed too long at the gate.
- PSXT will log a message if a live non-cargo aircraft parks at a cargo gate; same for a live cargo aircraft that parks at a non-cargo gate. PSXT will no longer add these entries to the airport file and it will remove existing entries that are wrong.
- The "Give every live aircraft simple flight plan" option is no longer a checkbox in the UI but a "hidden" parameter (ADD_ORIG_DEST) in the file parameters.xml. (*backwards compatible*).
- Increased the speed at which taxiing aircraft make curves and turns.

Feb 17, 2020, version 17.2

- Bug fixed in going around procedure.
- outofbusiness.xml: added **KKK Atlas Global**
- Added a new checkbox to the UI: **Strict parking** (default **off**).

When strict parking is off (*by default and the situation until version 17.2*) the parking algorithm goes as follows:

Suppose the actual hour is 14:00 UTC. PSXT first searches in the airport file for gates that have an aircraft at 14:00 hours. If there are not enough gates to park the wanted number of aircraft (*based on the parking percentage*), it will widen its time window to 13:00-15:00, and it will look for gates with an aircraft in that broader time window. If there are still not enough found it will again widen its time window to 12:00 - 16:00, and so on, till the wanted number is found or PSXT has searched all 24 hours.

However, if Strict parking is **on**, PSXT will never widen its time window, so you will only see aircraft parked that have been there in real time at that hour.

Note that for large airport files with a lot of options for every hour, such as for the EHAM, EDDF and EGLL airport files at my web site, strict parking will not make much difference. But for smaller airport files you may want to use strict if you are keen on having real live parking situations.

Feb 6, 2020, version 17.1

- Fixed two small bugs.

Jan 18, 2020, version 17.0

- Bug: if you changed destination airport manually while there are already parked aircraft at an active destination nothing happened. Now fixed.
- Updated the special PSXseeconTraffic versions that work without RealTraffic:
 - The UI of the 17.0 version is more compact than beta16.8.
 - Added the checkbox to select collision avoidance on the ground between user and parked aircraft.
 - [Jan 19, 2020] Added a checkbox to select collision avoidance on ground between third part ac (default traffic, VATSIM, IVAO) and parked aircraft.

[... removed ...]

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

First release