

July 8, 2018, 10.12

- Improved the 3d party messages, now always with atcId and information about whether on the ground or in the air.
- Removed the setting of the parking brake for parked aircraft. It had no effect on moving the jetways.
- Updated the "error 99 this version has expired" message with the new version number. See Manual 5.3.

July 3, 2018, 10.11

- Fixed a nasty **bug** in the reporting of aircraft that could not be created.

These reports were not always correct. Sometimes a different livery than the one that crashed will have been reported. That was one mistake, you got the title of the wrong livery. But even worse, that livery became lost in my administration and was seen as 3rd party aircraft..

This bug has been in my program from the beginning.... Now that I was working on 3rd party aircraft support, I became aware of it.

July 1, 2018, 10.10

- Collision avoidance on the ground between third party aircraft and parked aircraft is now always available, so also in the normal live aircraft mode.
- Collision avoidance of the user aircraft with a parked aircraft or with a live aircraft on the ground is now default. You may extend collision avoidance with the collisions between live / 3rd party aircraft and parked aircraft with the existing "On the ground" checkbox (Manual 4.9).
- Log 3rd Party Ac checkbox added to the user interface.
- Improved the third party aircraft detection algorithms.

June 29, 2018, 10.9

- The default liveries for each category (Heavy, Middle, light Helicopter) is now the aircraft type with the most liveries, instead of the first type in the category. A livery is randomly chosen from that set.
- Input given for parameters Airport files folder, Flight plans folder and AI_liveries.txt folder are checked whether they exist or not. If not current value remains valid.
- BVAIP3Dv4 AI_Liveries.txt file got updated.
- Added the **live aircraft checkbox** (see Manual 4.1) If checked PSXseeconTraffic will connect to the RealTraffic application and inject live aircraft. This is the default and normal mode.

However, it is possible to switch to a mode in which no connection to RealTraffic is needed, no live aircraft will be injected, but your origin and destination airports may be populated with parked aircraft just as in the normal mode. This can be handy when flying on VATSIM or any other on-line network and you do not like almost deserted airports.

As a bonus the near collision avoidance function on ground will remove a parked aircraft from a parking position if a 3rd party aircraft (from VATSIM for instance) comes too close.

June 26, 2018, 10.8

- The 64 bit version supports **Prepar3D v4.3**. The 32 bit version supports all FSX and P3D versions.
- Some small refinements in the taxiing algorithms with respect to sudden speed differences.
- Added A35K as similar type for A359.

June 15, 2018, 10.7

- Some bugs fixed.
- Reduced the Updates Per Second range to 20 – 30, with 25 as default.
- Error message 53 added.
You should not make changes to the default AI_liveries.txt files in the BVAIxxx folders. If you have created an AI_liveries.txt file yourself with AILGenerator, change the AI_liveries.txt parameter in the interface, read more in section 4.5.

June 10, 2018, 10.6

- The internal airport database that contained hard-coded the latitudes and longitudes of about 4200 airports is now constructed by reading – at start up- an external file **airports.txt** from the subfolder **airport_data**. This file contains almost all **9900** airports of P3Dv4.

In the unlikely case that you encounter an airport that is not recognized, you can add that airport to the file yourself. There is no need to keep the alphabetical ordering. Making a copy afterwards is recommended while with every new version this file will be overwritten.

- A few small bugs fixed in detecting the airport where you are.
- The folder parked_default now contains 4924 airport files. All airports with at least 1 parking position.
- Some errors in the Manual fixed.

May 17, 2018, 10.5

- Bug that had slipped in long ago fixed: During landing of heavy and middle type aircraft, the Landing Gear was lowered much too late, around 1100 feet above the ground. This has been fixed to around 2000 feet.
- Some small improvements in making aircraft -in the air- turn.
- Airport MMUN, Cancun, added to internal database.

May 11, 2018, 10.4

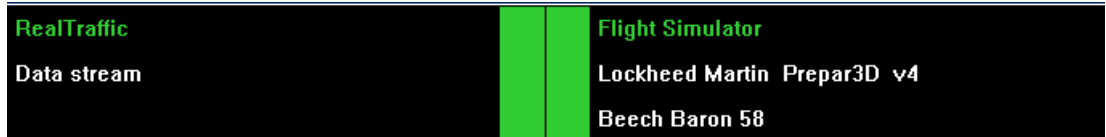
- In version 10.3 log registry matching was suppressed; fixed now.
- Changed the calculation of %OK. For Light aircraft and Helicopters it is OK if the type is matched (so no longer the airline too), while these aircraft are mostly private aircraft.

May 10, 2018, 10.3

- Removed the restriction that the user aircraft should have a valid ICAO aircraft type (generating error 73). This upon request of users of the Aerosoft Airbus A320 that "mis-"uses this field to indicate the engine types for the load manager...

May 1, 2018, 10.2

- Some small improvements in the User interface part that gives the status of Real Traffic.

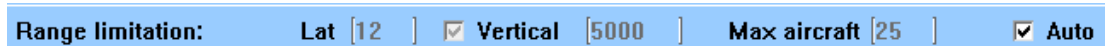


If Real Traffic is connected and data stream is connected the status bar colour is now green instead of dark blue.

There is a black vertical division line in the middle.

The word Data stream has been added; it is coloured yellow if no traffic data has been received in the last 30 seconds. This replaces the red "No Traffic" words in the status line at the bottom.

- The Vertical range limit value of 10.000 is no longer fixed. You can fill in any number between 5000 and 40.000. Auto mode now also controls the Max aircraft parameter. The Auto mode parameter has shifted to the right in the UI, so it better reflects that it controls all three parameters: Lateral, Vertical and Max.



- %or has been removed from the UI, you can always get this parameter from the log file after a session has ended.

April 26, 2018, 10.1

- Entering a new AI_liveries.txt parameter improved, updated the Manual about that.
- Changed the user interface layout slightly while the user aircraft title is part of Flight Simulator not of RealTraffic.



April 24, 2018, 10.0

- New Major version, no longer supporting Aerowinx PSX (*version 9.37 will remain available and bugs will be fixed*).
- Added a parameter **Updates per second**



It controls the number of times per second that live aircraft get a position update in your Simulator. The possible range is **18 .. 40**. Default value is **25** (like it used to be).

This gives you the option to synchronise the ups with your Sim. For instance if you have locked your Sim at an fps of 20, it is no use and a waist of cpu time to let PSXseeconTraffic update with higher values then 20.

Note that you cannot change this value dynamically. After you have made a change PSXseeconTraffic will exit and you will have to re-start it to make the new value active.

April 19, 2018, 9.37

- Removed the Percentage parked parameter from the user interface in order to reduce complexity. Percentage parked is now always taken from the airport file.

- Removed the Floor functionality from the program in order to reduce complexity. "Back to core business". Not many people were using this functionality anyway, I guess. One can always deselect Show GND TFC in RealTraffic if needed.
- Note: this is the last version that supports the Aerowinx PSX.

April 17, 2018, 9.36

- Another small improvement to make it easy for new users starting with the BVAI package: PSXseeconTraffic will automatically set the AI_liveries.txt parameter according to the simulator of the user. No manual entry needed.

April 17, 2018, 9.35

- After entering a new path for the AI_Liveries.txt and/or Airport files parameters PSXseeconTraffic will exit. You have to restart manually in order to make these new paths active.

April 16, 2018, 9.34

Editorial: most of these changes are to simplify the use of PSXseeconTraffic and to make it easier for new users to start with PSXseeconTraffic

- Wildcard '*' matching (for the last char) in a registration code is now switched on automatically (if there are registration codes with * as last char). The checkbox *reg has been removed from the UI.
- Wildcard matching extended with the fourth character (starting counting with 1) in a registration code, especially for US carriers.
- The text about how to use the wildcard in a registration code has been moved to the VMRGenerator Manual.
- The airport files check has been removed.
- Folder **parked_default** added with some 3000 airport files. The Airport files parameter of section 4.2 is now default set to parked_default. There is no longer a need to separately download the parked.zip file.
(note that this is backwards compatible, while existing users will automatically continue to work with their airport files folder).
- PSXseeconTraffic comes with **three new folders** with pre-processed AI_liveries.txt files for the [BVAI AI aircraft package](#), a free download from Boston Virtual ARTCC for FSX, P3Dv3 and P3Dv4.
New PSXseeconTraffic users can install this AI package and set the AI_liveries.txt parameter in the PSXseeconTraffic User Interface to point to the version they are using. There is no need to install and run VMRGenerator. The default AI_liveries.txt is set to BVAIP3Dv4.
(note that this is backwards compatible, while existing users will automatically continue to work with their AI_Liveries.txt file).
- The version check parameter has been removed from the UI. Version is checked at most once a day.

Mar 18, 2018, 9.33

- Added a textbox for entering the path to the folder that contains the airport.txt files with parking position information. The default value is PSXseeconTraffic sub-folder parked (like it was). This gives you more flexibility and is in-line with the same functionality for AI_Liveries.txt and Flight Plans.
- Re-structured the User Interface a bit.
- Added all default parameter values to the Manual consistently.
Note that you can reset all parameters to their default value by exiting PSXseeconTraffic, deleting the PSXseeconTraffic.cfg file (*in the PSXseeconTraffic folder*), and then re-start again.

Mar 13, 2018, 9.32

- Bug fixed in detecting and removing spaces around registration codes.

- Airport KCGX Meigs field added to internal database.

Mar 5, 2018, 9.31

- Fixed a **nasty bug** in the Lateral range edit box, a new manually entered range was not updated to all places in my program (since about two months?).
- The number of live aircraft in the user interface now indicates the number of live aircraft in your Simulator, the ones that are still in the 30 seconds buffer are indicated between parentheses.
- Added a (**Max**) option to limit the number of live aircraft in your Simulator (within your lateral and vertical ranges), see section 5.5

Lateral range in Nm: [40] Limit vertical range +/- 10000 ft Auto Max: [25]

So there is really no need to use the FSUIPC Traffic Limiter ! (which causes SimConnect exceptions and problems in my aircraft administration).

- Added include checkboxes for Heavy and Middle aircraft (*for completeness*). They are selected by default, but it gives you the option to select a single category of aircraft. For instance if you want to spot Helicopters (only) within 100 nm.
- User Interface re-ordered.

Mar 2, 2018, 9.30

- Another bug fixed in the auto mode settings in the GUI (range section).
- Auto mode is now default on (selected).
- A warning is generated if a live aircraft, controlled by PSXseeconTraffic, is removed by another program (such as FSUIC Traffic Limiter). Do not use such programs, it will cause SimConnect exceptions, use the auto range mode (5.2) instead.
- Bug fixed in setting the QNH at start-up. At some slower cpu's the start QNH value may not have been set correctly.
- Bugs fixed related to Helicopters.

Feb 28, 2018, 9.29

- Flaps of taxing aircraft are set into take-off position much sooner (as it should).

Feb 23, 2018, 9.28

- Improved the landing and take-off algorithms for light aircraft and helicopters.
- Landing gear of light aircraft now down at 600 feet instead of the 2000 feet.
- Checkboxes Include Helicopters and Include Light Aircraft will be de-selected / disabled when there are no AI liveries of that kind in your Simulator.
- Added a wild card checkbox to the user interface (see section 5.1):

* [reg]

If selected you may use a wild card (the Asterisk sign) as last character in the registration string of a livery in aircraft.cfg. For instance for the Emirates 777-300ER:

Instead of

```
atc_id=A6-EBA,A6-EBF,A6-EBH,A6-EBK,A6-EBL,A6-EBM,A6-EBP,A6-EBR,A6-
EBS,A6-EBT,A6-EBU,A6-EBV,A6-EBX,A6-EBZ,A6-ECB,A6-ECE,A6-ECF,A6-ECG,A6-
ECH,A6-ECI,A6-ECJ,A6-ECK,A6-ECQ,A6-ECR,A6-ECS,A6-ECT,A6-ECU,A6-ECV,A6-
ECW,A6-ECX,A6-ECY,A6-ECZ,A6-EGA,A6-EGB,A6-EGC,A6-EGD,A6-EGE,A6-
EGF,A6-EGG,A6-EGH,A6-EGI,A6-EGJ,A6-EGK,A6- EGL,A6-EGM,A6-EGN,A6-
EGO,A6-EGP,A6-EGQ,A6-EGR,A6-EGS,A6-EGT,A6-EGU,A6-EGV,A6-EGW,A6-
EGY,A6-EGZ,A6-ENA,A6-ENB,A6-ENC,A6-END,A6-ENE,A6-ENF,A6-ENG,A6-
ENH,A6-ENI,A6-ENJ
```

you may specify

atc_id=A6-EB*,A6-EC*,A6-EG*,A6-EN*

This is a lot less work, saves data in PSXseeconTraffic and is future proof while when Emirates adds a new 777 (A6-ENK), it will be recognised immediately without you having to change your aircraft.cfg file.

Feb 18 , 2018, 9.27

- Bug fixed in the auto mode settings in the GUI (range section).
- Reduced the update frequency of live aircraft to 25 times/second (from 32) (*most simulators do not get higher fps anyway*). Final version 10.0 will contain versions for 20, 25 and 40, so you can select what fits best to your hardware.
- Removed the check on valid airline codes in an airport file that was added in version 9.26
(The airline table costs too much code. I prefer the memory footprint of PSXseeconTraffic to be as small as possible).

Feb 13 , 2018, 9.26

- Added a check on valid airline codes in an airport file.
- Updated the 64bit version to P3Dv4.2

[... removed ...]

December 24, 2015, open beta version 1.0.1

First release