

Jan 16, 2021, version 20.3 beta

- **New interesting feature to populate your airport with parked static aircraft quickly!**

Added a new UI parameter AFCAD (next to Actual and Real).

If checked and Actual hour and Real are off and there are not sufficient parking options in the airport file, PSXseeconTraffic will generate options for static parked aircraft based on the airlines information found in the **<afcad> section** of the airport file.

When you start new with an empty airport file, this give you a populated airport right-away. The airlines match, only the type and hour may/will be wrong, but PSXseeconTraffic will correct that automatically over time when it starts learning.

Obviously this feature is only available if there is an afcad section with airlines information in the airport file. As far as I can see that's normally the case for add-on airports in P3D/FSX (use PPG version 20.0+).

PSXseeconTraffic will only select parking options for static aircraft for which you have a livery installed in your Sim. This is also the case for static aircraft that are parked based on info in the airport file.

- Error in types.xml fixed.

Jan 10, 2021, version 20.2 (beta)

- Fixed a few small bugs.
- Because most users will have to run ParkPosGenerator anyway for their add-on I have removed the **installation_airports** folder with airport files.

→ New users of PSXT_MSFS will have to install and run ParkPosGenerator first.

Jan 5, 2021, version 20.1 (beta)

- Fixed a connection problems with the Data Provider in case there is no traffic at all.
- PSXseeconTraffic recognizes airline code **ZZZ** as generic ICAO airline type, so no longer BOE, AIB, EMB, BBA and AED only.

→ Note that you have to run AILG 9.0+ to let it generate these ZZZ codes and to automatically convert the old ones in AI_liveries.xml and optionally in your aircraft.cfg files.

Dec 21, 2020, new Major **(5-year Anniversary!)** version **20.0 beta**

- Added a new parameter **Learn** to the airport file and UI.
If on (default), PSXseeconTraffic will build up the airport file by real and soft learning.
If off, a file for instance a file made fully by hand, will be protected.
- PSXT converts the soft attribute into real values. Soft is now the same as real=false. There is no longer a need for a soft attribute, they will be removed automatically.

Options added by hand can be either `real=false` (if you're guessing) or `real=true`, if you are sure.

- Changed the parameter name 'Real Time parking only' in the UI to **real=true only** and **real_only** in the airport file. PSXT will convert `real_time_parking_only` into `real_only` for you automatically. If on, only options with `real=true` will be taken into account.
- Added a new parameter **Actual hour only** to the airport file and UI. If on, only options with the actual hour are taken into account, whether they are real or non-real. The initial value is set by the value in the airport file.
This parameter combined with Real only gives more flexibility to fulfill your needs.

- Out of business concept removed.
- If an hours attribute is not present (or empty) for an option in the airport file, PSXT_MSFS will add an hours attribute with all hours.
- If a `real=true` option is found for a parking position **for a certain hour**, any `real=false` option **for that same hour** will lose that hour in its hours attribute. If no hours are left, the `real=false` option will be removed from the airport file

Note that this finer granularity is new. Before the hour was not taken into account, a false option was removed as soon as a true option was found.

- PPG 20.0+ generates an extra section **<afcad>** with per parking positions the ICAO codes of the airlines that park at that position according to the AFCAD file of the airport. See for example [Aerosoft EGLL.xml at my website](#). Unfortunately stock airports do not have that information but most add-on airports do.

PSXT 20.0 reads that info (if available of course) and uses it to improve soft learning. In finding a gate that fits it gives priority to those gates that have an airline code fit as well.

If there is no `afcad` fit PSXT will search for an airline fit with a gate that has a live aircraft (`real=true`) in the airport file.

You could of course also add the `afcad` section by hand for your favourite stock airports.

- Added a chapter to the Manual about the parameters PSXT adds to and updates in the airport file.

Dec 9, 2020, version 19.9 beta

- Fixed a severe timing bug in the aircraft position update algorithm.
- If real time parking only is active, soft learning is suppressed. New soft entries to the airport file would not be used anyway.

Dec 5, 2020, version 19.8 beta

- PSXT_MSFS converts deprecated airport file keywords **airlines** and **types** into **airline** and **type**

Nov 27, 2020, version 19.7 beta

- First special version for MSFS, functionally equal to PSXT version 19.7

