

## What's new?

Sep 26, 2023, version 3.5.0

- P3D: fixed a nasty bug that prevented ORBX airports to be found ...
- P3D: To solve the Simconnect problem I've created a separate PSXTraffic version for P3Dv4: **PSXTraffic\_P3Dv4**.  
PSXTraffic\_P3D now works for v5 and v6 only.  
The P3Dv4 version is a 32 bit program, while the other is 64 bit.  
However, the functionality of the programs is exactly the same.
- Expanding the search for parking positions that fit **backwards** (in time) only, is now the normal (default) behaviour. The hidden parameter has been removed.
- **Aerowinx** option back in the UI.
- The airport files in the archive are **no longer encrypted!**
- A major **overhaul** of **on-line learning**:

There is a new airport files hierarchy **airports\learned** next to airports\archive, with the same subfolder structure.

In learning mode new real and/or soft parking options are saved in a corresponding file in the learned structure. These airport files contain the new options only.

When PSXTraffic reads an airport file from the archive it will also -if available- read the extra options from the learned counterpart. **This way you have as well the airport file info from the archive (updated weekly) and the locally accumulated learned data.**

This works as well for stock, simaddon as thirdparty airports!

The **airports\updated** folder is no longer used. I recommend to start new and forget these files, but you may place a file from airports\updated file in the right place in the learned structure.

You can no longer import airport files from FSXT\_MSFS or PSXT\_P3D, because they are not compatible!

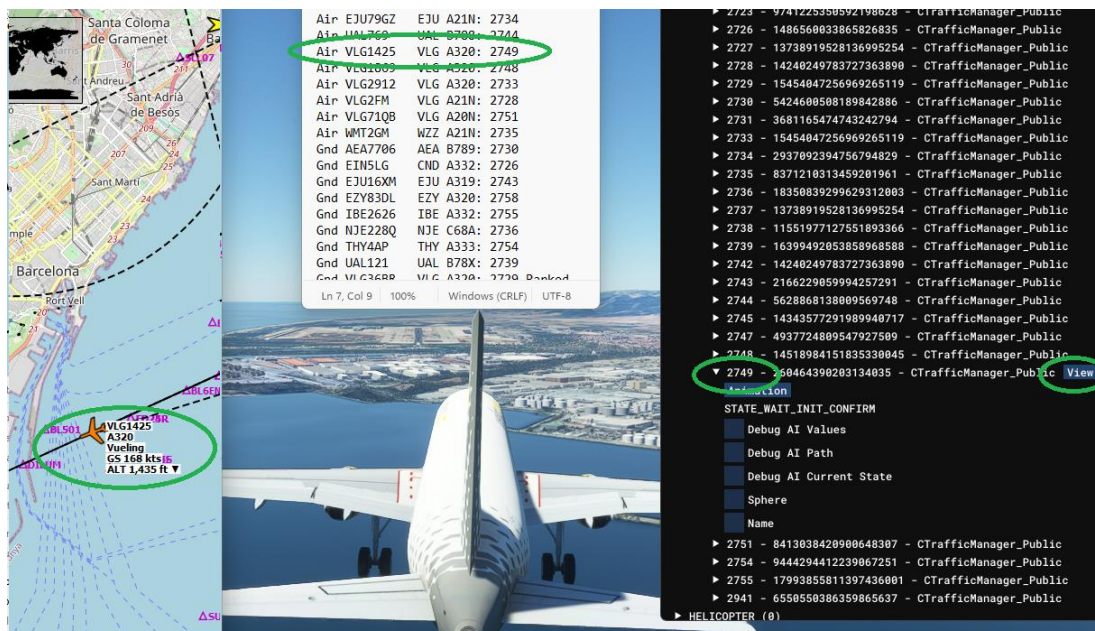
# PSXTraffic Release Notes (MSFS & P3D)

Sep 23, 2023, version 3.4.0

- Changed the **Flush** checkbox into a push button, which feels more natural.
- Parked **live** aircraft from a snapshot now return immediately as **live** parked aircraft; hence no longer as static parked. This goes as well for LearnDestination as the restart within 3 minutes snapshot.
- Traffic data update for the archive: **Sep 11 – Sep 17**
- Airports archive updated
- **MSFS** only: (in P3D this is not needed, there you have the View function) For **spotters**: added meta parameter checkbox **objectIds**.

If checked, PSXTraffic will – every minute – generate a list of the live aircraft with their objectIds in SimConnect. Listed are Airborne/Ground, Callsign, Airline, Type and whether or not Parked at a gate. It is named **Callsigns2ObjectIds.txt** and you can find it in the installation folder (where Log.txt is).

With the objectId it is easier to spot an aircraft. Look in Little Nav Map for the callsign, pick up the objectId from the list and select the Simobject in Debug mode of MSFS: Debug -> Simobjects-> Containers -> Airplane -> Containers and click View.



# PSXTraffic Release Notes (MSFS & P3D)

## Sep 18, 2023, version 3.3.0

- Improved the push back procedure: if the published true heading of the live aircraft is available in the RT traffic data, that heading is used to correctly turn left or right when pushing back. If that data is not available, depending on the source RT is using, the push back will be straight out instead.

The published true heading is also used to trigger the push back, resulting in more timely push backs.

- A bug in push pull procedure is fixed.

## Sep 16, 2023, version 3.2.0

- Lots of airports in the archive have got an update.
- Improved the registration of airport files that have not got parking positions, to prevent false messages about sending me your files.
- **RegcodesAIG** update
- New hidden parameter **EXPAND\_BACKWARDS\_ONLY**, see Manual 10.1.1

## Sep 15, 2023, version 3.1.1 and 3.1.2

- A -stupid- bug prevented static aircraft from being parked. Now fixed.
- P3D: ORBX files were not treated right

## Sep 15, 2023, version 3.1

- **Up to date check**

It turns out that some airports .BGL files have two or more gates with the same id ... Until now, PSXTraffic only stored the first one encountered.

Now it will now store **all** these gates. The gate with the largest radius gets the original id and the others get suffixes a, b, c, etc...

Hence **more parking positions may appear** in the airport files!

Another long standing challenge: newer versions of airports may have more stands, like MK-Studios EIDWv2.

To stay up to date, I let PSXTraffic always check (during the airports scan) the number of parking positions for your add-on airports with the ones in the archive. If yours is newer, the new airport file is put in TO\_BE\_LEARNED\_OFFLINE. If you zip these and mail them to me, I'll add

## PSXTraffic Release Notes (MSFS & P3D)

them with traffic to the next version of the archive.

- The number of to be learned offline airports is shown in the UI (if you have any).
- Stock airports newly generated, some with more parking positions
- Up to 8 gates can be recognised as being too close to a gate (excluded), instead of 3.
- Setting a gate while destination airport is empty but park airport (= destination) is set, now possible.
- Traffic data update for the archive: **Sep 4 – Sep 10**

### **Sep 11, 2023, version 3.0**

- A severe bug has slipped that made the **dbase** info useless... Now fixed, and a major update to synchronise.
- MSFS: new airport FeelThere MMPR added and updates for MK-Studios EIDW v2 and Pyreegue's EGPH.

### **Sep 8, 2023, version 2.8.0**

- A few bug fixes (collision avoidance checkboxes, destination learning)
- Added a new function **FlyOver** (default false), see Manual 8.3. If activated, live ground traffic at airports you "fly over" is spawned too. PSXTraffic takes the nearest airport within a radius of 15 nm (default) from your aircraft. The range can be set with a hidden parameter (5 to 20 nm).

This function works also when a destination airport is set; in the landing phase the destination has priority over FlyOver. If you have not set a destination, but use FlyOver only, live ground traffic will be available during the landing, static park will be generated after you have landed.

*(Reminder: if you have not set a destination nor checked the new FlyOver function, live ground traffic and static parked will show up **after** you have landed at your destination)*

- Traffic data update for the archive: **Aug 28 – Sep 3**

### **Sep 6, 2023, version 2.7.2**

- P3D: Fixed misplacement of checkboxes in the Meta block
- MSFS: 4 airports added to the archive

# PSXTraffic Release Notes (MSFS & P3D)

## Sep 5, 2023, version 2.7.1

- **Fixed the missing airborne live aircraft bug, introduced in 2.5 and 2.6...**
- Wrongly loading a **new** destination based on a flight plan search when the destination airport is in sight, has been solved.
- A situation in which **double parking** of a live and static aircraft may occur, has been fixed.
- PSXTraffic has got a detection mechanism to prevent that you start another instance of PSXTraffic (accidentally) while it is already running.
- **RegcodesAIG** update
- Upon request, UI: The checkbox **collision avoidance** for the user aircraft has been split into two checkboxes, one for ground and one for air.
- If you change the parking percentage of an airport while Initial Load Only and Learn Destination are true, the changed value will be saved but no static aircraft will be parked.  
*Note that you can only change the parking percentage in the UI if a park airport is set (== an airport file is loaded).*

## Sep 3, 2023, version 2.7.0 reverted

## Aug 30, 2023, version 2.6.0 (...buggy...)

- A major overhaul of the ground movement algorithms, using a [quadratic Bezier](#) function. Finally my pilots learned to make **real curves...** They no longer turn on the nosewheel. Have a look yourself, see them push back, be surprised and enjoy!  
  
*This is just the beginning, I'll continue to refine the new algorithms further. I'll also focus on smoothing ground speeds while taxiing.*
- Abrupt altitude changes in take-off, due to bad RT data, "smoothed"
- Problem with **max park** in the GUI fixed.
- Upon request, for video-streamers: added checkbox **GUID changes**, see Manual 4.5.
- Upon request: added `\output\info\LiveriesScanned.txt`, see Manual 5.7

## PSXTraffic Release Notes (MSFS & P3D)

- **RegcodesAIG** update
- Traffic data update for the archive: **Aug 21 – Aug 27**

### Aug 25, 2023, version 2.5.0

- Two **severe** problems with Learn and airports\updated fixed.
- **RegcodesAIG** update
- Airport LFTH added to airports\_msfs.xml, offline learned airport file added to archive.
- Traffic data update for the archive: **Aug 14 – Aug 20**

### Aug 21, 2023, version 2.4.0

- **MSFS: The flightplan's destination search function** has been extended with:  
If PSXTraffic sees "pmdg-aircraft" in your flightplans folder path (11.4), it will look for the destination in a **.rte** flight plan generated by **SimBrief**.  
*Note that PMDG expects flightplans in ..\Community\pmdg-aircraft-73X\Config\Flightplans*

### Aug 21, 2023, version 2.3.0

- LearnDestination will log its findings in LearnDestinationLog.txt.
- Upon request: New meta parameter **Aerowinx**, see Manual 4.4.
- RegcodesAIG update
- Reordered the UI, with a special meta parameters block

### Aug 19, 2023, version 2.2.2

- **P3D: 815** ORBX airports and **147** thirdparty airports added to the archives!

### Aug 19, 2023, version 2.2.1

- Bug in count of live parked fixed
- Small addition to the Initial Load Only function:  
If ILO is on, and Learn Destination is on, **no static** aircraft will be parked at first load. The live parked from the snapshot, from the LearnDestination program, will be taken as first load instead.

### Aug 18, 2023, version 2.2.0

- Added **destination learning**, just as in PSXT (RT Professional only), see Manual 11.4.

## PSXTraffic Release Notes (MSFS & P3D)

This is a new implementation, PSXTraffic will **launch** and **stop** the separate **LearnDestination.exe** application, you must enter a destination airport only. The Learn destination value is saved in parameters.xml and will be remembered for your next run.

The LearnDestination program will launch minimized.

- Traffic data update for the archive: **Aug 7 – Aug 13**.
- RegcodesAIG update

### **Aug 15, 2023, version 2.1.1**

- Improved the offline learning algorithm, new archive generated with better Qf's.
- RegcodesAIG update: 2341 special liveries, 24164 registration codes
- P3D: remove problem causing PSXTraffic\_P3D to exit, fixed.

### **Aug 12, 2023, version 2.1.0**

- RegcodesAIG update: Bunch of updates for AIG Summer 2023, 2333 special liveries, 23830 registration codes
- Upon request: added the id of the parking position of the user aircraft (as in the airport file) to the UI, after the MSFS version.
- Traffic data update for the archive: **July 31 – Aug 6**.
- MSFS: Added airports, amongst them **Tropical Sim KMCI v2**

### **Aug 8, 2023, version 2.0**

- **Oops ... the callsigns in the archives were not encrypted due to a last minute change. This will not work. I have to force everybody to 2.0. Sorry.**

If you have used the Learn function already, based on a file from the archive, then delete that file from airports\updated because it will have that callsign problem.

### **Aug 7, 2023, version 1.9.0**

## PSXTraffic Release Notes (MSFS & P3D)

- Added a **Learn** checkbox! (default **off**):

If checked PSXTraffic will learn the airport on-the-fly, just as in the "old" PSXT program, but even better because registration codes and callsigns are recorded too. Your updated airport files will be saved in the folder **airports\updated**

You may place your files from the updated\_airports folder in PSXT in here too!

The airport files in airports\updated are not encrypted, you may manually add your own stuff!

The syntax of the airport file has changed a bit: option is shortened to *opt*, airline is shortened to *airl* and the *aircraft* and *\aircraft* keywords are no longer used (they were superfluous), but no worries, **PSXTraffic will convert your PSXT files for you!**

Note that real learning will always take place, and soft learning as long as the real part of the Quality factor is < 50. *Be aware that the **Soft too** checkbox has nothing to do with the Learn function.*

You have now the **best of both worlds in one program**, there is no real need for PSXT\_MSFS and PSXT\_P3D anymore, only for PSXT\_FSX.

- Added lots of **airports to the archives**, amongst them MK-Studios **CYUL**
- Updated **RegcodesAIG**
- Updated **dbase.xml**
- Updated traffic data, now **July24-July30**.
- Fixed the **Destination Gate** text box that remained disabled.
- Tried to reduce the number of times a pushed back aircraft return at the gate.



# PSXTraffic Release Notes (MSFS & P3D)

## July 12, 2025, version 1.8.1

- MSFS: added about **280** third party airports to the archive!

*Keep sending me your TO\_BE\_LEARNED\_FOLDE, please.*

## July 22, 2023, version 1.8 (is actually beta 2.0)

- **All airport files with a Qf < 50 now have soft options too. The information is taken from the weekly download by RealTraffic**

*Real options are aircraft that are that day and half hour of the week at the gate, while soft options are aircraft that are that day and half hour of the week at the airport too but it is not known where ... PSXTraffic has distributed these aircraft randomly over parking positions that fit their sizes.*

With the new checkbox **Soft too** (default true), you can decide whether or not PSXTraffic may use these soft options for static parked aircraft if the real options are not sufficient to **arrive at** the wished parking percentage.

This is a major step forward. The soft entries have, like their real counterparts, callsign and registration code info, and are up to date. There is no need for using the PSXT archive as fallback any longer; it will no longer be installed.

- The number of stock airports with parking options has grown considerably (MSFS from about 2400 to 7715).
- The week with traffic for static parked aircraft has been updated to July 10 to 26, 2023, and is shown in the GUI and in each airport file.
- The Quality factor consists now of two figures one for real and one for soft. If real  $\geq 50$  the soft part is not relevant and not shown, otherwise it shows like 12/45 (meaning real=12, soft=45).
- Live parked aircraft will spawn at the same gates, after a restart of PSXTraffic within 3 minutes.
- Added a Flush button, if checked all static parked aircraft will be removed and ILO is set to true, leaving you with live (parked) aircraft only.

*Notes:*

*The airport file has changed format, do not place airport files from previous versions in the airports/archive/... folders!*

*The installation takes a little bit longer because everything is now done by the installer, no extracting of .zip files. This is more robust and less prone to errors.*

*You may delete **\archive\_psxt***

## PSXTraffic Release Notes (MSFS & P3D)

*Please send in your TO\_BE\_LEARNED\_OFFLINE folders again! Till today some of them remained empty, but now with the soft options, a lot may get traffic and can be added to the archive!*

### **July 12, 2023, version 1.7.1**

- All offline learned airport files in the archive regenerated based on traffic data from **June 26 to July 2, 2023**

*The installation takes a little bit longer because of the extra download of the regenerated stock airports.*

### **July 11, 2023, version 1.7.0**

- The destination gate is now always immediately checked upon validity. If valid, advice over whether the user aircraft fits that gate is given.

### **July 10, 2023, version 1.6.0**

- P3D: added hidden parameter P3D\_VERSION, values 3,4,5,6, default 3 (meaning not used). If PSXTraffic\_P3D cannot find which version you are using automatically, for instance because you have used a different name for the installation folder, such as C:\FLightsim, you can force it by setting this parameter in parameters.xml.
- Archive overview lists have got an extra column (#pp) with the number of parking positions at the airport.
- Hidden parameters LIGHT\_AIRCRAFT, HELICOPTERS and HIGH\_PERF\_AIRCRAFT (re-)added, for if you want to switch off one or more off these categories.
- MSFS: added approx. 30 addon airport to the archive, now containing 1037...

### **July 7, 2023, version 1.5.1**

- P3D: Made PSXTraffic less restrictive in detecting installed versions, to cater for users that have changed the default "**Prepar3D vx**" string...
- RegcodesAIG updated, now 589 files with 24151 regcodes.

### **July 5, 2023, version 1.5.0**

- **P3D**: Support for **P3D v6!**  
You can easily change between P3D versions (4, 5 or 6) by adjusting the install path that is now visible again, instead of showing Found.

# PSXTraffic Release Notes (MSFS & P3D)

## July 3, 2023, version 1.4.3

- Changed the algorithm that decides to take a PSXT airport file instead of a bad PSXTraffic one (section 6.3). Now it takes it if the QF of PSXT is greater than 5 times the Qf of PSXTraffic.

## July 2, 2023, version 1.4.2

- Another measure taken to prevent some aircraft from taking off due to bad RT data.

## July 1, 2023, version 1.4.0

- For airports that are not available (learned) in the archive, PSXT will no longer fall back at the stock airport, but you will see an empty airport, with live traffic only. Falling back at the stock airport may give problems with differences in gate positions.  
Showing the empty airport is also a good reminder for you to send me the TO\_BE\_LEARNED\_OFFLINE folder...
- Archives updated with lots of airports (in particular for P3D).

## June 30, 2023, version 1.3.1

- Fixed a **long standing bug** that **prevented** some aircraft from **taking off**.
- Added a Qf parameter to the airport files in the PSXTraffic archive.

## June 29, 2023, version 1.3.0

- Added PSXT's airports archive to PSXTraffic, see **airports\archive\_psxt**.

PSXTraffic comes packed with unencrypted airport files from PSXT, in PSXT format, in the folder airports\archive\_psxt.

If checked the files in this archive are being searched and used.

If the PSXTraffic archive does not hold the wanted airport file, but archive\_psxt does, a short cut to the file in the archive\_psxt is placed in either my\_simaddon or my\_thirdparty, and an empty PSXTraffic airport file is still generated and placed in TO\_BE\_LEARNED\_OFFLINE.

If both archives contain the wanted airport file, then the file from archive\_psxt is taken if the Qf of the PSXTraffic file is less than the hidden parameter QF\_PSXTRAFFIC\_THRESHOLD (default 20, range 0 .. 25) and the Qf of the PSXT file is greater than parameter QF\_PSXT\_THRESHOLD (default 45, range 40 .. 100). The current values are shown in the GUI.

You may change these value in the fie parameters.xml.

## PSXTraffic Release Notes (MSFS & P3D)

Note that real=true entries in the PSXT airport files are used only, not real=false (soft).

With this mechanism airports that have less traffic in PSXTraffic can be "repaired" by a better airport from PSXT. But be careful, the PSXT format lacks registration codes and callsigns, and is in hours only, so use this for "dead" major airports only. An example is KDTW, as discussed in my Forum

- The **simaddon (MSFS)/ORBX(P3D)** airports are now always scanned too.
- Added a **"fit"** indication to the status line in the GUI

It tells you how the wanted percentage of static aircraft fit with the parking options in the airport file, in half hours.

If 0, all static aircraft fit with the current day and half hour, if 1 they fit within current half hour +/- 1 half hour, and so on till 47. If one day was not enough it shows all days.

### June 26, 2023, version 1.2.1

- P3D: Approx 70 payware airport added to the archive.
- MSFS: Added RDPresets Faro and some freeware airports to the archive.

### June 25, 2023, version 1.1.1

- MSFS: nasty bug fixed in detecting airports with a known publisher, to be placed in the TO\_BE\_LEARNED\_OFFLINE folder; we have missed quite some airports I guess.
- MSFS: Added Simwings EDDM v2 and four freeware airports

### June 24, 2023, version 1.1.0

- Back to one parking percentage for live + static parked aircraft, with live aircraft having priority over static ones, just as in PSXT.

New: If you set this percentage to 0, you will get live parked aircraft only (without a max).

- New checkbox **Coll avoid**  
The two existing user aircraft collision avoidance functions (in the air with live aircraft and on the ground with live and static aircraft) are now combined into one function, and available with a checkbox in the UI.
- The FSimStudios airport files CYVR and CYYC, and the MK-Studios airport file KPHL, have got more and improved parking positions added by a local expert.

## PSXTraffic Release Notes (MSFS & P3D)

### **June 21, 2023, released the first installment**

What is the difference with PSXT?

PSXTraffic works better **out-of-the-box** and is **easier to use**, while it has less options and it comes packed with **already learned airport files**. No more learning needed, no more a PSXT\_Learner program.