

# PSXT Release Notes

## Jan 7, 2026, version 12.6.0

- !! With the help of Balthasar from RealTraffic, we finally managed to position real-traffic aircraft in the simulator so that the TCAS in your aircraft shows the altitude differences you would expect from nearby airliners at flight levels, such as +0, +20, -20, +10 and -10.



## Jan 4, 2026, version 12.5.5

- MSFS/MSFS2024:** due to the new version numbers in the archived file names, your learned airport files were not recognised (and neglected). Now fixed.

## Jan 2, 2026, version 12.5.4

- Removed extra altitude logging that was not suppressed in the production version.

## Jan 2, 2026, version 12.5.3

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- Removed (confusing) false messages about an airport not having stands.
- Addon airport bgl file scan: File identification added to max loop iterations error message.

## **Dec 31, 2025, version 12.5.2**

- **PSXTraffic / PSXTraffic\_P3D:**

Fixed a nasty bug that slipped in and prevented real-time aircraft altitude corrections for the local QNH.

Increased the frequency of user-aircraft data sent by PSXTraffic to the RT app to five times per second. Fixed a long-standing bug in the pitch sign (present for 10 years). Also fixed an altitude-rounding bug for the user aircraft. It now works perfectly again with ForeFlight.

## **Dec 13, 2025, version 12.5.1**

- **MSFS**

**Newly** learned airport files now use the airport version (without dots) as a suffix (in the online archive).

Their version (with dots) is logged and displayed in the UI.

*This way, airport file recognition will gradually improve.*

## **Dec 13, 2025, version 12.5.0**

- **MSFS**

PSXT now reads the **package\_version** from the add-on airport's *manifest.json* file and stores it in the generated airport files.

At a later stage, this will be used to distinguish between different versions of an add-on airport (*for instance a MSFS 2024 only version*).

Currently, PSXT bases this on the number of parking positions, but that method is not very reliable.

## **Dec 8, 2025, version 12.4.0**

- **MSFS 2020 and MSFS 2024**

Airport scanning now first uses the SimConnect Facilities method to obtain parking information. If that fails, PSXT falls back to the traditional BGL reader.

- **MSFS 2020 and MSFS 2024**

The Scan for airports checkbox is now disabled when PSXT is not connected to MSFS.

## **Dec 6, 2025, version 12.3.0**

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- **MSFS2024:**  
**Stock** airports are now detected and processed by PSXT too!

## Dec 4, 2025, version 12.2.0

- **MSFS2024:**  
**MarketPlace** airports in the **StreamedPackages** folder too are now detected and processed by PSXT too!

## Dec 3, 2025, version 12.1.0

- **MSFS 2024:**  
Successfully added support for reading parking positions at add-on airports that use a non-standard BGL encoding. This is handled through SimConnect Facilities functions.  
*Note:* PSXT must be connected to MSFS2024 for this to work, so keep that in mind when scanning for add-on airports..

- **MSFS2024:**  
**Microsoft and Abobo** Airport files in the **StreamedPackages** folder are now detected and processed by PSXT. They are available as *simaddon* airports in the online archive. MSFS2020 equivalents are no longer used..

- **Airport file format change:**  
Generated airport files now use the **type** attribute instead of the former cargo and ramp attributes. The following type codes are applied:

NONE=0, RAMP\_GA=1, RAMP\_GA\_SMALL=2, RAMP\_GA\_MEDIUM=3,  
RAMP\_GA\_LARGE=4, RAMP\_CARGO=5, RAMP\_MIL\_CARGO=6,  
RAMP\_MIL\_COMBAT=7, GATE\_SMALL=8, GATE\_MEDIUM=9,  
GATE\_HEAVY=10, DOCK\_GA=11, FUEL=12, VEHICLE=13,  
RAMP\_GA\_EXTRA=14, GATE\_EXTRA=15.

From these codes, PSXT can internally derive ramp/cargo properties, with possible future extensions.

Legacy airport files (Learned files) using the older attributes remain fully supported.

## Nov 26, 2025, version 12.0.3

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- PSXT/PSXT\_P3D: Bug fixed in setting a time shift when no airport is loaded.
- "AirOnly": Threshold lowered to 100 ft above ground.

### Nov 19, 2025, version 12.0.2

- Bug fixed in "AirOnly"

### Nov 17, 2025, version 12.0.1

- Upon request: reverted back the '**generic**' change from version 11.14.0

### Nov 17, 2025, version 12.0.0

- Forced update to the new RT servers.
- A dot after the airl [opr], model info in log.txt indicates that the data was taken from my dBase using the aircraft's registration code.
- **Further development will be paused for a while**, as PSXT is currently very stable. Version 12.0 reflects this. I will continue to fix reported bugs and remain interested in finding a solution for detecting MSFS 2024 airports that do not comply with the standard coding format.

### Nov 15, 2025, version 11.14.0

- **Improved livery matching for PVT aircraft.**  
PSXT now first tries to match a livery whose registration code *resembles* the aircraft's registration code.  
This reduces the chance of selecting a livery from a different continent.  
*Note: this works only if the livery includes a registration code (**atc\_id**).*  
*At the moment it works best for North America/Canada.*
- Liveries with '**fictional**' in the title (FSLTL) will be skipped in the scan for liveries.
- Liveries with the '**generic**' in the tile (AIG?) will be treated as being generic (airline is ZZZ);
- In the Log.txt a **C** is placed to indicate a cargo aircraft.
- **Bug** fixed in detecting generic models (slipped in a few weeks ago).

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## **Nov 12, 2025, version 11.13.0**

- Improved error handling for failed downloads or updates to a new version. When such an error occurs, PSXT will display error #112 and stop, prompting you to manually download the latest version from my website.
- Problem with disabled "Time shift" parameters fixed.
- Added an operator field to the LiveriesScanned.xml file
- Added the operator (if applicable) to the matching lines in the Log.txt
- Improved livery matching with airline + operator.

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