

PSXT Release Notes

Oct 18, 2026, Version 16.7.2

- Improved the invalid RealTraffic license error message to show where to place a new license file.
- Collision avoidance between live aircraft and statically parked aircraft is now always enabled, and its control has been removed from the UI. The behavior has also changed slightly: a parked aircraft is removed only when the angle between it and the live aircraft is 45 degrees or less..

Oct 13, 2026, Version 16.7.1

- fixed frozen UI after error 148.
- removed code that opened File Explorer pointing at parameters.xml (as a help).

Oct 1, 2026, Version 16.7.0

- Upon request: Added `output\errors\MissingCustomRepaints.txt`, which lists titles in `input\my_regcodes` that do not match a scanned livery, along with their registration codes.
- Improved touch-and-go takeoffs for light aircraft flying circuits, reducing pauses and backward movement during the takeoff roll.

Sep 26, 2026, Version 16.6.1

- Improved stability during long sessions by preventing a traffic-related hang and detecting stalled traffic updates.
- Model matching: Step 7 now randomly selects from available models in the same aircraft category instead of always choosing the first. The latest `dbase.enc` also includes more similar-model rules for light aircraft, so more of them can find a closer match before reaching step 7.

Sep 23, 2026, Version 16.6.0

- Improved pushback detection by validating initial movement against the next live-traffic position, preventing false pushbacks caused by positional jitter.
- Bug in `my_park_airports.txt` fixed.
- Fixed missing taxiing traffic with the RealTraffic App by treating low-speed fixed-wing aircraft affected by its erroneous ground-altitude QNH correction as ground traffic; RT Direct and helicopters are unaffected.
- Fixed ground-position and pitch instability affecting the FSLTL E170 and CRJ7 models in MSFS 2024.

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Sep 20, 2026, Version 16.5.5

- MSFS: Improved runway backtrack handling, with smoother 180-degree line-ups, more reliable take-off detection, and better resilience to sparse or inconsistent live-traffic data.

Sep 18, 2026, Version 16.5.4

- MSFS: A full day of intensive testing at a variety of European airports has significantly improved runway alignment, displaced-threshold handling, and the realism and robustness of take-offs and landings—especially on short runways and with irregular live data.
- Improved parked traffic assignment at closely situated airports by validating stand-name matches against the aircraft's reported position, preventing traffic from a neighbouring airport from being placed at the selected airport.

Sep 17, 2026, Version 16.5.3

- Improved handling of erroneous runway facilities data, preventing incorrect runway elevations from affecting aircraft positioning.
- Improved take-off handling for unreliable RealTraffic data, preventing fast-climbing aircraft from disappearing near the runway end.
- Fixed incorrect airport names and missing airport information in take-off and touchdown flight messages.

Sep 14, 2026, Version 16.5.2

- MSFS scan for airports: a higher airport version found in the archive now triggers a warning.
- MSFS: fixed a bug in reading the version number of streamed airports in OneStore

Sep 12, 2026, Version 16.5.0

Version 16.5.0 represents a **major step forward** in the visual quality, natural motion and robustness of PSXT traffic. Aircraft behaviour has been refined throughout the complete movement cycle—from taxi and take-off to airborne flight, landing and rollout—while PSXT now responds more defensively to irregular live-traffic data.

- Substantially improved airborne aircraft behaviour, featuring smoother and more natural turns, coordinated banking and progressive pitch changes.

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- Improved ground movement with smoother heading corrections during taxi, take-off and landing rollout, reducing abrupt nose movements and unnecessary left-right corrections.
- Strengthened live-data handling. This reduces sudden jumps, repeated respawns and aircraft moving unrealistically across an airport.
- MSFS: PSXT now uses actual airport runway geometry to improve aircraft alignment during line-up and wait and to keep aircraft more accurately aligned throughout the take-off and landing roll.
- MSFS: Improved take-off handling helps prevent premature or excessively delayed rotation.
- MSFS: More defensive landing guidance now uses the actual runway threshold and runway elevation. This helps prevent premature touchdowns and produces more consistent touchdown positions across airports with displaced thresholds or differing runway elevations.
- MSFS: Improved flare, touchdown and ground-contact handling produces smoother landings and reduces pitching or bouncing at touchdown
- Added an optional Flight messages setting to show or hide take-off and touchdown notifications in the PSXT user interface.

Overall, Version 16.5.0 delivers PSXT's most fluid, stable and convincing traffic movement to date.

Sep 3, 2026, Version 16.0.1

- Improved ground collision avoidance to prevent live aircraft from being blocked from spawning unnecessarily near the user aircraft.
- Smoothed out small aircraft movements and jerks while taxiing.

Sep 1, 2026, Version 16.0.0

- Updated the internal encryption and decryption system for improved security and reliability. No user action is required.

Aug 31, 2026, Version 15.19.0

- UI: new checkbox **two props**
Introduced a separate twin-engine propeller (light) aircraft category, ensuring that the Business Jets category now contains true jet aircraft only.

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- Improved handling of poor RealTraffic ground data after landing, preventing aircraft from moving sideways or backwards during large heading corrections.

Aug 29, 2026, Version 15.18.0

- Improved **smooth** movement through normal taxi turns.
- Aircraft now follow sharp turns and taxiway intersections more naturally.
- Improved ground collision detection between the user aircraft and AI traffic, with more frequent position checks and a speed-dependent safety margin for earlier removal of conflicting aircraft.
- Improved user-to-AI aircraft collision detection, especially during approaches and at low altitude
- Improved stand-occupancy and reservation management. Live aircraft now retain their stand claim throughout parking and pushback until taxi begins, preventing multiple live aircraft from being assigned to the same stand.

Aug 26, 2026, Version 15.17.1

- (stupid) bug in recognising the airport fixed.

Aug 25, 2026, Version 15.17.0

- **Smoother than ever:** PSXT 15.17 introduces frame-synchronized position resampling and guarded Hermite speed interpolation for take-off and landing rolls—delivering fluid movement without compromising PSXT's rock-solid stability.

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