

## **VERSION HISTORY**

### **Version 3.4.3.15 (under development)**

- Address use of Variations in MSFS

### **Version 3.4.3.14**

- Allow multiple aircraft in Aircraft List to be replaced
- Fix error causing Traffic & Parking Analyser Timetable A/C field to report “n/a”
- Ensure Bulk Traffic/Find FS9 Traffic Files opens in Directory Tree mode
- Significant reduction in time required to process aircraft in flight plans
- Fix cause of exception thrown by Airport Editor when Airport Name ended in a single character
- Fix cause of erroneous error message re add-on airport not being available in MSFS if there was no matching stock airport
- Aircraft List changed indicator now cleared when Aircraft List saved from Aircraft menu

### **Version 3.4.3.13**

- 3.4.3.12 fixed the issue with MSFS2020, but mover the problem to other versions of Flightsim.

### **Version 3.4.3.12**

- Error in previous release prevented MSFS2020 installations being detected

### **Version 3.4.3.11**

- If timetable generated from Flight Plans menu, some 24Hr-repeat flights were shown in a second time-based sequence at the bottom of the timetable. Fixed

### **Version 3.4.3.10**

- Neither “;” nor “/” as the first character in aircraft and airport text files was detected. Fixed.

### **Version 3.4.3.9**

- The code change that prompted 3.4.3.8 left the possibility of either a “crash” on startup or the Airport List not being generated on some systems. Fixed.

### **Version 3.4.3.8**

- Airport List generation – The airport list is now regenerated when the region/language is changed such that the decimal separator changes from “.” to “,” or vice versa.

### **Version 3.4.3.7**

- FP Editor – In certain unusual circumstances, multiple legs in the leg list could be highlighted when only one should be. Fixed

### **Version 3.4.3.6**

- Aircraft Editor – Selection of a MSFS2020 aircraft with Target Version other than FS2020 caused an exception to be thrown

#### **Version 3.4.3.5**

- Previously adjusted Viewer displayed no textures for second and subsequent views. Fixed

#### **Version 3.4.3.4**

- Adjusted Aircraft Viewer to display the selected livery rather than the base model

#### **Version 3.4.3.3**

- Implemented Collect Airports – Add-on Airports for MSFS2020.

#### **Version 3.4.3.2**

- Data in Substitute AI dialog always shown in lower case. Original case restored
- Traffic & Parking Analyser – selection of traffic files based on visiting a specific airport not operative. Fixed
- Traffic & Parking Analyser – Unable to decode parking information in MSFS2020 airports. Fixed.
- Aircraft Editor – Aircraft data now displayed on entry
- 5 week FPs erroneously displayed with 8 week repeat period. Fixed
- Main panel disabled when airport database being generated to avoid unprocessed inputs

#### **Version 3.4.2.6**

- AIFP was unable to find the .mdl file and other data for members of MSFS2020 liveries. Fixed.

#### **Version 3.4.2.5**

- Correct cause of exception that was introduced in 3.4.2.3

#### **Version 3.4.2.3**

- Main Panel Title bar now reports whether or not any add-on airport options are in use
- Previously unable to deselect add-on airports in AirportList.dat . Fixed
- Unable to create entries for Scenery Library display if P3D add-on package contained only the addon.xml file, the remainder of the project being saved elsewhere. Fixed

#### **Version 3.4.2.2**

- P3D addon lists may contain non-existent folders (which P3D presumably ignores). AIFP now ignores these as well.
- Auto-update of AIFP fixed (I hope).

#### **Version 3.4.2.1**

- Last-specified compile path for MSFS2020 not initialized on next startup. Fixed.

- Multi-week FPs not displayed properly in Timetable format
- Aircraft Editor now displays many of the parameters of MSFS2020 aircraft
- Fix cause of exception when searching for aircraft in MSFS2020
- If add-on airport deleted from Flightsim, Collect Airports now removes those airports from AirportList\_Add-ons.dat
- Listings of Scenery Library now includes scenery added via Prepar3d v-n Addons and other P3D-specific methods.

#### **Version 3.4.1.6**

- Corrected algorithm for detection of Steam MFSF
- Possible exception thrown due to updates if IATA codes fixed

#### **Version 3.4.1.5**

- Implemented new approach to downloading repaints which avoids interaction with the default browser

#### **Version 3.4.1.4**

- Occasional “hanging” during unpacking of repaints apparently resolved.
- Artefact displayed as Target Version groupbox title during startup eliminated.

#### **Version 3.4.1.3**

- Specification of Alternate ICAO in Airport Editor not saved . Fixed
- Exception thrown during update of AIG TimeZone and Airports update fixed

#### **Version 3.4.1.2**

- Minor changes to Bulk Traffic File functions to accommodate PV5
- Manifestation of an error introduced several releases ago prevented AIFP from recognizing the textures of a repaint

#### **Version 3.4.1.1**

- Earlier change to detect comments starting with “//” in .cfg files accidentally suppressed the completion of URLs containing “//;”. Fixed

#### **Version 3.4.1.0**

- Changes to accommodate MSFS2020.
- Included fix to problem on checking for update

#### **Version 3.3.2.3**

- Airport Editor - Fixed issue when entering elevation caused by regional settings that used “,” as a decimal separator and interpreted “.” as a digits grouping symbol

#### **Version 3.3.2.2**

- Airport List generation – New airports entered via the Airport Editor were not included. Fixed

- Airport Editor – Entering elevation in feet resulted in erroneous elevation being applied. Fixed

#### **Version 3.3.2.1**

- Airport Editor – Specification of new IATA always resulted in a “IATA is already in use” message. Fixed.
- Airport Editor – Unable to apply an update to an additional version. Fixed

#### **Version 3.3.2.0**

- 3.3.1.14 renamed

#### **Version 3.3.1.14**

- Airport Cross-Referencing – Replacement airports now properly applied.

#### **Version 3.3.1.13**

- Collect Airports – list of duplicates (if any) missed one duplicate and reported another twice. Fixed
- Airport Cross-Referencing- Validation advisory reported airport replaced with version ID rather than ICAO.fixed
- Update Checking failed to properly process double-digit version numbers. Fixed

#### **Version 3.3.1.12**

- Collect Airports lost ability to look for stock data other than in Flightsim folder. Fixed
- Compare Stock Data – Previously, initial preference was given to airport position; now ICAO has preference.
- Implementation of cross-referencing occasionally failed. Fixed

#### **Version 3.3.1.11**

- Collect Airports error resulted in incorrect PV5 airport cross-referencing. Fixed
- Compiling to Scenery\World\scenery resulted in traffic file being placed in Scenery\World. Fixed

#### **Version 3.3.1.10**

- Abort not properly handled in some cases in Traffic & Parking Analyser. Fixed

#### **Version 3.3.1.9**

- Correct coding error in traffic file analysis introduced in a recent release
- Update Compare Stock Data so as not to record new ICAOs for stock airports in the same Flightsim version having identical country/region/city/name data and replace Base Data containing same

#### **Version 3.3.1.8**

- Load existing AirportList.dat at startup rather than regenerating it

#### **Version 3.3.1.7**

- Implement cross-referencing of ICAO codes across all Flightsim versions.

### **Version 3.3.1.6**

- During collection of stock airports, tally of No. of airports collected not displayed.
- Some stock airports were omitted during collection. Fixed
- Add-on airports for P3D could not be collected. Fixed

### **Version 3.3.1.5**

- Correct critical error in Airport Editor whereby decimal portion of airport Lat/lon was discarded
- Correct operation of Airport menu item Get airport Information
- Airport updates sometimes not applied. Fixed.
- When collecting Airports, if Scenery Library mode selected the wrong dialog opened. (Introduced in 3.3.1.4). Fixed

### **Version 3.3.1.4**

- Determine location of Scenery\World\scenery folder for Flightsim version for compile
- Decimal separator “,” not handled properly in Airport Editor. Fixed

### **Version 3.3.1.3**

- Collect Airports did not collect all selected add-ons. Fixed
- Analysis of PV3+ Scenery Libraries omitted addons installed using new method
- Revised handling of IATA codes during generation of airport list
- Several Airport Editor enhancements

### **Version 3.3.1.2**

- Enable storage and use of temporary airports
- Add-on airports for any available Flightsim version may be used, as well as Target version only

### **Version 3.3.1.1**

- Fix error in initialization of airport records

### **Version 3.3.1.0**

- Adapt airport list generation for PV5