

CZBB (2011) - VERSION HISTORY

- 1.00 Initial general release
- 2.02 June (2014) - Add Prepar3d V2 compatibility, consolidate hand-crafted ground polys with ADE_GP and add custom airfield lighting.
- 2.03 July (2014) – Enhanced installer to avoid duplication of AI titles.
- 2.04 August (2107) – Add P3Dv4 compatibility
- 2.06 November 2017 - installer to better handle custom lighting under P3D Versions 3 and 4.