

CYXX (2012) - VERSION HISTORY

- 0.01 April, 2012 - Initial beta release of new afcad and ground model
- 0.03 June, 2012 - Re-release of beta with custom lighting, road errors fixed and fences
- 0.04 September, 2012 - Re-Release for beta testing complete except for building and apron night illumination
- 1.00 February, 2012 - Beta version of general release
- 2.02 June, 2014 - Add Prepar3d v2 compatibility, consolidate hand-crafted ground polys with ADE_GP and convert custom airfield lighting with AFLT.
- 2.03 July, 2014 – Enhance installer to avoid duplication of AI titles.
- 2.07 August, 2017 – Updated for Prepar3D v4 compatibility
- 2.08 November 2018 - Update installer to better handle custom lighting under P3D Versions 3 and 4.