

VERSION HISTORY

Version 3.4.1.5(a)

- 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