

## **VERSION HISTORY**

### **Version 2.1.21**

- An error message is now given at file-load time if an aircraft required by a flight plan is not available on the system on which the file-set/traffic file is being loaded. As well, the somewhat confusing error message that was issued when you attempt to compile has been clarified.
- Advance to Summer Time and Retard to Standard Time both retarded the time. Fixed
- Further modifications to update checker related to new server.

### **Version 2.1.20**

- When the last missing aircraft was processed (installed/substituted), an exception sometimes resulted. Fixed.
- Cancelling a aircraft substitution no longer results in repeated redisplay of the dialog.
- Time zone data for Mississippi and Tennessee updated
- New feature to identify aircraft that visit a selected airport added.
- Added error checking on all values imported from external files to ensure reasonableness
- Modified update checker to check for future updates on the stuff4fs.com server.

### **Version 2.1.19**

- If the aifp.cfg file did not specify repaint parameters for the aircraft being installed, AIFP would throw an exception. Fixed

### **Version 2.1.18**

- When installing repaints, if the requisite model file was not found the list of available models was omitted from the error message.

### **Version 2.1.17**

- When installing repaints, if Save All Textures was checked and more than one repaint was included in the archive, an erroneous "duplicate texture message was issued. Fixed.
- 32-bit textures were only installed if Save All Textures was checked. Fixed
- When installing repaints from archives containing more that one repaint, the texture files sometimes were not installed (i.e., only an empty texture folder). Fixed
- When assigning repaints, AIFP will also look for the [fltsim.x] data in a file named "fltsimx.cfg".

- Corrected error involving departure times when local time and UTC time were different days.
- Error flag not reset after a non-critical editing error (e.g., ETD too close to ETA of previous leg)

### **Version 2.1.16**

- When converting for use with FSX files that have already been converted with FP\_FS9\_FSX, confirmation is now requested only on the first file
- When editing a leg to operate on several days, the correct number of new legs was generated but they all operated on the last day. Fixed.
- Removes the cause an exception thrown when an attempt was made to assign a repaint from the Main Panel Aircraft List context menu.
- The extra folder that appeared in the Aircraft folder when installing repaints is no longer created (problem introduced in Version 15).
- The extraneous warning message that a texture folder was about to be overwritten when installing a repaint is no longer issued.
- When using the Add Single Livery function, the entered registration number(s) are confirmed to be in use further processing the repaint.
- Several minor improvement/adjustments to the main timetable function

### **Version 2.1.15**

- Last compile path once again recorded for FS9 and FSX individually (broken in Version 2.1.14).
- FS9/FSX selection on opening of compile dialog mirrors that on the Main Panel
- When saving text files created from a traffic file, the filenames of the text files are initialized to the unique part of the traffic file name.
- "Add/delete suffix" checkbox on compiler dialog initialized to "add" if either the traffic file name or the base file name is suffixed.
- AIG flight planners (and others who utilize aifp.cfg) may now override the model folder and file names and .air file name specified by repaint author to more precisely select the aircraft to which a repaint applies.
- Consolidated flight plan timetable function now permits display of flight plans for a single day of the week.

### **Version 2.1.14**

- AIFP is now less sensitive to the problem of Germanic languages treating "V" and "W" interchangeably.
- Airport description (Airport List and elsewhere) now optionally shows city, airport name and/or UTC offset - use Options/Show Airport as ICAO/IATA and:
- FP Timetable functions stay open allowing multiple FP selections without intermediate close of dialog.

- Options/Highlight Missing Aircraft turned on by Default
- Legs that cross midnight UTC time and now shown in the correct order in the leg list.
- Error that suppressed a message warning of missing aircraft for compile corrected.
- Airports loaded from both text files and traffic files now have their position validated to avoid compiler problems
- Automatic repaint assignment now works as intended, i.e., repaint automatically assigned to the respective aircraft immediately following downloading of the repaint archive if the archive contains the repaint title specified in aifp.cfg or if no title is specified but the archive contains only one repaint.
- Validation of Aircraft List changes entered via the text editor reinstated.
- AIFP will now find aircraft folders when FS is on the "C" drive on Vista/Windows 7 systems. However, you will require administrator privileges to make changes.

#### **Version 2.1.13**

- New "Timetable" feature (right-click FPList item)
- Fix a problem in the compile dialog that caused a loop if a non-existent source folder was specified.

#### **Version 2.1.12**

- In the compiler dialog, checking Add \_FS9 or \_FSX to File Name now adds the suffix for the currently selected FS version (not the one selected for the previous compile).
- Last compile path now recorded for FS9 and FSX individually.
- Corrected a situation involving selecting items in the Leg List that potentially could cause an exception to be thrown.
- Addressed a situation that could cause leg control buttons to be enabled erroneously.

#### **Version 2.1.11**

- Fixes an initialization problem with new installs on FSX-only systems whereby FS9 was always designated the target FS version - creating difficulties if the user attempted to generate an aircraft list before setting the target system to FSX.
- Reprioritizes sequence of operation when accessing FS9 or FSX "system" data to minimize need to run AIFP as Administrator

#### **Version 2.1.10**

- Status of "Sequence FPs for Best AI performance" checkbox now saved in AIFP.ini file.

- Menu-initiated aircraft renumbering now allows renumbering to start at the selected aircraft. As well, if the Aircraft List is sequenced by title, then renumbering will be done in title sequence.
- Aircraft menu items:
  - Open Aircraft Editor, and
  - Find Selected aircraft in Traffic Files
 now functional.
- Tree-view displays (including those initiated by the Aircraft Editor) now open with the last selected file/folder selected and the folder two levels above at the top of the display.
- Report text window now has scroll bars.
- Application is now closed only from the dialog in which it opened. The Options / Close from FP Editor menu item has been removed.
- Departure time preset now handles local time properly
- Check for update simplified
- TNG checkbox now initialized when a new leg is placed in the editor.

#### **Version 2.1.09**

- Fixed erroneous "Can't find .mdl file .." messages when compiling for FS9 with "Sequence FPs for Best AI performance" checked.

#### **Version 2.1.08**

- Lack of access permission should no longer cause system exception
- You should now get a message advising you that the download of an update is in progress (if the download takes more than about 1/2 second) and an error message will be issued if the download is not successful after three attempts.
- Leg altitude and flight number now padded to 3 and 4 digits respectively in output text files and when displayed in the FP text editor or a tooltip.

#### **Version 2.1.07**

- Fix problem that erroneously reported:
  - unused airports/aircraft, and
  - aircraft referenced by the first flight plan in the file missing
 when validating traffic files.
- Error which forced all compiled traffic files to Scenery\World\Scenery regardless of specified destination believed to be fixed. (This error affected only a few systems and was never duplicated on the development system.)
- Automatically-named traffic files no longer prefixed with "Flightplans" when saved.
- Tentative path to traffic file destination now displayed immediately on the Main Panel.

- Corrected several display, editing and timetable functions that had difficulty with over-midnight flights using local time.
- File loading function now split into two: text file loading and traffic file loading
- Multiple-leg delete now works.

#### **Version 2.1.06**

- Fix problem that forced traffic file names to be or begin with "Traffic"
- Fix problem that on some systems caused the traffic file being compiled to be saved to Scenery\World\Scenery regardless of the user-specified destination
- In Flight Plans / Time Table, airports for which the city name is not known are now shown as the ICAO/IATA code rather than blank.
- Add Single Livery now accepts multiple registration numbers if aircraft is installed

#### **Version 2.1.05**

- correct " bootstrap" problem whereby, on new installs, you were unable to select a compile-to folder if using there were four or fewer characters in the filename following "Traffic\_"
- A check for missing aircraft from the FP Editor panel now results in the missing aircraft being listed (rather than those not missing)
- When using the flight plan text editor, attempts to add the edited flight plan to the flight plan list are now successful (previously, the original flight plan was replaced)
- If the Aircraft List contained duplicated ref. numbers, the Send to Text Editor function, repeated the first title. Fixed

#### **Version 2.1.04**

- correct exit-on-double-click operation of Treeview
- fix cause of exception resulting from attempt to compile flight plans after renumbering when flight plans contained comment lines

#### **Version 2.1.03**

- Options / Reload Last File on Start-up from FP editor panel now operative
- fix cause of exception when that occurred when loading flight plan text files or traffic files with very short names
- resolve several issues involving consolidation of weekly flight plans
- fix a minor issue with auto-update that could result in a check for updates reporting the latest version is installed when, in fact, it isn't
- starting reference number for aircraft bulk add set to 1
- fix cause of exception that would occur upon attempting to renumber aircraft if a flight plan referred to an aircraft not in the Aircraft List

- add check for missing aircraft to flight plan validation
- add options in FP editor to correspond the Renumber Aircraft From 1 and Use Cruise Speeds from Aircraft.cfg checkboxes on the Main Panel

#### **Version 2.1.02**

- report reverted to text-based to allow copy and paste from the report window
- fix cause of exception when using Main Panel Flight Plan menu "Adjust ETD" functions
- fix cause of exception when that occasionally occurred following sending the Aircraft List to the text editor

#### **Version 2.1.01**

- correct inter-airport distance calculation
- fix cause of exception when using Flight Plan menu "Adjust ETA" functions
- enhance search for existing traffic file candidates for deletion when compiling a new traffic file
- add explanatory message to reports of missing airports from flight plan validation

#### **Version 2.1.00** - Initial general release