

AFLT Version 4 - VERSION HISTORY

Version 4.5.3.5

- Show Elevation and AGL fields for obstruction lights and ground-illumination standards

Version 4.5.3.4

- Reinstatement of earlier texture set for SF9 only
- In earlier release, when a ground-illuminating standard was moved or copied/pasted, the position of the ground illumination was unchanged. It too is now updated to the new position.

Version 4.5.3.3

- A final cleanup

Version 4.5.3.2

- Fine-tune ground-illuminating standards and add user-texture capability
- Earlier releases placed a runway end light at the center of the threshold following compile. Fixed

Version 4.5.3.1

- Processing of ground-illuminating standards fully implemented
- Detection of new releases updated

Version 4.5.2.14

- Certain processing of lines of lights inadvertently disabled by a change in the previous release. Fixed
- Using an airport.xml file as display source (instead of .bgl) resulted in centerlines and PAPI/VASIs not being displayed. Fixed
- Several issues with classic approach systems fixed

Version 4.5.2.13

- FS9 only – Missing base model error message - Fixed

Version 4.5.2.12

- Don't create embedded lights if relative width = 0
- AFLT times-out on second compile. Fixed.

Version 4.5.2.10

- Add ability to set centerline light size relative to edge light size
- Add bi-directional lights
- Address differences between PV5 and earlier versions
- Fix several minor issues

Version 4.5.2.0

- ADE complex-split FS9 compile detected and necessary additional decompiles undertaken
- Further improvements to light-standard illumination GPs
- Correct “Day 1” error in creation of a project from XML

Version 4.5.1.8

- Light standard illumination GPs not copied to scenery folder. Fixed

Version 4.5.1.7

- Improve alignment between AFLT and stock VASIs when stock VASIs not purged.

Version 4.5.1.6

- Improve alignment between AFLT and stock PAPIs when stock PAPIs not purged.

Version 4.5.1.5

- Correct issue in previous release that caused an exception when Calvert approach-light configurations were selected

Version 4.5.1.4

- Account for minor differences in nominal positioning depending on user selection of Ft. or M. as distance dimensional units

Version 4.5.1.3

- Fix long-standing coding error that could cause certain lights not to be displayed
- Add code for a commercial version

Version 4.5.1.2

- Resolves several issues arising during importing an AFLT3 project
- Implement Copy/Paste of individual objects
- Fix several dimension conversion issues

Version 4.5.1.1

- Use of LOD_Variable lights caused AFLT to search for non-existent textures – resulting in an exception. Fixed
- Cause of tmr20ms_Tick exception eliminated

Version 4.5.1.0

- Addition of ground-illumination for ramps, parking lots, streets and sidewalks.
- Improved handling of dimension changes
- Approach array configurations now based on selected distance dimensions when created, i.e., if meters selected, centerline lights spaced at 30/60m. if feet, set to 100/200ft.
- Corrected reversal of VASI23 and VASI32

- Fixed error that could result in an exception being thrown on the first attempt to compile a project

Version 4.4.3.12

- AFLT incorrectly calculated the vertical angle between the aircraft and a light when determining whether or not the light should be displayed. Fixed
- One of the changes introduced in the previous release prevented the elevation of approach lights from being edited. Fixed
- If reference airport file was .xml, and offset thresholds would appear at secondary end. Fixed

Version 4.4.3.11

- Several changes to prevent individual lights of arrays such as runway end lights, approach towers and PAPI/VASIs from being moved, edited or deleted individually.

Version 4.4.3.10

- At closing, if user asked if new dimensional units should be save, response was ignored. Fixed

Version 4.4.3.9

- Correct width of Editor dialog

Version 4.4.3.8

- Allow specification of 24 hr operation for individual lights
- Randomize the start-flash time of aero-nav beacons

Version 4.4.3.7

- Context menu item Move Light to A/C position not working. Fixed
- Context menu appeared as a single separator when no functions were available. Informative message issued instead.

Version 4.4.3.6

- Enable editing of previously-edited runway and taxiway edge lighting.
- Cause of exception when creating taxiway dual-light bars fixed

Version 4.4.3.5

- Approach elevation in ft not handled properly. Fixed
- A check for development releases resulted in an error message if no development release available. Fixed
- Added ability for alternating green and amber lights on taxiway centerlines
- Reworked AFLT (exe) to better initialize and purge lights in P3D

Version 4.4.3

- Error in handling of the naming of parking links which could lead to an exception being thrown. Fixed
- Approach array elevation in meters incorrectly computed. Fixed
- In P3D, lights may float in the air when approaching from over high ground in the distance. Fixed
- Revised handling of distance units
- Fixed cause of possible exception when editing individual lights

Version 4.4.2

- Corrected a display issue whereby coincident elements, such as a strobe on an approach tower diverged slightly
- Redesigned PAPI/VASI handling to permit detection of right-hand-side units in stock data
- Add P-VASI support
- Provide elevation control of approach array elements
- Add ability to suppress individual surface-mount images

Version 4.4.1

- Position lights and models as WGS84 to match Flightsim's positioning of airport surfaces
- Delay display of lights in P3D until Flightsim's terrain elevations have stabilized.

Version 4.4.0

- Add ability to display a .mdl file for surface lights
- Add ability to have runway and approach lights on all the time
- Correct coding error that affected the display of runway-end lights
- Correct cause of exception if airport has no aprons
- Fixed cause of gap in runways centerline lights
- Inability to delete runway centerline lights fixed
- P3D not responding to changes in time of day fixed
- A "caution" runway centerline was not properly handled in displaced thresholds. Fixed.
- Correct several issues with Calvert approach configurations

Version 4.3.14.1

- Release build process error (neglected to include new PV5 constants. Fixed
- New installs asked for FSX compiler location regardless of the version of Flightsim for which the file was being compiled. Fixed

Version 4.3.14

- REIL with other than ODALS not initialized properly. Fixed
- Earlier stock lighting not discarded when Airport Reference file updated. Fixed.
- Typo preventing proper display of Calvert2 lighting configuration fixed
- Implement metered deployment of lights with Simconnect

Version 4.3.13

- Updates required to handle PV5

Version 4.3.12

- Add ability for user to specify runway light colors

Version 4.3.11

- Implemented ability to customize individual effects
- Fixed problem that was preventing lights at distant airports from being enabled as the user aircraft approached the airport

Version 4.3.10.1

- Runway designator “C” or “Centre” not implemented. Fixed

Version 4.3.10

- Cause of occasional mismatch of taxiway edges in corners fixed.
- VASI lights now display during daytime when Operating Hours specified
- Closed taxiways now connect to active taxiways
- Outline of taxiways no longer influenced by connected narrow
- Generate error message on attempt to create a purged file for FS9 using an airport reference file created for a later version
- Suppress flashing of approach lights as the user aircraft passes over them.
- Fixed cause of exception that occurred on attempt to compile a wigwag for P3D
- Rework of inverse-mipmapped effects

Version 4.3.09

- Operation of PCL and Operating Hours improved
- Orientation of runway edge lights prior to displaced thresholds reversed and is now correct
- Displaced threshold and blast pad markings added
- Miscellaneous other tweaks and fixes

Version 4.3.08

- Approach lights at displaced thresholds were elevated. Fix. Now on surface
- PAPI/VASI slope now more accurate
- Wigwags now illuminate in daytime
- Classic Approach lighting systems added
- Handling of very short links near intersections improved
- Miscellaneous fixes

Version 4.3.07

- Fixed cause of exception when attempting to move a newly-inserted light
- Tri-color VASI now implemented
- Significantly-fewer 3D models generated (or needed)

Version 4.3.06

- Corrected issue whereby faulty data left-over from a previous release caused an exception

Version 4.3.05

- Improved taxiway light spacing in curves/corners
- Fixed all runway lights being deleted upon any change to runway lighting
- Fixed airport operating hours on/off time discrepancy
- PAPIs and multi-unit VASIs now work correctly
- Split and wigwag shadows now display
- Added light-count function

Version 4.3.04

- Exception when loading an airport that has REIL specified for one or more runways fixed.

Version 4.3.03

- Eliminated most duplicated taxiway lights at the ends of taxiway segments
- Completed development of AeroNav beacons
- Fixed the inability to select Light Source on the Make Library dialog
- A variety of fixes for less-notable issues

Version 4.3.02

- Moving a curved line of taxiway lights resulted in the line being straightened.
Fixed
- Cause of exception upon creation of first airport fixed

Version 4.3.01

- Correct issue with compiling airports declared not to operate 24hr/day
- Taxiway lights that have been moved are now updated when the taxiway default intensity is changed
- Create backup when placements are saved

Version 4.3.00 – General Release