Info's about Version 2.41:
This version includes a lot of airports released in the last month.

Neu Pull-Out operation:
In this version a new Pull-Out feature is implemented, which is at the moment only used at the new Airport EBCI Brussels South-Charleroi from Voie Blue. At this Airport the Parking Positions 88 to 94 are Push-In positions, where the aircraft stops at the taxiway in front of the position an will be push backwards into the parking position. This feature is already supported since a long time in AES. The special at this airport is, that the aircraft is not taxi out of the parking position, but he is first Pull-Out back to the taxiway. This is now possible with AES too.

If you know other airports, where this is handled like that, please give me a short info in the Aerosoft forum.

Pushback/Pull-Out can be change the direction before the push has started:
Sometimes it has happen, that you select the wrong Push direction after pressing F6 in the Gate Menu. Before Version 2.41, this could not be corrected and only the complete Push process could be cancelled and not anymore restarted. Now it is possible to Press F1 in the Push-Cancel Menu until Brakes are released and the push process has started. You get again the selection for the direction and can select it again. When the Push has already started, the process is cancelled, but when you are still within the area of the parking position, the Gate is reset too and all the process can be started with F6 again.

Driver of the belt loader now goes into the cargo belly:
In preparation for the hopefully in the next release possible loading process, the driver of the belt loader is already going into the cargo belly while the loader is at the aircraft.
New Airports in 2.41:

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
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<th>FSX</th>
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<tr>
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<tr>
<td>EDDM</td>
<td>Taxi2Gate Munich Intl</td>
<td>4</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>EGNJ</td>
<td>UK2000 Humberside xtreme</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>ENSH</td>
<td>Aerosoft Svolvaer X</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
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<tr>
<td>GEML</td>
<td>Simzaleak Melilla Spain (Freeware)</td>
<td>0</td>
<td>-</td>
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<tr>
<td>HKMO</td>
<td>AlbySim Moi-Mombasa</td>
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<td>NEW</td>
<td>-</td>
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<tr>
<td>KATL</td>
<td>ImagineSim Atlanta 2016</td>
<td>4(2)</td>
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<td>2.40a</td>
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<td>LFKC</td>
<td>LatinVFR Miami V3.x</td>
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<tr>
<td>KORF</td>
<td>SXAirportDesign Norfolk Intl</td>
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<td>KSFO</td>
<td>FlightBeam San Francisco HD</td>
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<td>LEVC</td>
<td>Simware Valencia X</td>
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<td>LICJ</td>
<td>JetStream Design Palermo-Punta Raisi X</td>
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<td>LOWS</td>
<td>DigitalDesign Salzburg</td>
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<td>OMAA</td>
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<td>RJSN</td>
<td>Wing Creation Niigata X</td>
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<td>SBFL</td>
<td>Pedro Poyares Florianopolis Intl (Freeware)</td>
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<td>NEW</td>
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<td>ULLI</td>
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<tr>
<td>WADD</td>
<td>BDOAviation Denpasar Ngurah Rai Intl</td>
<td>2</td>
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<td>NEW</td>
</tr>
</tbody>
</table>

* Credits needed, if the older Version is already active

Following Airports are changed or corrected:

**EDDB - Aerosoft Berlin Brandenburg Int.**
Position numbers at Gate A11 and A12 corrected

**KDEN - FlightBeam Denver Version 1.2**
Changed for Version 1.2 of the scenery and added Gate C23-C28

**LEPA – Simwings Palma de Mallorca Evolution**
Airberlin banner removed from the jetways as at the real airport too.

**UUDD - MDesign Moskau Domodedovo 1.1**
Changed Pushback procedures

**VNBB - Thai Creation Hanoi Noi Bai Intl**
Changed Pushback procedures

**WICC - BDOAviation Bandung Husein Sastranegara**
All Parking positions have now Push-In operations

**Enhanced AESHelp for SODE 1.3:**
AESHelp is now able to detect the Programpath of SODE 1.3, where it is not anymore below the FSX Mainfolder. AESHelp will read the path from the SODE.DLL Entry in the DLL.XML File.

Have fun

Oliver Pabst
Info’s about Version 2.40a:

AES 2.40a will add 4 Airports, which was not finished or available at the Releasetime of AES 2.40. The Airport LGSR Santorini from AlbySim in FS9 will now also support the Fullversion.

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
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<th>FSX</th>
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<tr>
<td>LIRF</td>
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<td>WIMM</td>
<td>BDOAviation Medan Kuala Namu Int</td>
<td>0</td>
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</table>

Changes for FlyTampa Addons:

FlyTampa has released new Installers for the most of there Addons, which includes changes effecting AES too. AES 2.40a will support the new Installers now.

Have fun

Oliver Pabst
Info’s about Version 2.40:

With this version a longer list of requested Airports is added, Payware as well as Freeware. 10 of this 23 Airports are free to use with AES, and 8 new Airports for FS9 in this pack.

<table>
<thead>
<tr>
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<td>EGSs</td>
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<tr>
<td>ENSB</td>
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<td>EPWA</td>
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<td>KEYW</td>
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<td>RJFU</td>
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<td>BDOAviation Bandung Husein Sastranegara</td>
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</tbody>
</table>

* (?)Credits needed, if the older Version is already active

Following older Airports get an update:

Aerosoft EBBR:
Fixed all Gatenumbers

Taxi2Gate OTHH:
Now compatible to the last Update of this Scenery

Aerosoft LPPT:
Fixed Stoppoint of Gate 122 to get Jetway to move

Have fun

Oliver Pabst
Info’s about Version 2.39a:

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<td>YSSY</td>
<td>FlyTampa Sydney Intl</td>
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<td>-</td>
<td>NEW</td>
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</table>

* (?)Credits needed, if the older Version is already active

Notes for following new Airports:

**Flytampa LGAV:** FlyTampa has updated their FSX Version of Athen to V 1.5, FS9 Version is not changed. When you had activated the old FSX Version before, you can now activate the Version 1.5 for free in AESHelp, no more Credits needed.

**Flytampa YSSY:** The Jetway at gate 17 is fixed part of the Terminal in the scenery, so he is “out of service” in AES.

**Aerosoft KDAB:** The shadows of the scenery Jetways are rendered in the ground texture, they are not moving with the Jetway in AES.
Following older Airports get an update:

Flytampa LOWW:
Fixed numbers for Gates H41 to H50

Aerosoft Oslo ENGM:
Fixed number at Gate 28

Taxi2Gate Orlando KMCO:
Fixed Jetway at Gate 10 to move

Have fun

Oliver Pabst
## Info’s about Version 2.38:

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<td><strong>GCLA</strong></td>
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<tr>
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<td>JennaSoft Lyon X</td>
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<td>NEW</td>
<td>2.33</td>
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<td>NEW</td>
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<tr>
<td>SBGR</td>
<td>Tropical Sim Guarulhos Sao Paulo 2015</td>
<td>2(1)</td>
<td>NEW</td>
<td>NEW</td>
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<td>SBKP</td>
<td>R.B.Prezzi Viracopos Intl Campinas</td>
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<td>TKPK</td>
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<td>UNKL</td>
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<td>UUDD</td>
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<td>2.37</td>
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<td>VHHH</td>
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</tbody>
</table>

* (?)Credits needed, if the older Version is already active

### Following Airports get an update:

**Flytampa EKCH:**
Change the pushback pathes to a real Operation (Thank’s Peter Lund for the Info’s)

**Aerosoft/Drzewiecki EPBY:**
Change the parking positions to Version 2.2

**MDesign UUDD:**
Safegate position Gate 18 and Jetwaymodel fixed

**UK2000 EGKK:**
Add missing Pushback at Gate A11

**Thai Creation VVNB:**
Pushback at Gate 6,7,9 changed to real operation

Have fun

*Oliver Pabst*
**Info’s about Version 2.37:**

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</thead>
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<td>ENTC</td>
<td>Aerosoft Tromso X</td>
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<td>NEW</td>
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<td>KAUS</td>
<td>ImagineSim Austin Bergstrom Intl</td>
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<td>LDPL</td>
<td>Simmarket Davor Puljevic Pula X</td>
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<td>TFFF</td>
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<td>NEW</td>
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<td>Thai Creation Sawasdee Bangkok Don Mueang Intl</td>
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<td>NEW</td>
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<tr>
<td>WMKK</td>
<td>A_A Kuala Lumpur Intl</td>
<td>3</td>
<td>-</td>
<td>NEW</td>
</tr>
</tbody>
</table>

* (?)Credits needed, if the older Version is already active

**Note for UUDD MDesign Moskau Domodedovo V1.1:**

The need the newest Installer for his scenery, older versions are not compatible with AES and will not be found by AEShelp.

**Note for UUEE Aerosoft/Drzewiecki Moscow Sheremetyevo V1.20 (FSX):**

For this scenery you need min. the Installer Version 1.20 for FSX and you must install the scenery with the option “AES Compatible” selected, otherwise you see the scenery jetways beside the AES jetways.
For FS9 you can use the actual Version 1.10 or higher, here no special Install option is needed.

Have fun

Oliver Pabst
**Info’s about Version 2.36:**

This time I keep the release note short. The new Configtool is still in developing and testing, but there are several nice Airports finished, which I don’t want to keep them only on my disk. Here the list:

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>EFOU</td>
<td>FISD Oulu 1.0</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EGJJ</td>
<td>UK2000 Jersey xtreme V1.x</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EGLL</td>
<td>Simwings/Aerosoft Heathrow Xtended 2014</td>
<td>5(2)</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>ENBR</td>
<td>Aerosoft Bergen X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LIPE</td>
<td>MK-Studio/AS Bologna X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LIRN</td>
<td>Napulevlia.it Neapoli V0.4</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>LKTB</td>
<td>Freeware Brno 2014 Turany Czech Rep.</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>LPPT</td>
<td>Aerosoft MA Lissabone 2014</td>
<td>2(1)</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LYBE</td>
<td>SkyHighSim Belgrade X V2</td>
<td>2</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>OTHH</td>
<td>Taxi2Gate Hamad Intl - New Doha</td>
<td>3</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>RSJJ</td>
<td>Wing Creation Sendai X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>RPLL</td>
<td>PIS Manila Ninoy Aquino Intl</td>
<td>3</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>SBRJ</td>
<td>TropicalSim Santos Dumont Rio 2014</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>SLVR</td>
<td>LatinVFR Santa Cruz 2014</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
</tbody>
</table>

* (??)Credits needed, if the older Version is already active

Have fun

Oliver Pabst
Info’s about Version 2.35a:

As soon as one looks around and already six months since the last release AES passed. As already shown in the Aerosoft forum, I have used this time for a revision of the Aircraft configuration in order for one to improve the flexibility in the configuration of the doors, as not all aircraft model have symmetric doors and the assignment of service vehicles need to be better adapted, for example baggage loading on the left side.

Since the configuration data is the base for all AES internal processes, not only the configuration program must be changed, all of the code within the sequence control needs to be adapted to these new data. This programming step is largely completed and the basis for the expansion of the functions within AES, as Baggage-/Containerloading, even with freighters. The only so far "approximate" rain protection of jetways will be part of the configuration, so that it can be individually adapted to the aircraft fuselage.

Some time I also used it to conduct basic research on how to manage people better, for example, can climb stairs without looking like robots. The results make us confident that there's more possible in future.

But for a release of this new code base, it is unfortunately a little too early, there’s modules are missing, which support the user in the transition to the new configuration and at least the data are taken that are present in today's configuration. It would be very unpleasant for you, if it takes days to configure all aircrafts complete new.

In the last months, some interesting new airport were published, other often used Airports have received a new version, for example London Heathrow by UK2000. I don’t want to delay the support of the airports to much, so they will be now supported on the old function base.

The new features I will provide according to current plans, end of June, first on the Aerosoft forum as public beta, it can participate anyone who is aware that there may optionally be problems. This test may then serve also for the countless planes out there, collect the configuration data, because I do not own any aircraft itself. For this I’ll use the next few weeks, to add a Import / Export program function for the data in the AESConfig tool.

I hope that other FS projects, AES is only one of them, as well as professional appointments will not kill that planning, unfortunately, time is indeed a not unlimited disposable commodity.
New Airports in AES 2.35a:

Here the list of new or updated airports in AES 2.35a:

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDAH</td>
<td>Captain Seven Heringsdorf 2013</td>
<td>0</td>
<td>2.32</td>
<td>NEW</td>
</tr>
<tr>
<td>EDBB</td>
<td>Aerosoft Berlin Brandenburg Int.</td>
<td>3</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>EGLL</td>
<td>UK2000 Heathrow xtreme V3</td>
<td>5(2)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EIDW</td>
<td>Aerosoft Dublin X</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KDEN</td>
<td>Flightbeam Denver</td>
<td>4</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>KLIT</td>
<td>JetStream Design Little Rock</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>KMCO</td>
<td>Taxi2Gate Orlando Intl</td>
<td>3(2)</td>
<td>NEW</td>
<td>2.34</td>
</tr>
<tr>
<td>LIME</td>
<td>Aerosoft Bergamo X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LPPR</td>
<td>Tropical Sim Porto Portugal 2014</td>
<td>2(1)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>LTBA</td>
<td>Taxi2Gate Istanbul Ataturk Intl</td>
<td>2(1)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>MDPC</td>
<td>Tropical Sim Punta Cana 2014</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>TFFR</td>
<td>Taxi2Gate Pointe-a-Pitre Le Raizet</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>TJSJ</td>
<td>LatinVFR San Juan</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>ZSPD</td>
<td>ImagineSim Shanghai Intl</td>
<td>4</td>
<td>NEW</td>
<td>NEW</td>
</tr>
</tbody>
</table>

* (?)Credits needed, if the older Version is already active

There are probably even some more new releases are waiting for a reaction, such as Belgrade V2 by SkyHighSim or Kuwait of ARMI project, as well as some freeware, unfortunately, some more complex adjustments are there still necessary that are not ready yet, unfortunately.

Notes for some of the Airports:

London Heathrow V3 of UK2000:

UK2000 has some jetways on the Terminal 5B as part in the model of the building, so that AES can not remove it. AES will place two jetways there that can operate both doors, the third Jetway remain static. Maybe not real, but better than only one working jetway. When UK2000 will remove the jetways sometimes, I will change that too.

Aerosoft Bergamo X:

Aerosoft has supplied a AFCAD file in Bergamo X in which all parking positions are included, even those can be used the only alternative. Unfortunately, AES is currently not able to handle such an overlap of positions. Therefore, I have implemented only the primary positions. In <FSX>Aerosoft/AES/AFCAD/FSX folder there is a corresponding AFCAD for the scenery that you can replace at the SCENERY folder of Bergamo X.

Aerosoft Oslo V2:

In the version 2:34 some gate number was wrong, this is now corrected.

Time in the Textdisplay of Safegate,FMT and Honeywell Dockingsystems:

At all Airports with text-based docking systems the local time appears in the display after parking now. Later, it is planned to replace them with the flight number and departure time.

Have fun

Oliver Pabst
Info’s about Version 2.34:

One other year is over and it feels like the time is running fast. This year was very time consuming in my “normal” job, so I didn’t had the time I want to have to add new features to AES. But we made some test, which shows, that we are on the correct way to add new animations, specially for more human activities.

The problem here is, that all humans you see yet in AES follow fixed ways and so it is easy to animate this sequence in a design tool and just call it in the FS. All Animation we need now, have to be more flexible, that they can follow different routes around the aircraft. This is only possible, if you can control the animation on runtime and that is much more complex to handle, otherwise the human look like robots. I hope we find a solution here, so that the FS don’t get to his limits.

One word regarding P3D: AES will use the Vistamare Modules developed by Maurizio Gavioli, which are going deep into the graphic engine to make it possible, to control and recalculate Object every frame. To control objects via Simconnect is much easier, but don’t give the flexibility needed to handle complex animations on runtime.

As P3D V2.x is still in a change process, the Vistamare Modules needs to follow each of this change, which makes it difficult to handle that. I hope we find a solution next year, so that AES can be provided for P3D too.

For the next week I will invest all available time to add new features to AES, so I want to provide all available Airports of the last weeks before. This release includes some FS9 version of Airports, which was released last version for FSX.

Two Airports in the list (Oslo and Thessaloniki) are not released yet. They should be available next weeks.

FlyTampa has released an Update for there Vienna Scenery in FSX, which is now full supported by AES, please update the scenery, when you use AES 2.34. The Scenery update is free available at flytampa.org. The FS9 Version of Vienna is still at Version 2.0, so no change here in AES.

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGM</td>
<td>Aerosoft Megaairport Oslo 2.0 X (not yet released)</td>
<td>2(1)</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>GCTS</td>
<td>Simbreeze Teneriffa Sur</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>HEGN</td>
<td>Simbreeze Hurghada X</td>
<td>1</td>
<td>NEW</td>
<td>2.33</td>
</tr>
<tr>
<td>KMCO</td>
<td>Taxi2Gate Orlando Intl</td>
<td>3</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LGTS</td>
<td>AS/FSDG Thessaloniki X (not yet released)</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LHBP</td>
<td>LHSimulations Budapest</td>
<td>2</td>
<td>NEW</td>
<td>2.33</td>
</tr>
<tr>
<td>LIEE</td>
<td>Devinvi Cagliari-Elmas Cagliari</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LOWW</td>
<td>Aerosoft/Flytampa Mega Airport Wien X Update auf &gt;2.5</td>
<td>3(0)</td>
<td>2.0</td>
<td>NEW</td>
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<tr>
<td>OJAI</td>
<td>Contrail Sim Queen Alia Amman Intl</td>
<td>1</td>
<td>NEW</td>
<td>-</td>
</tr>
<tr>
<td>TNCC</td>
<td>Tropical Sim Willingstad Curacao 2013</td>
<td>1</td>
<td>NEW</td>
<td>2.33</td>
</tr>
</tbody>
</table>

* (?)Credits needed, if the older Version is already active
One important note:

I often see questions in the forum, that AES will not work after a Airport Addon is updated or reinstalled. When you update a Addon or you make a reinstall, please start AEShelp after that and go to the Airport page. There you find a “Resync/Repair” Button. Press this once and restart the FS. AESHelp will provide some Library files to the Airport Scenery folder, which gone lost, when the Scenery is removed and new installed, so that AES is not working anymore. The Reync Button will fix this issue and recopy the needed files.

Have fun, have a nice X-Mas and a happy new Year 2014

Oliver Pabst
Info’s about Version 2.33:

There were some new Addons released the last weeks, which are now supported. But it was a little bit silent on the market, so I had time to add some older product too, which was still on the request list.

Some airports are only for FSX, if a FS9 version will follow, they will be added in a future AES Version too.

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>CYLW</td>
<td>OryxSim Kelowna X 2012 V2</td>
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<td>NEW</td>
<td>NEW</td>
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<tr>
<td>EPGD</td>
<td>Aerosoft/Drzewiecki Danzig/Gdanzk Pol. Airports 1</td>
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<td>NEW</td>
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<tr>
<td>EPKT</td>
<td>Aerosoft/Drzewiecki Katowice Pyrzowice Pol. Airports 1</td>
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<td>EPLB</td>
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<td>NEW</td>
</tr>
<tr>
<td>HEGN</td>
<td>Simbeeze Hurghada X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LBBG</td>
<td>VrCreations Burgas Bulgaria (FW)</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LFLL</td>
<td>JennaSoft Lyon X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LFML</td>
<td>JetStream Design Marseille X 2013</td>
<td>2</td>
<td>NEW</td>
<td>2.32</td>
</tr>
<tr>
<td>LFSB</td>
<td>Harry Urban Basel-Mulhouse-Freiburg (FW)</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LHBP</td>
<td>LHSimulations Budapest</td>
<td>2</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LOWL</td>
<td>LiveLandBreever Linz (FW by O.Brandl)</td>
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</tr>
<tr>
<td>L2IB</td>
<td>Taxi2Gate Bratislava</td>
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<td>NEW</td>
</tr>
<tr>
<td>MHTG</td>
<td>Taxi2Gate Toncontin Intl-Tegucigalpa V2</td>
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<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>MMMD</td>
<td>Taxi2Gate Merida</td>
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</tr>
<tr>
<td>MMMX</td>
<td>Taxi2Gate Mexico City 2013</td>
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<td>-</td>
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<tr>
<td>MMYY</td>
<td>Taxi2Gate Monterrey V2</td>
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<tr>
<td>MUHA</td>
<td>Taxi2Gate Havana Jose Marti Intl</td>
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<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>RJAA</td>
<td>Wing Creation Tokio Narita X</td>
<td>4</td>
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<td>RJSF</td>
<td>Wing Creation Fukushima X</td>
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</tr>
<tr>
<td>TLPC</td>
<td>Taxi2Gate George F.L. Charles-St. Lucia</td>
<td>0</td>
<td>NEW</td>
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</tr>
<tr>
<td>TNCC</td>
<td>Tropical Sim Willingstad Curacao 2013</td>
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<tr>
<td>TNCM</td>
<td>FlyTampa St. Maarten 1.5</td>
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<tr>
<td>VTCC</td>
<td>Thaiflight Chiang Mai Intl</td>
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<tr>
<td>VTSW</td>
<td>A. A Samui Intl</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
</tbody>
</table>

* (?)Credits needed, if the older Version is already active

Have fun,

Oliver Pabst
Info’s about Version 2.32:

While the last weeks, there was some questions, why several airports of the Airportrequest Thread in the Aerosoft forum still not supported by AES. So I have now used some time to check the list.

The result in this release is a long list of about 33 new Addons now supported by AES. The airports are all over the world, but primary Asia get some nice new destinations, also Africa is included with same airports.

Some freeware Addons are new here, which now can be used for free with AES.

The list is not fully done now, but shorter, next weeks I will have a look to the rest, specially for Addons of Taxi2Gate, SkySoft and BDOAviation, but also some nice freeware Addons are still open.

In this relation, one wish from me:

If you what to add a Addon to the Airportrequest Thread in the Aerosoft Forum, please first open the Thread and enter the ICAO Code to the search field at the top of the site and start the search (This Topic).
If the Addon is already in the list, please don’t post it again, go to the post in the search result (via the post ID – click on the number at the right side of the post header) and use the voting system to support the request.
If the Addon is missing, please use the correct format for your post (see my first post in the thread) and don’t forget the link to the product page or download site. Without this, I will remove the post.

Some Users will us this thread as info base about existing Addons, so keep the thread clean of any comments or discussions.

One note regarding KJFK of FSDT: FSDT has some jetways, which are not animated by the FSX Jetway feature, fixed included into there Building models, so that AES could not remove and replace them. That results in the situation, that some jetways are not animated at some gates.

At the next page, you find the list of all new Airports, have fun to check out the new destinations.
### New Airports of AES 2.32

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>CYLW</td>
<td>OryxSim Kelowna X 1.1</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>DAAG</td>
<td>FlightSimAlgerie Houari Boumediene-Algiers (Freeware)</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>DTTA</td>
<td>AfricaSim Tunis Carthage (Freeware)</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>DTTA</td>
<td>OrientalSim Tunis Carthage</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>EDAG</td>
<td>Captain Seven Hennigsdorf 2013 (Freeware)</td>
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<td>NEW</td>
<td></td>
</tr>
<tr>
<td>EDXW</td>
<td>Aerosoft German Airfields 1 Westerland/Sylt</td>
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<td>-</td>
<td></td>
</tr>
<tr>
<td>EGCA</td>
<td>UK2000 Doncaster xtreme</td>
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<td>NEW</td>
<td></td>
</tr>
<tr>
<td>EGNS</td>
<td>UK2000 Leeds-Bradford xtreme</td>
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<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EPML</td>
<td>Aerosoft/Drzewiecki Warsaw City 2013</td>
<td>1</td>
<td>NEW</td>
<td></td>
</tr>
<tr>
<td>HKJK</td>
<td>OrientalSim Nairobi Jomo Kenyatta</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KJFK</td>
<td>FSDreamTeam John F. Kennedy V2.x</td>
<td>5(2)</td>
<td>-</td>
<td>NEW</td>
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<tr>
<td>LTRM</td>
<td>TropicalSim Tirana Intl</td>
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<td>NEW</td>
<td>NEW</td>
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<tr>
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<td>JetStream Design Marseille X 2013</td>
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<td>-</td>
<td>NEW</td>
</tr>
<tr>
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<td>Aerosoft/FSDG Kastellorizo X</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LPGR</td>
<td>TropicalSim Garciosa-Azores 3</td>
<td>0</td>
<td>NEW</td>
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</tr>
<tr>
<td>LPHR</td>
<td>TropicalSim Horta-Azores 3</td>
<td>0</td>
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<tr>
<td>LPLA</td>
<td>TropicalSim Lajes-Azores 3</td>
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</tr>
<tr>
<td>MDPC</td>
<td>Tropical Sim Punta Cana Dom Rep V2</td>
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<td>NEW</td>
</tr>
<tr>
<td>SBGR</td>
<td>Tropical Sim Guarulhos Sao Paulo 2013</td>
<td>2(0)</td>
<td>NEW</td>
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<tr>
<td>TIST</td>
<td>TropicalSim St Thomas Virgin Islands</td>
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<tr>
<td>TLPL</td>
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<tr>
<td>TNCL</td>
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<tr>
<td>TPP</td>
<td>LatinVFR Crown Point Tobago</td>
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<tr>
<td>TXKF</td>
<td>LatinVFR Bermuda</td>
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<td>NEW</td>
</tr>
<tr>
<td>VABB</td>
<td>Thai Creation Chhatrapati Shivaji Intl-Mumbai</td>
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</tr>
<tr>
<td>VDSR</td>
<td>Thai Creation Siem Reap</td>
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<tr>
<td>VNKT</td>
<td>Thai Creation Kathmandu Intl.</td>
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<td>NEW</td>
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<tr>
<td>VQPR</td>
<td>ThaiCreation Paro Bhutan</td>
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</tr>
<tr>
<td>VTCC</td>
<td>Thaiflight Chiang Mai Intl (Freeware)</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>VTSN</td>
<td>A_A Samui Intl</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>VVNB</td>
<td>Thai Creation Hanoi Noi Bai Intl</td>
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<td>NEW</td>
<td></td>
</tr>
<tr>
<td>VVTS</td>
<td>Thai Creation Ho Chi Minh City</td>
<td>1</td>
<td>NEW</td>
<td></td>
</tr>
<tr>
<td>ZSM</td>
<td>PIS Xiamen Gaoqi Intl</td>
<td>2</td>
<td>-</td>
<td>NEW</td>
</tr>
</tbody>
</table>

* (?)Credits needed, if the older Version is already active

Have fun,

Oliver Pabst
Info’s about Version 2.31:

As my time for Flightsim programming is still very small, this version includes only the airports, I was able to handle last month. I hope, that after the summertime I can continue with the features.

New Airports in AES 2.31:

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>EGGW</td>
<td>UK2000 Luton xtreme</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KCLT</td>
<td>ImagineSim Charlotte Douglas 2013</td>
<td>3(1)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KIAD</td>
<td>FlightBeam Washington Dullas</td>
<td>4</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>KMIA</td>
<td>LatinVFR Miami V2.x</td>
<td>5(2)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>LGSK</td>
<td>AS/29Palms Skiathos X</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>RJGG</td>
<td>Pacific Island Sim Nagoya Chubu</td>
<td>2</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>SAEZ</td>
<td>TropicalSim Buenos Aires Ezeiza Intl 2013</td>
<td>2(1)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>UHPP</td>
<td>Aerosoft Kamchatka X</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>VTBS</td>
<td>A_A Bangkok-Suvarnabhumi Version 2013</td>
<td>4(2)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
</tbody>
</table>

* (?) Credits needed, if the older Version is already active

Have fun,
Oliver Pabst
**Info’s about Version 2.30:**

This Version includes no new Airports, it adds new Animations and Vehicles and has some smaller changes in the internal handling. To say it before: We don’t have entering passengers or loading of baggage yet, but we do a step in this direction.

**What is changing:**

**Activation of AES at the Gate**

The Detection of the Aircraft at the Position is now better, when you place the aircraft via the Free-Flightmenu or the GoTo Airport selection. Even when the AFCAD is not exact, the AES process will start, but it can happen, that the jetways will not be able to connect to the aircraft. In this case use the F8 Button to replace the aircraft to the correct stop line.

**Followme to the parkposition**

When you call the Followme to bring you to the selected park position, the marshaller and Docking-Systems of all other positions will be disabled, only the destination gate is active. So it could not happen, that you see Marshallers all around, only because you taxi near to a other position.

**Configuration for Pushdirection Nose or Tail**

In AESConfig below the Configuration Button you now find a checkbox, where you can switch from Nose to Tail direction. When you change to Tail, AES will ask for the direction of the aircraft tail after pushback, not for the nose direction.

**New Vehicles**

There is now a new Neoplan bus added to AES, which is used for De-/Boarding alternativ the other typ of busses.

Beside the existing Fuelpumptruck, now a normal Fueltruck is alternative used at position without a jetway.

Both selection (Bus or Fueltruck) is done by a random generator.

The Paintkit has changed to version 1.1 and includes now the PSD files for this new vehicles. You find the link in the Aerosoft forum.

*Note for repainter: The selection for the Vehicles on the runway of Nuernberg (EDDN) for repaintchecks is move to the SUPPORT page in AESHelp and not anymore on the main site.*
New Staff animations

Beside the new vehicles, there are new animations for there drivers.

The belt- and container loader have now a driver. As stated before, they will wait for the loading process at the moment, this will added in one of the next versions.

Also the cleaning staff is now animated around that car, but at the moment they not enter the airplane, therefore we need some more complex code to walk up the stair, this is following.

The Watertruck also has a driver now, who will connect his equipment to the airplane.

The Fueltruck also have his driver now, who will simulation the complete process. But, for the moment a special process for smaller airplanes is missing, where the Truck don’t fit below the wings. This will follow next.

The positions of the Water and Fueltrucks is only calculated at the moment, and not always fit correctly to the airplane. This will be part of a new configuration of the aircraft parameters, but this need some time, because I first must know, which parameter are needed, before I can change that part. It makes no sense, that the user must reconfigure his plane every version, so we wait here until we have all.

The stairs and Followme has no driver yet, because this staff will be integrated in other processes later, so this animation will be much more complex and need some time.

Have fun,

Oliver Pabst
Info’s about Version 2.25:

Sorry, that this version is delayed and no version could be finished in 2012. At the moment I am in stress in my “normal” business, so the time for FS related stuff is limited and the list shorter the usual. But the most important releases of the last time, like Flytampa Montreal is included.

New Airports in AES 2.26:

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>CYUL</td>
<td>FlyTampa Montreal X</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EDDE</td>
<td>Aerosoft Erfurt X</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EPBY</td>
<td>Aerosoft/Drzewiecki Bydgoszcz/Bromberg (PA 3)</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EPPO</td>
<td>Aerosoft/Drzewiecki Pozan/Posen (PA 3)</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EPWR</td>
<td>Aerosoft/Drzewiecki Wroclaw/Breslau (PA 3)</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>GCHI</td>
<td>Simwings El Hiero 2013 X</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>KATL</td>
<td>ImagineSim Atlanta 2012</td>
<td>4(2)</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KSAN</td>
<td>LatinVFR San Diego</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>LGIR</td>
<td>Aerosoft Heraklion X</td>
<td>1</td>
<td>NEW</td>
<td>2.24</td>
</tr>
<tr>
<td>SBGL</td>
<td>Tropical Sim Rio de Janeiro 2012</td>
<td>2(1)</td>
<td>NEW</td>
<td>2.24</td>
</tr>
</tbody>
</table>

* (?) Credits needed, if the older Version is already active

Changes in DeIce Spray:

Based on some discussion in our forum, I invested some time to find a better solution for the fluid spray of the de-Icing trucks. The best idea would be a “Smoke Effect”, which comes best to the hot fluid, but the engine of the FS is not supporting any triggers or movements of Effect called from the scenery engine. The effect placements are read while the start of the FS only once and handled internally by the effect engine.

The second limitation is, that a transparent Texture (needed to have realistic smoke) will not shown correctly in front of the users airplane. The user Aircraft is render before the texture, so the texture is not visible, or the aircraft is not visible behind the transparent parts of the Texture, which looks not nice.

So I implement the best possible form, to simulate a dynamic fluid spray, not perfect, but better then a static one. And it is the framerate friendliest form to simulate it.

Deicing pads at the runway are planed, but it needs a lot of time to find all the info’s where they are located for all the more then 400 Airports and to implement them in the database. Maybe next winter.

Have fun,

Oliver Pabst
Info’s zur Version 2.25:

This days the long awaited Scenery GAP/Aerosoft Düsseldorf X and the nice Dubai Scenery of Flytampa will be released, so I want to offer the AES Support fast therefor. Other airports will follow end this year.

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits</th>
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<th>FSX</th>
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</thead>
<tbody>
<tr>
<td>EDDL</td>
<td>Aerosoft Mega Airport Düsseldorf X</td>
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<td>NEW</td>
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<tr>
<td>EDDR</td>
<td>Aerosoft Saarbruecken X</td>
<td>0</td>
<td>-</td>
<td>NEW</td>
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<tr>
<td>EGPH</td>
<td>UK2000 Edinburgh xtreme V3.x</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KPHX</td>
<td>FlightBeam Phoenix</td>
<td>4</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LGMK</td>
<td>AS/29Palms Mykonos X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LIEO</td>
<td>Aerosoft Olbia X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>OMDB</td>
<td>FlyTampa Dubai X Rebooted</td>
<td>4</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>USSS</td>
<td>Aerosoft Yekaterinburg X</td>
<td>2</td>
<td>2.24</td>
<td>NEW</td>
</tr>
</tbody>
</table>

Small Change to activate AES at the gate

When you place a airport at a position with engines off (saved Flight or Go To Menu) it is not anymore needed to set the Parkingbrakes before AES starts the service.

When you roll into the gate with engines running, as before the Brakes must be set and Engines off to start the service.

Have fun,

Oliver Pabst
Info’s about Version 2.24:

This version will provide a lot of new Destinations. Several older and new Airports are added, some of them will be not yet available maybe released in the near future:

<table>
<thead>
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<th>FSX</th>
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<td>EGFF</td>
<td>UK2000 Cardiff xtreme</td>
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<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EGPF</td>
<td>UK2000 Glasgow xtreme V3.0x</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EHEH</td>
<td>OryxSim Eindhoven X</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
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<tr>
<td>EPLL</td>
<td>Aerosoft/Drzewiecki Lodz Lublinek (Polnish Airports 2)</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
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<tr>
<td>EPSC</td>
<td>Aerosoft/Drzewiecki Goleniow Szczecin (Pol. Airports 2)</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
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<tr>
<td>EPLL</td>
<td>Aerosoft/Drzewiecki Babimost Zielona Gora (Pol.Airp. 2)</td>
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<td>NEW</td>
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<tr>
<td>HESH</td>
<td>Aerosoft/FSDG Sharm El Sheikh Intl</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KPHL</td>
<td>SunSkyJet’s Philadelphia Intl</td>
<td>0</td>
<td>2.22</td>
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<tr>
<td>KSTL</td>
<td>Taxi2Gate Lambert-St Louis Intl</td>
<td>3</td>
<td>NEW</td>
<td>NEW</td>
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<tr>
<td>LFBO</td>
<td>Aerosoft Toulouse X</td>
<td>2</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LGIR</td>
<td>Aerosoft Heraklion X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>LIBD</td>
<td>Aerosoft Bari X</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
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<tr>
<td>LPFL</td>
<td>TropicalSim Flores Azores</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>LPSJ</td>
<td>TropicalSim Sao Jorge Azores</td>
<td>0</td>
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<td>NEW</td>
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<tr>
<td>LSZA</td>
<td>Aerosoft/FlyLogic Lugano X</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>MMCZ</td>
<td>LatinVFR Cozumel Mexico</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>PAF A</td>
<td>Simwings/AS Fairbanks X</td>
<td>1</td>
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<td>NEW</td>
</tr>
<tr>
<td>SBGL</td>
<td>Tropical Sim Rio de Janeiro 2009</td>
<td>2</td>
<td>1.90</td>
<td>NEW</td>
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<tr>
<td>SBGL</td>
<td>Tropical Sim Rio de Janeiro 2012</td>
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<td>-</td>
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</tr>
<tr>
<td>SBSP</td>
<td>Tropical Sim Congonhas Sao Paulo</td>
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<td>SUMU</td>
<td>LatinVFR Montevideo-Carrasco Intl</td>
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<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>TNCA</td>
<td>Tropical Sim Aruba 2012</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>USSS</td>
<td>Aerosoft Yekaterinburg X</td>
<td>2</td>
<td>NEW</td>
<td>later</td>
</tr>
<tr>
<td>VIDP</td>
<td>ImagineSim Delhi-Indira Gandhi Intl</td>
<td>4</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>VMCM</td>
<td>Thai Creation Macau Intl</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>VVDN</td>
<td>Flying Bear Studio Da Nang Intl Vietnam</td>
<td>1</td>
<td>NEW</td>
<td>-</td>
</tr>
<tr>
<td>WIII</td>
<td>BDOAviation Soekarno-Hatta Intl</td>
<td>3</td>
<td>NEW</td>
<td>NEW</td>
</tr>
</tbody>
</table>

Red marked Airports are not released yet.

- SBGL of Tropicalsim is now supported for FSX in the old Version of 2009 (with the newest update) or in the just released Version of 2012
- USSS for FSX will follow, after the Scenery got a update, hopefully beginning of September.
Changes in AES Operation

There are no changes or enhancements in the operation, they are on a good way, but not finished yet.

But some smaller fixes are included:

- The spray at the DeIcing Truck is back now
- The Followme will hold now better the distance an speed
- The pop-up for unconfigured Aircrafts will now not shown automatically, only when the AES menu is opened by the Key-Combi, the warning will be seen.

Many Repaint Textures in the Aerosoft Forum

Many thanks to all the busy repainter, who have created replacement textures for the AES Vehicles and uploaded them to the download section of the forum:


I hope, we can enhance the flexibility of the assignments next version too.

Have fun,

Oliver Pabst
Older Versions:

Info’s for Version 2.22/2.23:

The time runs very fast, now we are 3 month after the last release. Unfortunately my normal Business and private Activities needed much more time, so that I and only a limit time for the Flightsim part. But I hope, that this release will include some interesting new airports, like SunSkyJet Freeware of Philadelphia and a long requested feature.

New Airports, which are now supported with AES 2.22/2.23

<table>
<thead>
<tr>
<th>ICAO</th>
<th>Airport</th>
<th>Credits*</th>
<th>FS9</th>
<th>FSX</th>
</tr>
</thead>
<tbody>
<tr>
<td>DTTJ</td>
<td>Aerosoft/FSDG Djerba X</td>
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<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EGGW</td>
<td>Eiresim Luton</td>
<td>1</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>EHBK</td>
<td>Aerosoft Maastrich-Aachen X</td>
<td>0</td>
<td>NEW</td>
<td>2.21</td>
</tr>
<tr>
<td>EPKK</td>
<td>Aerosoft/Drzewiecki Krakow Balice 2012</td>
<td>1</td>
<td>2.21</td>
<td>NEW</td>
</tr>
<tr>
<td>KDDC</td>
<td>Tropical Sim Washington Ronald Reagen</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>KPHL</td>
<td>SunSkyJet’s Philadelphia Intl</td>
<td>0</td>
<td>NEW</td>
<td>-</td>
</tr>
<tr>
<td>LHPP</td>
<td>LHSimulations Pecs Pogany-Hungary</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>MMPR</td>
<td>Pacific Island Sim Puerto Vallarta</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
<tr>
<td>SEQU</td>
<td>B. Forero Quito Intl Ecuador</td>
<td>1</td>
<td>NEW</td>
<td>-</td>
</tr>
<tr>
<td>SVMI</td>
<td>LatinVFR Caracas</td>
<td>2</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>TBPB</td>
<td>Max Kraus Barbados Grantley Adams Intl</td>
<td>0</td>
<td>NEW</td>
<td>NEW</td>
</tr>
<tr>
<td>VTSP</td>
<td>A_A Phuket Intl</td>
<td>1</td>
<td>-</td>
<td>NEW</td>
</tr>
</tbody>
</table>

Some other Airports get an update or correction:

EDFH    Aerosoft Frankfurt-Hahn X
        The busses at the terminal oriented gates are removed

EKCH    Scansim Copenhagen V3.0
        now compatible to the actual released version

ELLX    AS/CR-Software Luxemburg
        Change of the Gatenumbers to fit to the last version
New Feature in AES 2.23:

Beside the new airports, AES 2.23 will now support airport related Texture sets for the vehicles. In the next days we will provide a repaint kits for the AES Vehicles, so that interested repainters can create Textures with a Airport related look an feel and can provide them to the other users via the Download section in the Aerosoft forum.

For more details to use this feature, please read the Document “Repaint Install Info ENG.pdf” you can find in the <FS>\Aerosoft\AES folder.

Have fun,

Oliver Pabst
Info’s about Version 2.21:

In March 2011 I had posted some screenshots about the future plans for AES in the Aerosoft forum, which I called AES NG. This was not an announcement for a new Version, more a goal for future levels of AES.

In December 2011 the Version 2.20 was released via the Forum to show and test the first parts of the new features. The feedback was positive and we could fix all issues seen there, so now it’s time to include the new features into the normal version process.

So, AES 2.21 is the first step into the new direction of AES, it based on the function we had before, but includes the new objects, which are explained in the following. The aircraft configuration is still the same, so no need to change the config’s here.

Some new Airports are added to the support in AES 2.21, more at the end of this Note.

What has changed in AES 2.21:

Even, when this Version does most things like the version before, there are significant internal changes and the new vehicle models are much more complex.

AES 2.21 has all functions of the version before and should be usable same as older versions. There are only some smaller limitations in the variations of the models, like:

- Only two different bus models are finished at the moment
- There is only one type of under floor Fuel Truck included yet
- The Deicing will not simulate the fluid steam

Let me now explain the new parts and features of this version:

1.) New detailed vehicle models

All vehicle models simulated by AES are new replaced by more detailed and complex animated models. At the moment, they all have a neutral texture, but repaint-kits will follow later, when we are know, that the models not need any changes. The code is prepared already to support the selection of service different service provider deliveries per Airport or global.

There are also more different variations (like US stile Trucks) planed for the future.

The Catering Trucks are already available in 4 different Types inclusive the upperdeck support for the Airbus A380. The door will be calculated based on the door 2L, like the jetways connect. With a good Model the door should fit were well.

2.) Changed ramp agent movements and pushback process

In the past, the ramp agent gets sometimes in conflict with the jetways or stairs, when he keeps his position beside the nose wheel. Now he will be move to the other side of the aircraft to monitor the loading process, until the pushback preparation starts. This is a temporary solution, until a more complex animation of human stuff is possible.

While tow bar push processes he will handle the Connect and Disconnect process.

3.) More realistic driving animations of the vehicles

The animation of the driving process of the vehicles in now more realistic, the wheels are rotation, the steering is simulated and all the related signs are included.
4.) New operational human objects

Not only the marshaller is replaced by a new Model, some of the vehicles get a driver already. All pushback vehicles are equipped with a driver now, also the catering and the bus will have a animated driver now.

Other vehicles are already prepared for an animated process, but the drivers will follow in one of the next versions.

Ok, as normally all is more interesting, what you not have, here some words about the next steps

There are many new features on my list, for example the support of cargo airplanes, simulation of the load process and better animations of human stuff. But, all needs to be in the correct order, as for some parts, first more parameter of the airplane are needed to be able to handle the movements on the limited space around the airplane. Therefore the aircraft configuration is one of the next steps.

New Airports, which are now supported with AES 2.21

Not so much as normal, but some nice once are now added

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Have fun,

Oliver Pabst