Tower! Simulator 3 - Places 3 update version 1.2.338.1262

Free airport: KBUR

DONE fixing some "stop gate" error (planes stopped unexpectedly at some places)
DONE some light issue
DONE multicore optimalization between instruments
DONE planes must be explicitly instructed to cross runways
DONE unexpected 360 spin at the gates
IMPROVED fix the default airports to avoid "more logical route" requests
Updated: Dec 5

TOWER! UPDATE 2 HOTFIX
Release date: 11-20-2023
DONE some plane can get stuck at KLAX rwy 24R at Z
DONE the continue taxi makes the plane crawl accross the runway, while the cross runway command works as it should
DONE add fps slider for the menu
DONE info window (top right) make it selectable (on/off)
DONE when the game in not in focus make the fps lower
FIXED doors stay open or closed
IMPROVED savegame
FIXED spinning pushback trucks
IMPROVED various pathfinding issues
Updated: Nov 20

TOWER! UPDATE 2
Release date: 11-09-2023
DONE rewrite the road calculation so the plane will know which exit to take if there are multiple directions at a high speed exit
DONE multicore road calculation for faster path finding
DONE fix missing airplane sounds at certain phases of the flight
IMPROVED fix the remaining load/save errors
IMPROVED when the host leave the multiplayer session let's disconnect the clients
DONE make the road calculation to use a different render thread (significantly faster calculation)
FIXED line up and wait doesn't work for on intersection takeoffs
FIXED check if the landing gear comes out too late
DONE cabin and cargo doors open too soon
DONE option to add callsigns to the strips
DONE bank the planes when they turn (in the air)
DONE (still need a documentation) road path checked (a tool for the SDK)
ADDED add lights for the pushback trucks
IMPROVED fix new issues since the new road patch calculation
FIXED when I move the ADIRS to my second screen, it stays open briefly and then closes
FIXED sometimes arriving Planes Ignore Taxi Instructions and Start Taxing at their own accord
IMPROVED check the 3 miles separation
FIXED clearing an airplane for takeoff. before the holding line. sometimes ignored
FIXED when you give a command e.g. "Taxi and hold at the intersection of taxiway H and G1", the readback is wrong
FIXED broken restarter calculation at 15:00

IMPROVED problems on fast computers (overruns, etc)
ADDED add V-sync
BETA DX12 support
IMPROVED floating airplanes, runway overruns
FIXED aircraft hitting each other after landing at KSFO
FIXED wrong frequency readback at KLGA
ADDED add maximum fps slider
ADDED new command "taxi to terminal via xx, cross runway xx"
ADDED airplane texture cache option (you need to turn it on in the setup menu)

KLAX:
Added more Heavy spots where they will fit, removed some medium spots. Changed terminals.csv file to reflect this.
Trees redone, made bird areas smaller, removed most high poly cars, performance greatly improved.
Added revised KLAX default schedule from real-world data, it was using the schedule from KRDU. Before: 300 movements, now 1400 movements.
Fixed flashing apron lights at dawn/dusk
KLGA:
Numbered taxiways fix. Names 1,2,3,4,5,6,7,8,9,12,15,18,19 all work with speech now.
weatherlook.csv, flipped runway 31/13 orientation on screen. (was backwards)
Fixed routing from D gates to RW31. Previously not able to take some taxiways from this area
Updated: Nov 7