I haven't yet seen how it works but I got an idea from your description.

I do have some remarks:

First of all why not just have the database be populated with all the files from the beginning and then just read through them? What is the point of having to clean the database each time and then re-insert the files which takes a long time?

Is it not possible to read through the populated database row by row and move older plane entries to airplane\_history\_data (essentialy if row 1 has plane with callsign X and row 24,53 also have the plane with callsign X, you would keep and display on the map row 53, while moving the previous rows to airplane\_history\_data).

To be more specific, basically have the map update in real-time (update the plane position on the map or populate it with new planes), whenever new information is read in the database (e.g. new plane with new callsign, or existing plane with new location). This process would stop whenever the user clicked on a plane (thus displaying the sidebar and the information on top; as it is implemented now) in order to display the trajectory, and would resume when he the sidebar and the dialogbox close.

This is the general idea, let me know if this can be implemented somehow.

Also, once I manage to run the code you merged yesterday I will consider the project finished and any work you do from now on (including the above requirement) will be added as bonus.