

# PSXseeconTraffic Frequently Asked Questions

## General

### **Can other Traffic programs being used together with PSXseeconTraffic?**

Yes, although not recommended.

### **How many live aircraft can PSXseeconTraffic inject in the Flight Simulator?**

As many as provided by RealTraffic for PSX and fulfilling the selection criteria defined in the main window. So up to approx 250 live. Next to this it can park up to say 250 static aircraft.

### **What's the impact on frames per second?**

Little. Contrary to AI packages such as UT2 or MyTraffic, the calculations for the aircraft positions take place outside the Flight Simulator. Running PSXseeconTraffic and RealTraffic for FSX at a second windows PC/laptop gives of course the best results.

### **Can I run PSXseeconTraffic networked (from a second PC/laptop) ?**

Yes you can. You could even run it on a Win10 laptop while your Sim is still running under Win7.

## Installation

### **I get a message about a MSVCP140.dll?**

Install the Microsoft Visual C++ Redistributable for Visual Studio 2015, see Manual section 1.1

### **I get a message about a Side-by-Side issue?**

Install the Microsoft Simconnect Client version 10.0.61259, see Manual.

## Operations

### **All aircraft disappear during or at take-off?**

Select Show AIR TFC in RealTraffic.

### **I get a "livery" cannot be created warning?**

The livery could not be created in your SIM. This can happen if the whole AI package is not activated in your Sim (but then you will get a lot more warnings in your log file). If it is just an accidental message then there is something wrong in the configuration of the livery in your SIM. You should remove this livery from the file AI\_Liveries.txt or -better- remove it from your Sim. This way you will not get that warning again.

### **I do not see parked aircraft at my origin airport?**

If you start your flight at an airport and you see no parked aircraft while you have an ICAO-airportname.txt file with parking positions for it and the percentage\_parked parameter in that file is > 0, than that airport is probably missing in the internal database of PSXseecontraffic.

**After a while all traffic disappears from my Sim while RealTraffic radar still shows traffic?**

Although the Real Traffic radar shows traffic, it could be that the traffic stream is no longer updated. Normally the screen should change a little every 9 or 10 seconds. If it no longer changes, then this is a Real Traffic problem. If it does change it might be that there is no traffic in the area specified by your parameter settings (latitude range, vertical range, and so on). If that's not the case there might be a problem with PSXseeconTraffic, please report that with your log in my Forum.