

PSXT FAQ July 12th, 2024

2. How many live aircraft can PSXT inject in the Flight Simulator?

As many as provided by RealTraffic and full filling the selection criteria defined in the main window. So up to 350 live. Next to this it can park as many static aircraft as you like.

3. Can I use PSXT during a flight in my Simulator?

Yes you can, it was developed for that in the first place.

4. Can I use PSXT for plane spotting?

Yes you can. Select an aircraft and park it where you want to spot. The range limitations are always around your aircraft. Note that in P3D and MSFS aircraft further away than 10 nm are not visible visually, only as a symbol at the TCAS. Choose the range you want to see. Next from a view from your aircraft, you can also of course use Tower view or user-defined camera positions but remember that your Tower or camera position must be in the same vicinity.

5. Can I run PSXT networked (from a second PC/laptop)?

No you cannot.

6. Can I run PSXT together with other AI programs such as VATSIM, IVAO, MT6 and UTL?

Yes you can. PSXT can coexist with other (third party) traffic although there is no collision avoidance between third party aircraft and other aircraft. However, it is a bit weird to combine 3d party traffic with real traffic. PSXT is designed to let you fly in real traffic.

7. Can I use ATC programs with PSXT?

No. The live aircraft of PSXT are controlled by real live ATC. Read more in faq #31.

8. What's the impact on frames per second?

Injecting aircraft will always have impact on your fps. How much depends on the quality ("lightness") of the AI aircraft and the number of AI aircraft you want. However, 40+ fps can be achieved, even with a middle-class PC. See also FAQ #13.

10. [PSXTraffic and PSXTraffic_P3D:] Everything is connected but no live aircraft?

There could be something wrong with the RealTraffic installation. Exit RealTraffic, delete the file C:\Users\<your name>\AppData\Roaming\InsideSystems\RealTraffic.ini and re-start RealTraffic.

Or try this: cycle in the RealTraffic GUI through "Simulator in use" to Live Aircraft, exit RT, restart RT, en cycle back to PSXT.

Or uninstall RT, reboot your PC, and re-install RT.

Another thing that might help is to fill in the IP-address of the PC running RealTraffic instead of localhost or to re-type localhost and push the SAVE button.

10b. [PSXTraffic and PSXTraffic_P3D:] Lots of live ground traffic but no aircraft in the air...?

See #10.

11. I get a message about a VCRUNTIME140_1.dll or MSVP140_Atomic_wait.dll?

You need to install the Microsoft Visual C++ Redistributable for Visual Studio 2022, version 17,

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architecture x64.

It can be [downloaded here](#) at Microsoft (scroll down to **Download Visual C++ Redistributables**). Run **VC_redist.x64.exe**.

12. PSXT/PSXTraffic does not start after an update.

See faq#11

13. I've noticed an enormous drop in fps

This may be caused by using AI aircraft that are not compatible with your Simulator, or you are using user flyable aircraft as ai aircraft.

Even if PSXT does not show any errors there still can be problems with your AI aircraft. For P3D users I recommend adding the following key to the *[MAIN]* section of the file

C:\Users\<your name>\AppData\Roaming\Lockheed Martin\Prepar3D v5\Prepar3D.cfg:

ContentErrorReporting=1

Start P3D, wait till it has completed the start-up, then exit P3D. The file with content errors will be written to your Documents\Prepar3D v5 Files folder. Fix each error related to AI.

14. I get a "livery" could not be created warning?

The livery could not be created by your Simulator. 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 and probably error 81.

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 your aircraft.cfg file in your Sim. Then run PSXT again.

15. I get "error 81"?

You probably forgot to activate your (newly installed) AI aircraft in your Simulator.

16. I get "error 20 bind failed"?

You probably try to use PSXT with PSX (Precision Simulator X), did you forget to tick the Aerowinx checkbox?

17. I get a "no known airport in sight" message?

Your user aircraft is positioned such that it cannot find an airport within 5 nm.

18. I do not see parked aircraft at my airport?

Then there is no offline learned airport file available. See the Manual about airports scan, about the **to_be_learned_offline** folder

Otherwise:

- Check that you have an **<airport code>.xml** file with parking positions **with options** in the **updated_airports** folder.
- Check that the percentage parked parameter in the User Interface is **> 0**.

20. Should we see the same airplanes as in FlightRadar24?

No not necessarily. The traffic data of RealTraffic does not come from FlightRadar24, so they are not the same, but what you see in both programs should be very similar.

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21. <airport code>.xml file could not be loaded?!

Most likely there is a syntax error in the file. If you manually add an option, for instance from

```
<parkpos id="S507" latitude="50.031612" longitude="8.563018" heading="69.9" radius="50.0" />
```

to

```
<parkpos id="S507" latitude="50.031612" longitude="8.563018" heading="69.9" radius="50.0" >  
  <opt airl="ANE" type="CRJX" hh="11" />  
</parkpos>
```

do not forget to change /> into > in the first line!

22. I am getting lots of errors in the Liveries search, what should I do?

PSXT will only use the valid liveries found. For the time being you can just ignore the errors and enjoy flying. You don't need to repair all the errors immediately (or even not at all).

If you want to have more liveries then you should pay attention to the errors and repair them by making changes to aircraft.cfg files, or by informing the creator of the package of the errors.

24. How does Learn work?

If PSXT receives real live data about parked aircraft, it will add that to the airport file. Just let it run for the hours of the day you normally fly, and you will already have a nice start. During that period, you will see more and more parked aircraft appear. The learned airport file will be stored in airports\learned and will not be overwritten by new versions of PSXT. So each new session with that airport will add more learned parking positions.

28. error 48, Set parameters to your liveries first

Set in

C:\Users\<user_name>\AppData\Roaming\PSXT\parameters.xml (MSFS)

C:\Users\<user_name>\AppData\Roaming\PSXT_P3D\parameters.xml (P3D)

MSFS:

```
<parameter name="lfolder0" value="full path to your Community folder" />
```

P3D:

```
<parameter name="lfolder0" value="full path to your folder with AI aircraft" />
```

29. error 49, Set parameters to your add-on airports first

Same as FAQ 28, set:

MSFS:

```
<parameter name="afolder0" value="full path to your Official folder" />
```

```
<parameter name="afolder1" value="full path to your Community folder" />
```

P3D:

```
<parameter name="afolder0" value="full path to your folder with addon airport(-s)" />
```

```
<parameter name="afolder1" value="full path to your folder with addon airport(-s)" />
```

```
<parameter name="afolder2" value="full path to your folder with addon airport(-s)" />
```

... as many as needed.

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30. Why can't PSXT detect gates in my MSFS add-on airport?

That's probably because you have bought the add-on airport in the Market place. These files are encrypted, so, they cannot be read by PSXT... Buying add-on airports outside the Market place is recommended (SimMarket, etc.).

31. Why does PSXT not work with Pro-ATC/Pilot2ATC, and AIG does?

That's because PSXT's aircraft are airplane objects, AIG aircraft are AI aircraft (with a flight plan).

PSXT aircraft will be detected by Pilot2ATC, for instance. However, Pilot2ATC can never control them, because it does not know where they are flying to, but more important PSXT aircraft will not obey because they are -indirectly- controlled by Live ATC and keep following the path of their real time/real live counterparts!

Examples of the possibility to detect PSXT aircraft are LittleNavMap and the TCAS software in several user flyable aircraft such as PMDG 737.

32. I'm getting "start-end tag mismatch" error when loading an airport file

See #21

33. How takes aircraft matching place? What means "matching depth 5"?

Matching is the process of finding the best type (model) + livery to represent a real live aircraft in your Sim. Here an example:

Real Traffic reports a new aircraft: PH-BVA KLM B77W

First it will search in step 1, for a livery with registration code PH-BVA, and yes it has found one the "AIGAIM_KLM Boeing 777-300ER - Orange Pride" . This is a perfect match because you not only have the correct airline and type, but also the right (unique) paint.

[For reasons of simplicity step 1 with multiple registration codes defined for a livery, and step 2 about "operating for" liveries are not described here]

If you did not have that livery, it will continue in step 2 to search for a livery for a KLM B77W. If found, you will have a good match although not perfect, because airline and type are ok, but the paint can be different from real live. One example is the difference between a normal KLM paint or a "SkyTeam" paint, but there may be difference in engines, and so on too.

Note that if you have the AIG package installed, PSXT will know the best mapping of a registration code to an AIG livery! They are defined in the Offline registration code files defined in data\regcodesAIG.

If no livery was found it will look in step 3 for a livery for similar type as B77W from KLM, for instance a B772. *These similar types are defined in dbase.xml.*

If no livery was found it will look in step 4 for a generic B77W livery (a so called "house" or "white" paint)

If no livery is found in step 5, PSXT will not show an aircraft, except for light aircraft and helicopters it will continue with the following steps:

If no livery was found it will search in step 5 for an aircraft with that type for another airline.

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If no livery was found it will search in step 6 for similar type as the type from another airline.

34. PSXT keeps telling “Waiting for MSFS”?

This might be a SimConnect problem. Other apps using Simconnect might block access. Possible causes are FS2CrewCommandCenter and FSRealistic. Make sure you have the latest versions of these two programs. You can switch these programs off in the exe.xml of MSFS.

Store:

C:\Users(username)\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\Local Cache\exe.xml

Steam:

C:\Users\(username)\AppData\Roaming\Microsoft Flight Simulator\exe.xml

35. ProSim737, Sismo IO boards and PSXT stop working after a few minutes

If you have configured ProSim using SimConnect, try to use FSUIPC instead.

36. Virus Alert after downloading the PSXT software package (.zip)

Note that my software does not contain virusses and is checked before I upload it to a professional website hosting company.

These alerts are most likely ‘false positives’. However, you better be cautious. Therefore if in doubt check the MD5 file checksum [with this on line program](#) (*just drop the setup_PSXT_xxxx.zip in the box*) and compare the hash with the [one I have calculated while uploading](#)

37. My addon airport bought in the Marketplace (Store) is not recognised

If the addon airport from that publisher is available in the airports\archive\thirdparty\<Publisher> folder, you can do this as workaround:

copy the airports\archive\thirdparty\<Publisher>\<airport>.xml file over the airports\archive\stock\<airport>.xml file.

For example if you miss SimWings\EKCH.xml, then copy the **airports\archive\thirdparty\SimWings\EKCH.xml** file over **airports\archive\stock\EKCH.xml**

You have to do that again after a stock airports update, but that will not occur often, only the third party airports are updated at each new PSXT version.

38. How detects PSXT the Publisher of an addon airport file?

The name of the Publisher of an addon airport is not available in the airport file.

First PSXT tries to find a hint about the publisher in the full path of the .BGL file. For example:

"D:\AddOns\Aerosoft\Frankfurt\scenery\EDDF_AFX-OP06.BGL" />

PSXT uses internally a large table with “text strings” that are typical for a publisher.

This was an easy example, but there are also paths that give no hint, like:

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"Community\kmsp-minneapolis-st-paul-intl_YxNve\kmsp-minneapolis-st-paul-intl\scenery\world\scenery\kmsp-airport.bgl".

The .BGL file path scan is used as well in P3D as in MSFS.

For MSFS there is an extra possible source: the manifest file. Each addon airport has such a file. For example:

```
"dependencies": [],  
"content_type": "SCENERY",  
"title": "EKCH Copenhagen Airport",  
"manufacturer": "FlyTampa",  
"creator": "FlyTampa",  
"package_version": "1.7.0",  
"..."
```

PSXT uses the same "text strings" as for the .BGL file path for finding the publisher.

In particular for P3D the .BGL path method is fragile, placing addon airports in folders with the name of the publisher, as in the Aerosoft example above, will help a lot.

39. What does the Quality factor (Qf) mean?

The Qf, value range 0 .. 100, is an indication of how well an airport file has got information about live aircraft that have parked at parking positions in the week of the recording, see the top of the [archive list](#), by Real Traffic.

Counted are the number of positions that have at least one entry, how many aircraft were recorded per position, for how many days and for how many half hours.

The higher the number, the better the airport file is filled (learned in the old PSXT terminology). It is an approximation, the number of ramp positions (without live traffic) may influence the outcome negatively. It is not perfect.

40. What does fit: in the UI mean ?

If you see, in the parking status line, "**fit: now**", all static aircraft parked were there in the week of the recording, at that half hour. If you see "**fit: 1**", some of them are from the current half hour -1 half hours (up to -47). If you don't want that you should reduce the parking percentage a bit.

42. The PSXT airport file misses gates, I see in my scenery more gates...

You probably have a newer version of the airport than the one in the airports\archive\thirdparty\....

Delete the airport in the archive, run PSXT and send the newly generated file for the airport (from TO_BE_LEARNED_ODFFLINE), to me.

43. The lights of the AIG aircraft in MSFS don't work properly

Something changed in Sim Update 5 that broke AI traffic lighting and it appears to be due to the AI traffic not turning on the electrical systems in flight. No electrical system - no lights. [Luckily there is a pretty simple fix that only requires you to update the system.cfg file for your AI traffic.](#)

This is quite complicated to do and has to be done for each model. Therefore vcaptain747 has made a simple tool that does that for you: [AI Traffic Lights Fixed.zip](#).

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Just choose your airplanes folder and hit the fix lights button. It will also create backups of your original files in case you want to undo the changes.

44. What airport files PSXT may use?

PSXT supports these five well defined scenario's:

1. A archived file only (Learn Real and Learn Soft are false)
2. A archived file plus additions (by RealTraffic with Learn Real and/or Learn Soft is true) in the Learned file
3. As 2, but plus manually added options to existing parking positions in the Learned file
4. As 3, but plus manually added new gates (missing in the archived file) in the Learned file, with the attribute manual
5. No archived file, but a manually made Learned file only, with the parameter handmade

45. When I land there is no live traffic at the airport

Either there is no RealTraffic ground traffic data for that airport, or you forgot to enter the destination airport ICAO code in the PSXT main window at take-off or when you were in cruise. Btw, don't forget to press Enter after typing the 4 ICAO letters.

46. Do I need a RealTraffic license when I use PSXT or PSXT_P3D (only) and not the RealTraffic application?

Yes you do!

46. Where do I put the RealTraffic license when using PSXT or PSXT_P3D?

In the **RealTraffic.lic** file in the PSXT or PSXT_P3D folder.