

PSXT for MSFS Quick Start Guide, Jan 30th, 2026

Here are the steps to get PSXT working with MSFS 2020 and MSFS 2024

A. If you don't have an AI aircraft package installed in MSFS yet:

The best and most complete *freeware* AI aircraft package for MSFS is **AIG**. Please note: installing everything can take a few hours. There are different packages for 2020 and 2024. You only need the [AIG AI Manager](#) to download the airlines models and liveries, you don't need the AIG Traffic Controller (see also the Manual 2.4 about an important fix).

Another *freeware* option is to download the [FSLTL base models](#).

A third *freeware* option is to use the IVAO MTL models/liveries, find the [MTL installer here](#).

Or use the *payware* **JustFlight (FSTraffic)**. PSXT will use the models/liveries from the **justflight-aircraft-traffic-fleet** only.

Note that you can also use all packages together, or a subset. You can also define the order in which PSXT will match a livery from one of these packages (prioritize).

B. Download PSXT for MSFS from [My website](#) .

Unzip the download and run the setup program.

Install PSXT on the same PC as MSFS (default: C:\PSXT).

You may choose another folder or drive, but:

- Do not install in *Community* or *Program Files*.
- Do not rename the PSXT folder.

No Administrator rights are needed unless you install into *Program Files*.

C. Buy a RealTraffic license

Go to the [RealTraffic website](#) and buy a 24-day **standard** license (no automatic renewal). The license will be sent to your email.

D. Install the RealTraffic Application

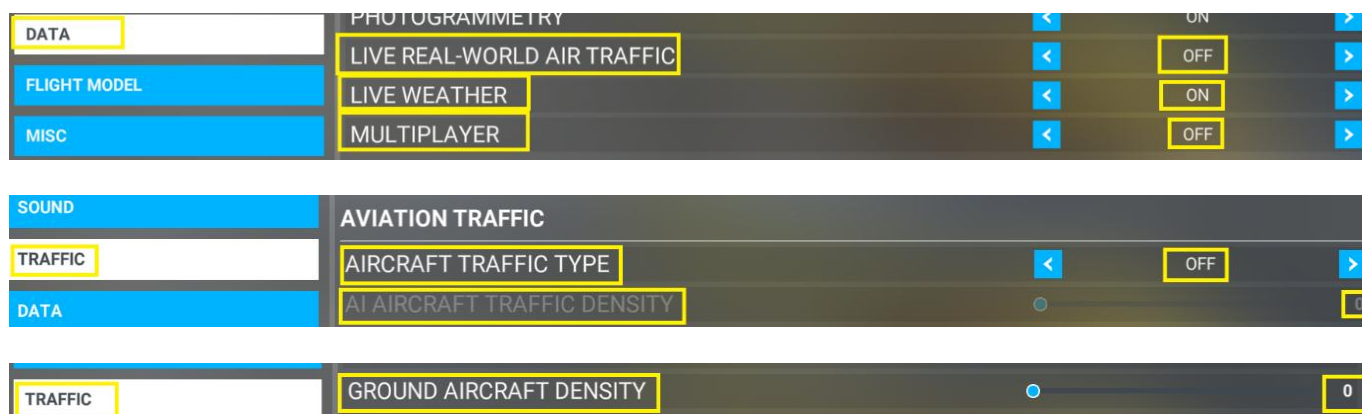
Install on the MSFS PC or on an external computer in your LAN.

E. Make sure the required MS Visual C++ Redistributable is installed

You must have the Microsoft Visual C++ Redistributable for Visual Studio 2022, version 17, architecture x64. You can download the installer (VC_redist.x64.exe) from [Microsoft](#) .

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Start **MSFS**, and set these options:

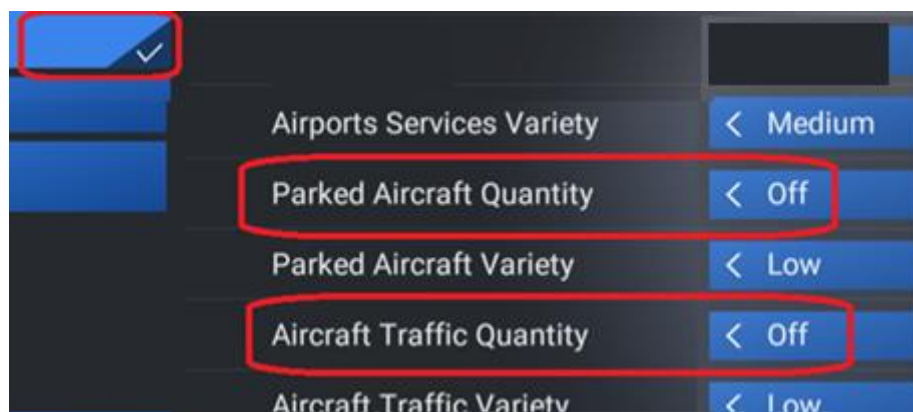


Or, start **MSFS 2024**, and set these options to get rid of MSFS live traffic, multiplayer traffic, and static parked aircraft:

This is **Settings->General->Online**:

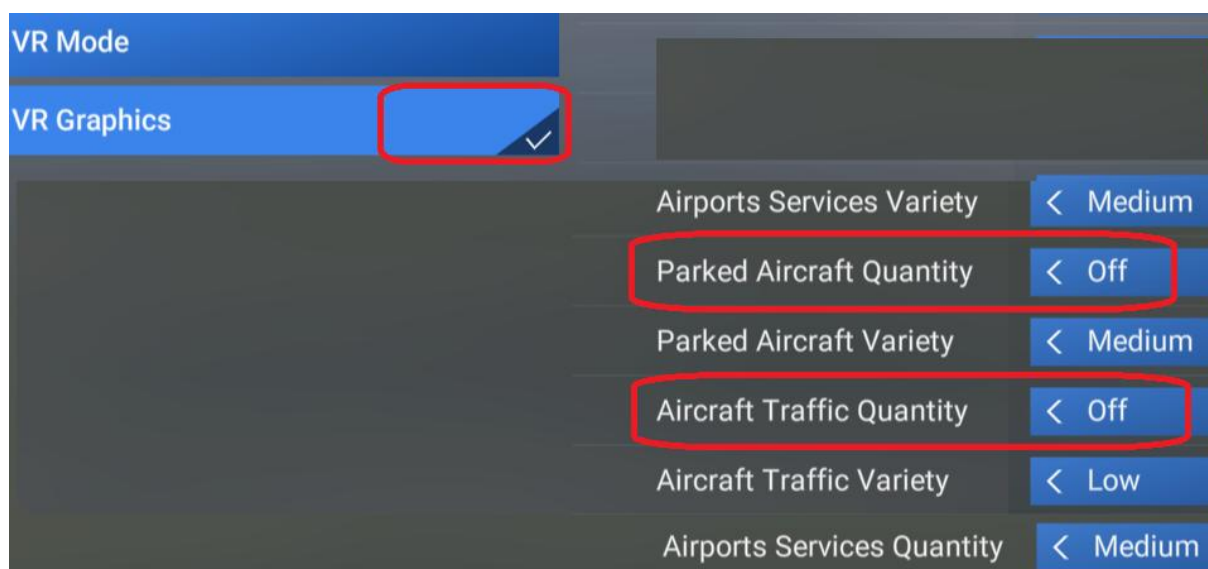


And this is **Settings->General->Graphics (click on Global Rendering quality)**:



And this is **Settings->VR->VR Graphics (click on Global Rendering quality)**:

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Start **PSXT.exe** using the **shortcut on your desktop**.

Select the **RT source** you would like to use. Either direct to the RT Servers or using the RealTraffic App.

PSXT will automatically switch to your version of MSFS.

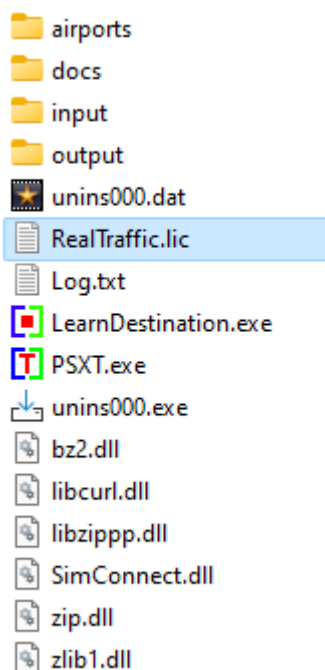
If you see the message “**You have no RT license**” in the top right corner, but you do have a license, do the following:

- Close PSXT.
- Open the RealTraffic.lic file in your PSXT installation folder.
- Paste your RealTraffic license string into that file and save it.
- Start PSXT again.

A few important tips for a smooth start

Where to find RealTraffic.lic:

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Community folder

PSXT will search for your MSFS 2020 Community folder first. If found it will show it, if not found you must provide information. Type a full path to your Community folder in the “Install path” text box of the PSXT window and press Enter. You may give it up/to or with Community, see these examples:

```
C:\Users\nwkaa\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages\Community
C:\Users\nwkaa\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages
D:\MSFS2020\Community
D:\MSFS2020
```

Parameters in the PSXT window (GUI)

Use all default settings, do not change anything before you have read the Manual.

What to do with empty airports?

Not all addon airport are already off-line learned (populated) by PSXT and RealTraffic. You may have purchased an addon that is unknown to PSXT. If so, you will see a message in the UI.

Please mail “TBLO.ZIP” to leveld757@gmail.com.