



# PSXT\_P3D Quick Start Guide, Jan 12<sup>th</sup>, 2025

These are the steps needed to get PSXT\_P3D up and running

**ASSUMPTION: You should have installed AI Aircraft in your Simulator already!**

First, you need to download and install software at your computer running P3D:

- A. Go to the [My website](#) and download PSXT\_P3D. Extract the zip file and run the installer.  
**Install at your Prepar3D computer. The default install locations is C : \PSXT\_P3D**  
**You may change that to another location/drive, but don't install it in the Program Files folders, and preferably do not change these installation folder names!**
- B. Go to the [RealTraffic website](#) and buy a 24-day **standard** license for USD **\$9.99** (no automatic renewal. You will receive a **license** by email. **Do NOT download and install the RT software** (there is no need too).  
**If you do not have a RealTraffic license, PSXT\_P3D will still generate static parked aircraft at the airports you visit according to real time (historical, week 1, 2024) traffic data courtesy of RealTraffic. However, for live traffic data and up to date (last week) parking positions please purchase a licence.**
- C. Make sure you have the Microsoft Visual C++ Redistributable for Visual Studio 2022, version 17, architecture x64. The standalone installer for (VC\_redist.x64.exe) can be [downloaded here at Microsoft](#).

Start **Prepar3D** version 5 or later

Set the Airline Traffic density and General aviation traffic density at **0%**.

Select an aircraft as vehicle (Pedestrians, Avatars, are not allowed).

**Use Live Weather! (The QNH in MSFS must match with the QNH in RealTraffic)**

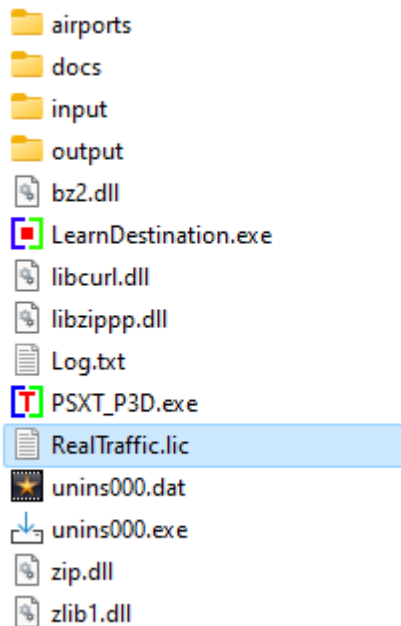
Start **PSXT\_P3D.exe** via the short cut at your desktop. If it says **"You have no RT license"** in the top right corner, and you do have a license, exit PSXT, and add your RT license string in the **RealTraffic.lic** file just created in your PSXT installation folder. Then start PSXT\_P3D again.



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## A few important tips for a smooth start

Where to find RealTraffic.lic:



## Install path

PSXT\_P3D will search for your P3D Install Path first. If found it will show it, if not found you must supply information:

Type a full path to the top-folder of your Simulator in the “**Install Path**” text box of the PSXTraffic window and press Enter, like:

**D:\Program Files\Lockheed Martin\Prepar3D v5**

## Parameters in the PSXT\_P3D window (GUI)

Use all **default** settings, don't change anything before you have read the Manual.

## What to do with empty airports?

Not all addon airport are already **off-line** learned (filled) by PSXT\_P3D and RealTraffic. You may have bought an addon that is unknown to PSXTraffic.

Please zip the folder “**TBLO**” (you can find that in the PSXT\_P3D installation folder) and mail that to [leveld757@gmail.com](mailto:leveld757@gmail.com).