



# PSXT for P3D Quick Start Guide, June 18<sup>th</sup>, 2025

Here are the steps to get PSXT working with P3D v5/6

*(In this guide the term PSXT is used generically and may refer to PSXT\_P3D or PSXtraffic\_P3D).*

**PRE-CONDITION:** You should have installed AI Aircraft in your Simulator! Otherwise do that first. The AIG package is a good option.

**A. Download PSXT for P3D from [My website](#) .**

Unzip the downloaded file and run the setup program as **Administrator**.

Install it on the same PC where P3D runs. The default install location is **C : \PSXT**

You may choose a different folder or drive, but **do not install** it in the Community folder or in the Program Files. Also do not rename the installation folder.

**B. Buy a RealTraffic license**

Go to the [RealTraffic website](#) and buy a 24-day **standard** license for USD **\$9.99** (no automatic renewal). The license will be sent to your email.

You **do not need** to download or install the RealTraffic software.

**C. 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](#)

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 P3D must match with the QNH in RealTraffic.

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

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

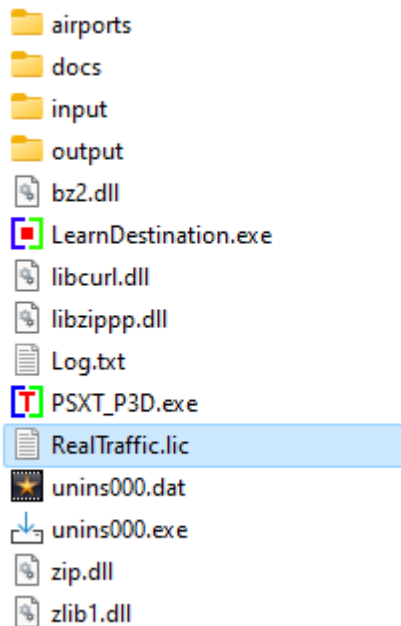
- Close PSXT.
- Open the RealTraffic.lic file in your PSXT installation folder.
- Paste your RealTraffic license string into that file and save it.
- Start PSXT again.



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## A few important tips for a smooth start

Where to find RealTraffic.lic:



## Install path

PSXT 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 window (GUI)

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

## What to do with empty, no parked static aircraft, airports?

Not all third-party addon airport are already **off-line** learned (populated) by PSXT and RealTraffic. You may have purchased an addon that is unknown to PSXTraffic.

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