



PSXT_P3D Quick Start Guide, Jan 17th, 2024

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).
- C. Make sure you have the Microsoft Visual C++ Redistributable for Visual Studio 2019. The standalone installer for x86 (vc_redist.x86.exe) can be [downloaded here at Microsoft](#).

Start **Prepar3D** versions 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.

It may say "RT did not recognise your license". **Exit** PSXT and add the RT license string in the **RealTraffic.lic** file you will now find in your PSXT_P3D installation folder.

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A few important tips for a smooth start

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.

User destination airport, where are you flying to?

Enter in the GUI the ICAO code of the airport you are (going to fly) or are flying to. If you do that PSXT_P3D will park static aircraft and put live aircraft at the airport when the airport is in sight, and you are still high in the air. If you leave it empty PSXT_P3D will only detect where it is, when you have landed , and it will then start parking.

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 “**TO_BE_LEARNED_OFFLINE**” (you can find that in the PSXT_P3D installation folder) and mail that to level757@gmail.com.

Good chance that the next version of PSXT_P3D will have these airport files filled available!