

PSXT Quick Start Guide, Nov 17th, 2024

Here are the steps needed to get PSXT up and running with MSFS 2020.

A. If you have not yet an AI aircraft package installed in MSFS 2020:

By far the best, largest and longest available AI aircraft package for MSFS 2020 today is **AIG**. Be aware that it takes an afternoon to install all.

Note that you only need the [AIG AI Manager](#) for downloading airlines models and liveries, **not** the AIG Traffic Controller (see also the Manual 2.4 about an important fix).

An alternative to AIG is to download the [FSLTL base models](#), that will give you 2007 AI aircraft immediately. See this video: "[How to use FSLTL aircraft with PSXT](#)".

Another quick alternative is to install **JustFlight (FSTraffic)**. PSXT will use the models/liveries in **justflight-aircraft-traffic-fleet** only.

B. Go to the [My website](#) and download PSXT for MSFS 2020.

Extract the zip file and run the setup file with administrator rights.

Install at your Simulator computer. The default install location is **C:\PSXT**

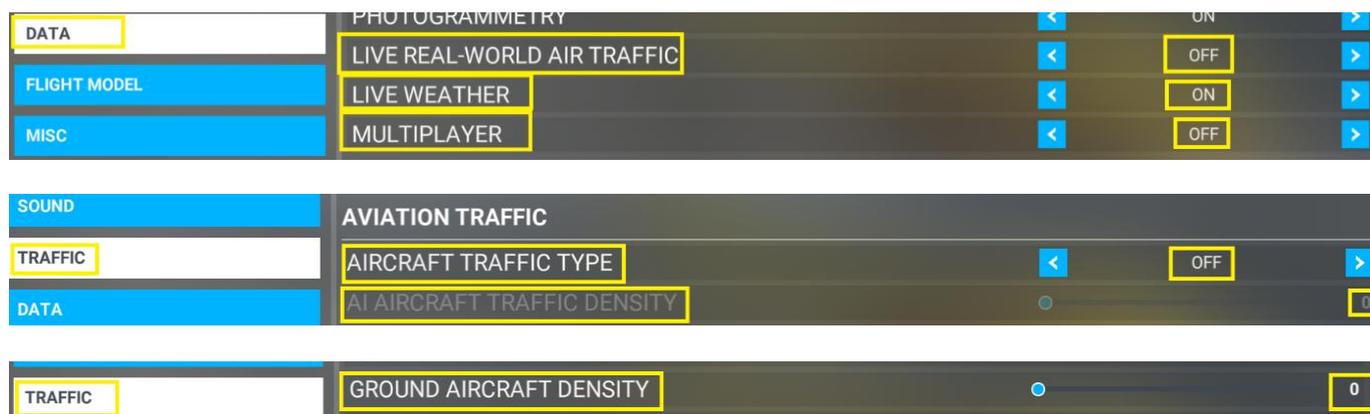
You may change that to another location/drive, but don't install it in the Community folder or in the Program Files folders, and preferably do not change these installation folder names!

C. [Optional] 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 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** purchase a licence.

D. 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 MSFS, and set these options:



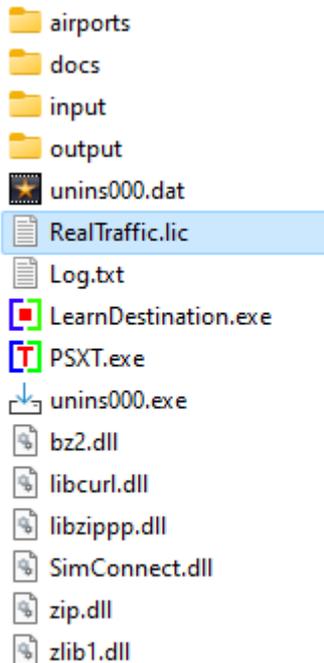
Start PSXT.exe via the short cut at your desktop. If it says **“You have no RT license”** in the top right corner, and you do have a license, exit PSXT, and add your RT license string in the **RealTraffic.lic** file just created in your PSXT installation folder. Then start PSXT again.

If it says **“Your RT license has expired”** and you want to use PSXT unlicensed, delete the **“RealTraffic.lic”** file in **C:\Users\<you>\AppData\Roaming\InsideSystems**

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A few important tips for a smooth start

Where to find RealTraffic.lic:



Community folder

PSXTraffic will search for your MSFS 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 “Community Folder” text box of the PSXTraffic window and press Enter. You may give it up/to or with Community included, like:

C:\MSFS\Community
or
C:\MSFS

Parameters in the PSXT window (GUI)

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

User destination airport, where are you flying to?

Type in the GUI the ICAO code of the airport you are (going to fly) or are flying to, **and hit Enter**. If you do that PSXTraffic 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 PSXTraffic will only detect where it is, when you have landed, and it will then start parking static aircraft.

What to do with empty airports?

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

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