

## PSXT Frequently Asked Questions

### **I looks rather complex to me, how do I start?**

Follow the instructions in the [Quick Start Guide](#) and you should be up and running in 15 minutes. You will see live aircraft appear in your Simulator.

If you like it and you want to make it as real as it gets, you will need to install more AI aircraft and generate an AI\_liveries.xml file with my tool AILGenerator. You can also make the parked aircraft better fit with your airport(-s) with my ParkPosGenerator tool.

### **How many live aircraft can PSXseeconTraffic inject in the Flight Simulator?**

As many as provided by RealTraffic and full filling the selection criteria defined in the main window. So up to 200 live. Next to this it can park as many static aircraft as you like.

### **Can I use PSXseeconTraffic during a flight in my Simulator?**

Yes you can, it was developed for that in the first place.

### **Can I use PSXseeconTraffic for plane spotting?**

Yes you can. Select an aircraft and park it where you want to spot. The range limitations are always around your aircraft. Choose the range you want to see. Next from a view from your aircraft, you can also of course use Tower view or user-defined camera positions, but remember that your Tower or camera position must be in the same vicinity.

### **Can I run PSXseeconTraffic networked (from a second PC/laptop)?**

Yes you can. You can run it on a Win10 laptop while your Sim is running under Win7 or later.

### **Can I run PSXseeconTraffic together with other AI programs such as VATSIM, IVAO, MT6 and UTL?**

Yes you can. PSXseeconTraffic can coexist with other (third party) traffic. There is collision avoidance between third party aircraft and parked aircraft (not with live aircraft ...). However, it is a bit weird to combine 3d party traffic with real traffic.

PSXseeconTraffic is designed to let you fly in real traffic.

It is possible to switch off injection of live aircraft and only use the parked aircraft at your origin and destination airports. This may be handy when flying alone or on-line (VATSIM), so you will not land at an almost deserted airport and you do not need a RealTraffic subscription.

### **Can I use ATC programs with PSXseeconTraffic?**

The live aircraft of PSXseeconTraffic are controlled by real live ATC. ATC programs, such as ProAtc and SuperTrafficBoard, do not detect nor control live aircraft.

### **What's the impact on frames per second?**

Little. The calculations for the aircraft positions take place outside the Flight Simulator program.

If you, as a pilot of an airliner with a TCAS, want to make a flight I recommend to use the Auto mode in the Range Limitation section. Then you will only see the AI aircraft that of interest for you visually or for your TCAS, resulting in the lowest drop in fps.

## **I can't start RealTraffic, nothing happens...**

There could be something wrong with the RealTraffic installation. Exit RealTraffic, delete the file `C:\Users\<your name>\AppData\Roaming\InsideSystems\RealTraffic.ini` and re-start RealTraffic.

## **Everything is connected but no live aircraft?**

There could be something wrong with the RealTraffic installation. Exit RealTraffic, delete the file `C:\Users\<your name>\AppData\Roaming\InsideSystems\RealTraffic.ini` and re-start RealTraffic.

Another thing that might help is to fill in the IP-address of the PC running RealTraffic instead of localhost or to re-type localhost and push the SAVE button.

## **I've noticed an enormous drop in fps**

This may be caused by using AI aircraft that are not compatible with your Simulator. Even if AILGenerator does not show any errors there still can be problems with your AI aircraft. For P3D users I recommend to add the following key to the `[MAIN]` section of the file `C:\Users\<your name>\AppData\Roaming\Lockheed Martin\Prepar3D v4\Prepar3D.cfg`: `ContentErrorReporting=1`

Start P3D, wait till it has completed the start-up, then exit P3D. The file with content errors will be written to your Documents\Prepar3D v4 Files folder. Fix each error related to AI.

## **PSXseeconTraffic stays minimized on the taskbar**

The `MAIN_WINDOW_X` and `MAIN_WINDOW_Y` entries in the file `C:\Users\<your name>\AppData\Roaming\PSXseeconTraffic\Parameters.xml` have wrong values, delete these entries from the file after you have closed PSXseeconTraffic (and removed it from the taskbar). Then re-start.

## **I get error message "This program does not support the version of Windows your computer is running"?**

You are trying to install PSXseeconTraffic at a non-Windows 10 PC, which is not possible. PSXseeconTraffic runs under Windows 10 only.

## **I get a message about a MSVCP140.dll?**

Install the Microsoft Visual C++ Redistributable for Visual Studio 2015, see Manual.

## **I get a message about a Side-by-Side issue?**

Install the Microsoft Simconnect Client version 10.0.61259, see Manual section 1.1.

## **I get "error 81"?**

You probably forgot to activate your (newly installed) AI aircraft in your Simulator.

## **I get "error 20 bind failed"?**

You probably try to use PSXT with PSX (Precision Simulator X), however that's no longer possible.

## **I get a "livery" cannot be created warning?**

The livery could not be created in your Simulator. This can happen if the whole AI package is not activated in your Sim (but then you will get a lot more warnings in your log file and probably error 81). If it is just an accidental message then there is something wrong in the configuration of the livery in your SIM. You should remove this livery from your aircraft.cfg file in your Sim. This way you will not get that warning again.

## **I do not see parked aircraft at my origin airport?**

Check that you have an <ICAO airport code>.xml file with parking positions in the folder pointed to by the Airport files folder parameter. Check that the percentage parked parameter in the UI is > 0.

## **After a while all traffic disappears from my Sim while RealTraffic radar still shows traffic?**

Although the Real Traffic radar shows traffic, it could be that the traffic stream is no longer updated. Normally the screen should change a little every 9 or 10 seconds. If it no longer changes, then this is a Real Traffic problem. If it does change it might be that there is no traffic in the area specified by your parameter settings (latitude range, vertical range, and so on).

## **Should we see exactly the same airplanes as in FlightRadar24?**

No not necessarily. The traffic data of RealTraffic does not come from FlightRadar24, so they are not exactly the same, but what you see in both programs should be similar.

## **I am getting lots of errors when I run AILGenerator, what should I do?**

PSXseeconTraffic will only use the correct liveries written to the file AI\_liveries.xml. So you can just ignore the errors and enjoy flying. You do not need to repair all the errors at once. Only if you want to have more liveries you should pay attention to the errors and repair them by making changes to aircraft.cfg files.

## **<airport>.xml file could not be loaded?!**

Most likely there is a syntax error in the file. If you manually add an option, for instance from

```
<parkpos id="S507" latitude="50.031612" longitude="8.563018" heading="69.9" radius="50.0" />
```

to

```
<parkpos id="S507" latitude="50.031612" longitude="8.563018" heading="69.9" radius="50.0" >
  <aircraft>
    <option airlines="ANE" types="CRJX" real="true" hours="11" />
  </aircraft>
</parkpos>
```

do not forget to change /> into > in the first line!

## **How do I link PPG and AIL to PSXT?**

PPG and AIL have Output folders that make it possible to link their output directly to PSXT (*hence we do not have to copy files*).

First the situation with all three programs running at the Flight Simulator PC. Suppose we have installed all three at disk D as follows,

D:\PSXseeconTraffic

D:\AILGenerator

D:\ParkPosGenerator

Push the connect button for the liveries, restart PSXT, push the connect button for the airports and restart PSXT. Now we are connected (!), as shown in the following screenshot.

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The image shows three overlapping software windows. The top-left window is 'PSXseeconTraffic' (Version 13.6, PSXT 64 bit). The top-right window is 'AILGenerator' (Version 4.8). The bottom window is 'ParkPosGenerator' (Version 9.4). Annotations include a yellow box around the 'Liveries folder' and 'Output folder' fields in AILGenerator, and a red box around the 'Airport files folder' and 'Output folder' fields in ParkPosGenerator. A red line connects the 'Output folder' in ParkPosGenerator to the 'Output folder' in AILGenerator.

**PSXseeconTraffic (Version 13.6)**

- Data Provider: [Green]
- Traffic stream: [Green]
- QNH stream: [Green]
- Live aircraft:  Only if user aircraft:
- Updates/second: [20] Always stay on top:
- Liveries folder: D:\AILGenerator\liveries
- Include aircraft types:  Heavy/middle  Light
- Airport files folder: D:\ParkPosGenerator\airports
- Parking percentage: [25]

**AILGenerator (Version 4.8)**

- Include 44 country specific PVT/GA codes
- Repair aircraft.cfg ([fltsim.x] number)
- Change
- Paths to folders with aircraft (liveries):
  - E:\AI\FSPXA
  - E:\AI\FAIB Airbus
  - E:\AI\FAIB Boeing
  - E:\AI\FTX AU
  - E:\AI\Aircraft
- Output folder: liveries

**ParkPosGenerator (Version 9.4)**

- Generate [Airline, Aircraft type] options for parking position
- Change
- Paths to folders with airports:
  - D:\Program Files\Lockheed Martin\Prepar3D v4
  - D:\AddOns
- ICAO Aircraft types (CAPITALS) for different parking positions:

RAMP_GA	GLF3
RAMP_GA_SMALL	GLF4,LJ40,C172
RAMP_GA_MEDIUM	A319,B733
RAMP_GA_LARGE	B752,B763
RAMP_CARGO	B74F,MD1F,B77L,A30B
RAMP_MIL_CARGO	C130
RAMP_MIL_COMBAT	F16,HAWK
GATE_SMALL	GLF4,LJ40,F50,AT44,DH8D,B737,A318,E190,CRJ9
GATE_MEDIUM	B738,A320,E190,CRJ9,B752
GATE_HEAVY	B744,B772,B763,B789,MD11,A332
DOCK_GA	GLF3
- Output folder: airports

# PSXT FAQ

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If you run PSXT **networked** I recommend the following set-up:

Install PPG and AIL at the PC running your Flight Simulator.

Create two network-shares at the PC running PSXT, say **liveries** for D:\liveries and **airports** for D:\airports.

Suppose the name of your PSXT PC is **Eva**.

Use [\\Eva\liveries](#) as Output folder for AIL

Use [\\Eva\airports](#) as Output folder for PPG.

In PSXT, use **D:\airports** as Airports folder and **D:\liveries** as Liveries folder.