PSXT FAQ Feb 10, 2023

1. I looks rather complex to me; how do I start?
Follow the instructions in the Quick Start Guide.

2. How many live aircraft can PSXT 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 200-250 live. Next to this it can park as many static aircraft as you like.

3. Can I use PSXT during a flight in my Simulator?
Yes you can, it was developed for that in the first place.

4. Can I use PSXT 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. Note that in P3D, FSX and MSFS aircraft further away than 10 nm are not visible visually, only as a symbol at the TCAS. 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.

5. Can I run PSXT networked (from a second PC/laptop)?
Yes you can, although with the powerful CPU's we have these days I recommend running RealTraffic and PSXT at your flight simulator PC. That will result in the smoothest operations. Read more about networked use in FAQ #23.

6. Can I run PSXT together with other AI programs such as VATSIM, IVAO, MT6 and UTL?
Yes you can. PSXT can coexist with other (third party) traffic although there is no collision avoidance between third party aircraft and other aircraft. However, it is a bit weird to combine 3d party traffic with real traffic. PSXT is designed to let you fly in real traffic.

7. Can I use ATC programs with PSXT?
No. The live aircraft of PSXT are controlled by real live ATC. Read more in faq #31.

8. What's the impact on frames per second?
Injecting aircraft will have impact on your fps. How much depends on the quality ("lightness") of the AI aircraft and the number of AI aircraft you want. However, 40+ fps can be achieved, even with a middle-class PC. See also FAQ #13.

9. 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.

10. 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.
Or try this: cycle in the RealTraffic GUI through "Simulator in use" to Live Aircraft, exit RT, restart RT, en cycle back to PSXT.

Or uninstall RT, reboot your PC, and re-install RT.
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.

10b. Lots of live ground traffic but no aircraft in the air…?
See #10.

10c. Lots of live ground traffic and traffic taking off but no landing traffic?
See #10.

11. I get a message about a VCRUNTIME140_1.dll or MSVP140_Atomic_wait.dll?
Install the Microsoft Visual C++ Redistributables for Visual Studio 2022, see the Manual section 1.1.

12. I get a message about a Side-by-Side issue?
Install the Microsoft Simconnect Client version 10.0.61259.
The installation file **SimConnect.msi** can be found in

`..\Prepar3D v5\redist\interface\FSX-SP2-XPACK\retail\lib\SimConnect.msi`

and in FSX at a similar location.

Or take in from my site [here](#).

Install the SimConnect Client at the PC running PSXT by right clicking at the file and choose Install.

13. I've noticed an enormous drop in fps
This may be caused by using AI aircraft that are not compatible with your Simulator, or you are using user flyable aircraft as ai aircraft.

Even if PSXT does not show any errors there still can be problems with your AI aircraft. For P3D users I recommend adding the following key to the *[MAIN] section* of the file

`C:\Users\<your name>\AppData\Roaming\Lockheed Martin\Prepar3D v5\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 v5 Files folder. Fix each error related to AI.

14. I get a "livery" could not be created warning?
The livery could not be created by 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. Then run PSXT again.

15. I get "error 81"?
You probably forgot to activate your (newly installed) AI aircraft in your Simulator.

16. I get "error 20 bind failed"?
You probably try to use PSXT with PSX (Precision Simulator X), however that's no longer possible.

17. I get a "no known airport in sight" message?
Your user aircraft is positioned such that it cannot find an airport within 5 nm.

18. I do not see parked aircraft at my airport?
If you have just installed PSXT then that is **normal**, because the **airport file** that contain information about who parks where and when is still **empty**. You must let PSXT "learn" the airport first or download an airport file from my site to make a jump start.

Otherwise:

- Check that you have an `<airport code>.xml` file with parking positions **with options** in the `updated_airports` folder.
- Check that the percentage parked parameter in the User Interface is > 0.

19. 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 RT screen should change a little every 2 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 (lateral range and so on).

20. Should we see the same airplanes as in FlightRadar24?
No not necessarily. The traffic data of RealTraffic does not come from FlightRadar24, so they are not the same, but what you see in both programs should be very similar.

21. <airport code>.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 airline="ANE" type="CRJX" real="true" hours="11" />
    </aircraft>
</parkpos>
```

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

22. I am getting lots of errors in the Liveries search, what should I do?
PSXT will only use the valid liveries found. For the time being you can just ignore the errors and enjoy flying. You don't need to repair all the errors immediately (or even not at all).

If you want to have more liveries then you should pay attention to the errors and repair them by making changes to aircraft.cfg files, or by informing the creator of the package of the errors.

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23. How do I run PSXT networked?
See the Manual section 2.5.

Create a **share** at the Flight Simulator computer (the Server), say Tools, for the installation location of PSXT.
Say the name of your computer running Flight Simulator and PSXT is **Eva**. Then use

```
<parameter name="LIVERIES_FOLDER" value="\\Eva\Tools\liveries" />
<parameter name="STOCK_AIRPORTS_FOLDER" value="\\Eva\Tools\stock_airports" />
<parameter name="ADDON_AIRPORTS_FOLDER" value="\\Eva\Tools\addon_airports" />
<parameter name="THIRDPARTY_AIRPORTS_FOLDER" value="\\Eva\Tools\thirdparty_airports" />
```

In `C:\Users\<you>\AppData\Roaming\PSXT[_xxx]\parameters.xml` at the computer running the **networked** PSXT (the Client).
Note that instead of a computer name you may also use an IP-address,
such as: **\\192.168.0.10\Tools\liveries**
and even a share is not necessary: **\\192.168.0.10\d\Tools\liveries**
Don't forget to give the networked PSXT **access rights** to the computer running Flight Simulator.

Tick **Client** in the GUI of the client PSXT and tick **Server** in the GUI of the Server PSXT.
Run the PSXT Server once to let it scan for Liveries and Airports, then close it. Continue at the Client PSXT.

24. How can I let PSXT automatically build up an airport file with real live data?
If PSXT receives real live data about parked aircraft, it will add that to the airport file. Just let it run for the hours of the day you normally fly, and you will already have a nice start. During that period, you will see more and more parked aircraft appear.

An even better possibility is to let run the app **Learner** at the hours that you don't need your flight sim PC, or let it run in the background. Learner does not need a Simulator connection, just a connection with RealTraffic will do.

25. I have created an airport file manually, where should I put it?
In …\updated_airports.

26. I made some changes to AI_Liveries.xml but next time I ran PSXT they were gone…
`AI_liveries.xml` is meant for application – application communication, not for humans. It may be interesting to have a look at it, but don't make changes to it!

27. Cannot find the MSVP140_Atomic_wait.dll
(re-)install **Microsoft Visual C++ Redistributable for Visual Studio 2019**
The standalone installers for x86 (VC_redist.x86.exe) and x64 (VC_redist.x64.exe) can be [downloaded](#) at Microsoft.

28. error 48, Set parameters to your liveries first
Set in

```
C:\Users\<user_name>\AppData\Roaming\PSXT_MSFS\parameters.xml  (MSFS)
C:\Users\<user_name>\AppData\Roaming\PSXT\parameters.xml  (P3D)
C:\Users\<user_name>\AppData\Roaming\PSX_FSX\parameters.xml  (FSX)
```

MSFS:
```
<parameter name="lfolder0" value="full path to your Community folder" />
```

P3D/FSX:
```
<parameter name="lfolder0" value="full path to your folder with AI aircraft" />
```

29. error 49, Set parameters to your add-on airports first
Same as FAQ 28, set:

MSFS:
```
<parameter name="afolder0" value="full path to your Official folder" />
<parameter name="afolder1" value="full path to your Community folder" />
```

P3D/FSX:
```
<parameter name="afolder0" value="full path to your folder with addon airport(-s)" />
<parameter name="afolder1" value="full path to your folder with addon airport(-s)" />
<parameter name="afolder2" value="full path to your folder with addon airport(-s)" />
```

… as many as needed.

30. Why can't PSXT_MSFS detect gates in my MSFS add-on airport?
That's probably because you have bought the add-on airport in the Market place. These files are encrypted, so, they cannot be read by PSXT… Buying add-on airports outside the Market place is recommended (SimMarket, etc.).

31. Why does PSXT not work with Pro-ATC/Pilot2ATC, and AIG does?
That's because PSXT's aircraft are airplane objects, AIG aircraft are AI aircraft (with a flight plan).

PSXT aircraft will be detected by Pilot2ATC, for instance. However, Pilot2ATC can never control them, because it does not know where they are flying to, but more important PSXT aircraft will not obey because they are -indirectly- controlled by Live ATC and keep following the path of their real time/real live counterparts!

Examples of the possibility to detect PSXT aircraft are LittleNavMap and the TCAS software in several user flyable aircraft such as PMDG 737.

Imo it is a lot more fun to listen to real live ATC and take the place of a real live aircraft (PSXT's 'block aircraft' feature)

32. I'm getting "start-end tag mismatch" error when loading an airport file
See #21

33. How takes aircraft matching place? What means "matching depth 8"?
Matching is the process of finding the best type (model) + livery to represent a real live aircraft in your Sim. Here an example:

Real Traffic reports a new aircraft: PH-BVA KLM B77W

First it will search in step 1, for a livery with registration code PH-BVA, and yes it has found one the "AIGAIM_KLM Boeing 777-300ER - Orange Pride" . This is a perfect match because you not only have the correct airline and type, but also the right (unique) paint.

[For reasons of simplicity step 1 with multiple registration codes defined for a livery, and step 2 about "operating for" liveries are not described here]

If you did not have that livery, it will continue in step 3 to search for a livery for a KLM B77W. If found, you will have a good match although not perfect, because airline and type are ok, but the paint can be different from real live. One example is the difference between a normal KLM paint or a "SkyTeam" paint, but there may be difference in engines, and so on too.

Note that if you have the AIG package installed, PSXT will know the best mapping of a registration code to an AIG livery! They are defined in the Offline registration code files defined in data\regcodesAIG.

If no livery was found it will look in step 4 for a livery for similar type as B77W from KLM, for instance a B772. *These similar types are defined in dbase.xml.*

If no livery was found it will look in step 5 for a generic B77W livery *(a so called "house" or "white" paint)*

If no livery was found it will search in step 6 for a B77W from another airline, then KLM.

If no livery was found it will search in step 7 for similar type as B77W from another airline, then KLM.

Finally in step 8 it will match with a random livery in the same aircraft category as a B77W (a heavy).

Okay, so you will see if you have set the matching depth at 8, PSXT will always come up with a livery in your Sim. If you do not want "bad" matches you should lower the matching depth to your liking *(and install as many liveries, you can find).*

34. PSX_MSFS keeps telling "Waiting for MSFS"?
This might be a SimConnect problem. Other apps using Simconnect might block access. Possible causes are FS2CrewCommandCenter and FSRealistic. Make sure you have the latest versions of these two programs. You can switch these programs off in the exe.xml of MSFS.

Store:
C:\Users(username)\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\Local Cache\exe.xml

Steam:
C:\Users\(username)\AppData/Roaming/Microsoft Flight Simulator\exe.xml

35. ProSim737, Sismo IO boards and PSXT stop working after a few minutes
If you have configured ProSim using SimConnect, try to use FSUIPC instead.

36. Virus Alert after downloading the PSXT software package (.zip)
Note that my software does not contain virusses and is checked before I upload it to a professional website hosting company.

These alerts are most likely 'false positives'. However, you better be cautious. Therefore if in doubt check the MD5 file checksum [with this on line program] *(just drop the setup_PSXT_xxxx.zip in the box)* and compare the hash with the [one I have calculated while uploading].

37. How takes allocation of static parked aircraft over the gates place?

PSXT will automatically search for the best allocation of static parked aircraft, based on the parking options with day, hour, and real info found in the airport file.

First it will determine how many gates are wanted, depending on the parking percentage for that airport and taking all gates of that airport into account (*so not just ones with parking options in the airport file*).

It will try to find the gates in an iterative process where it will relax the constraints more and more to find sufficient gates, and stops if it has found the or more than the wanted number:

a) real=true options with the right day and hour
b) real=true options with the right hour
c) real=true options with the right hour+/- 1
d) real=true options with the right hour+/- 2
e) … and so on, till
f) real=true options with the right hour+/- 12
g) real=false options with the right day and hour
h) real=false options with the right hour
i) real=false options with the right hour+/- 1
j) real=false options with the right hour+/- 2
k) … and so on, till
l) real=false options with the right hour+/- 12

If **Random** is checked in the GUI:

- What to pick if there are more [airline + type] options for a gate is chosen randomly, and

- If there are more parking options found then wanted, the result of the last iterative step is randomized before part of it is taken as reserve (topped-off) in case a gate is not available *(for instance blocked by live or user aircraft).*

The result of this process is logged in Log.txt.