

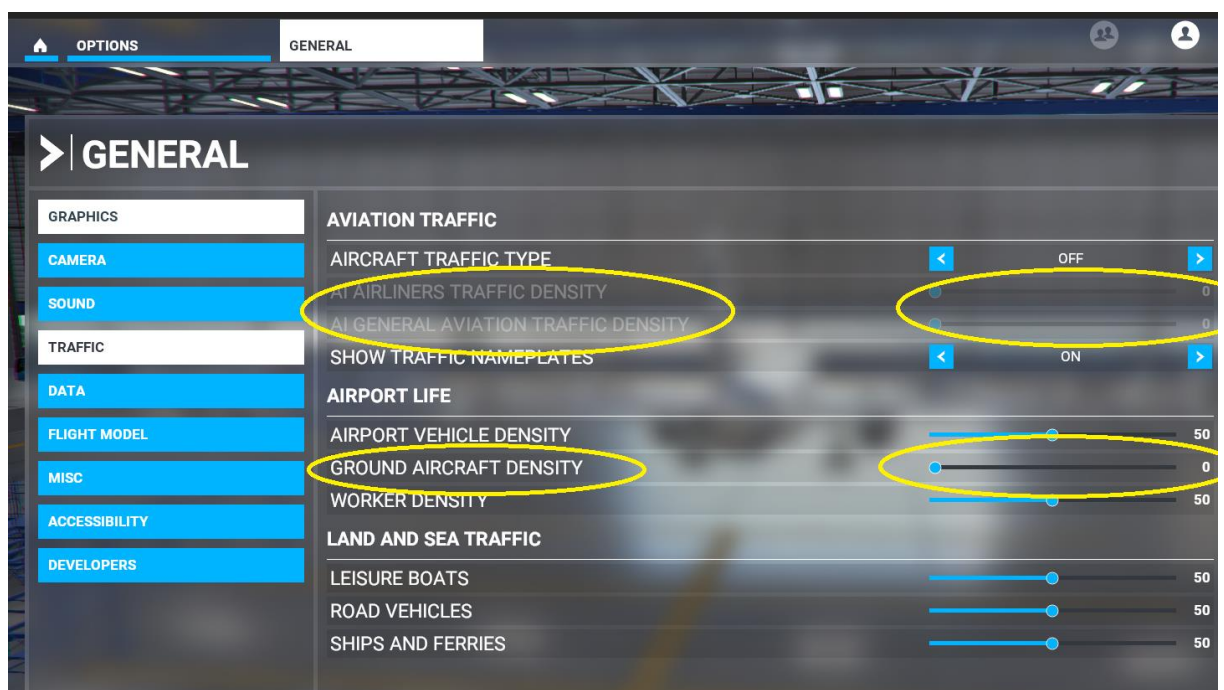
# PSXT and MSFS 2020 by Nico Kaan, October 8, 2020

Although still far from perfect here are the steps to be taken to let PSXT generate real life traffic in MSFS 2020:

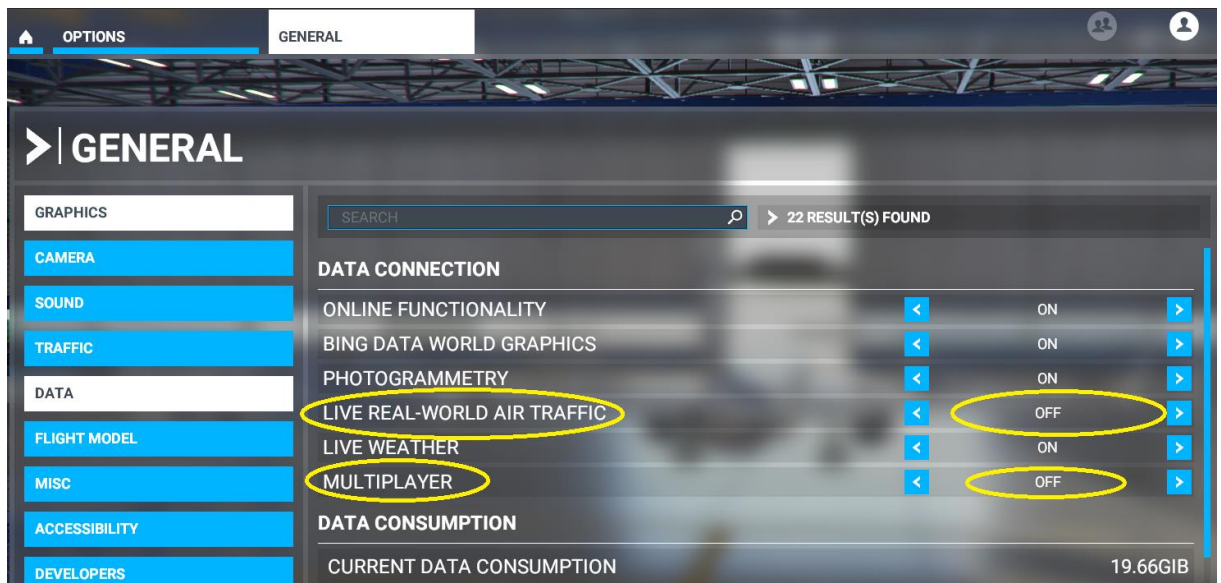
- Download <https://www.msfsaddons.org/liveries/liveries-megapack-v8> and install these (flyable) aircraft in your MSFS **Community** folder. The Community folder should look like this:

liveries-152	06/09/2020 18:46	File folder
liveries-747	29/08/2020 20:59	File folder
liveries-a5	29/08/2020 20:59	File folder
liveries-a320	29/08/2020 20:59	File folder
liveries-c172-as1000	29/08/2020 21:00	File folder
liveries-cessna208b	29/08/2020 21:00	File folder
liveries-cj4	29/08/2020 21:00	File folder
liveries-da40ng	29/08/2020 21:00	File folder
liveries-da62	06/09/2020 18:47	File folder
liveries-e330	29/08/2020 21:00	File folder
liveries-kingair	06/09/2020 18:46	File folder
liveries-pitts	06/09/2020 18:46	File folder
liveries-savagecub	29/08/2020 21:00	File folder
liveries-tbm930	29/08/2020 20:59	File folder
liveries-xcub	29/08/2020 20:59	File folder

- Run **AILG 7.3** in **MSFS mode** pointing to the Community folder.
- Run MSFS in **Developer** mode, make sure you have these traffic settings:



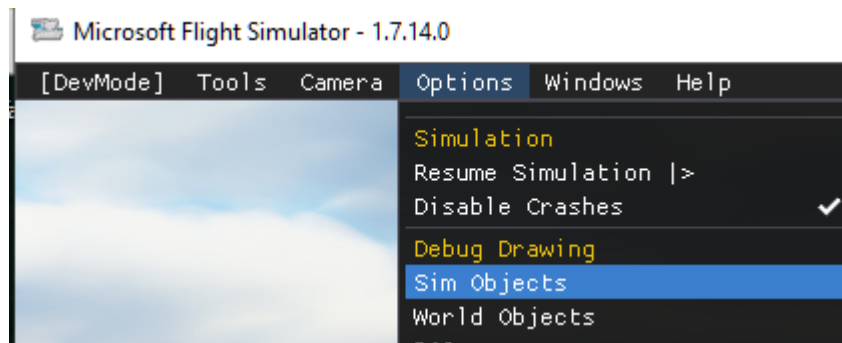
# PSXT and MSFS 2020 by Nico Kaan, October 8, 2020



- Run PSXseeconTraffic.exe version **18.8 (the 32 bit version)**. Point to the liveries just generated by AILG and use P3D or FSX airports .
- Run a data provider.

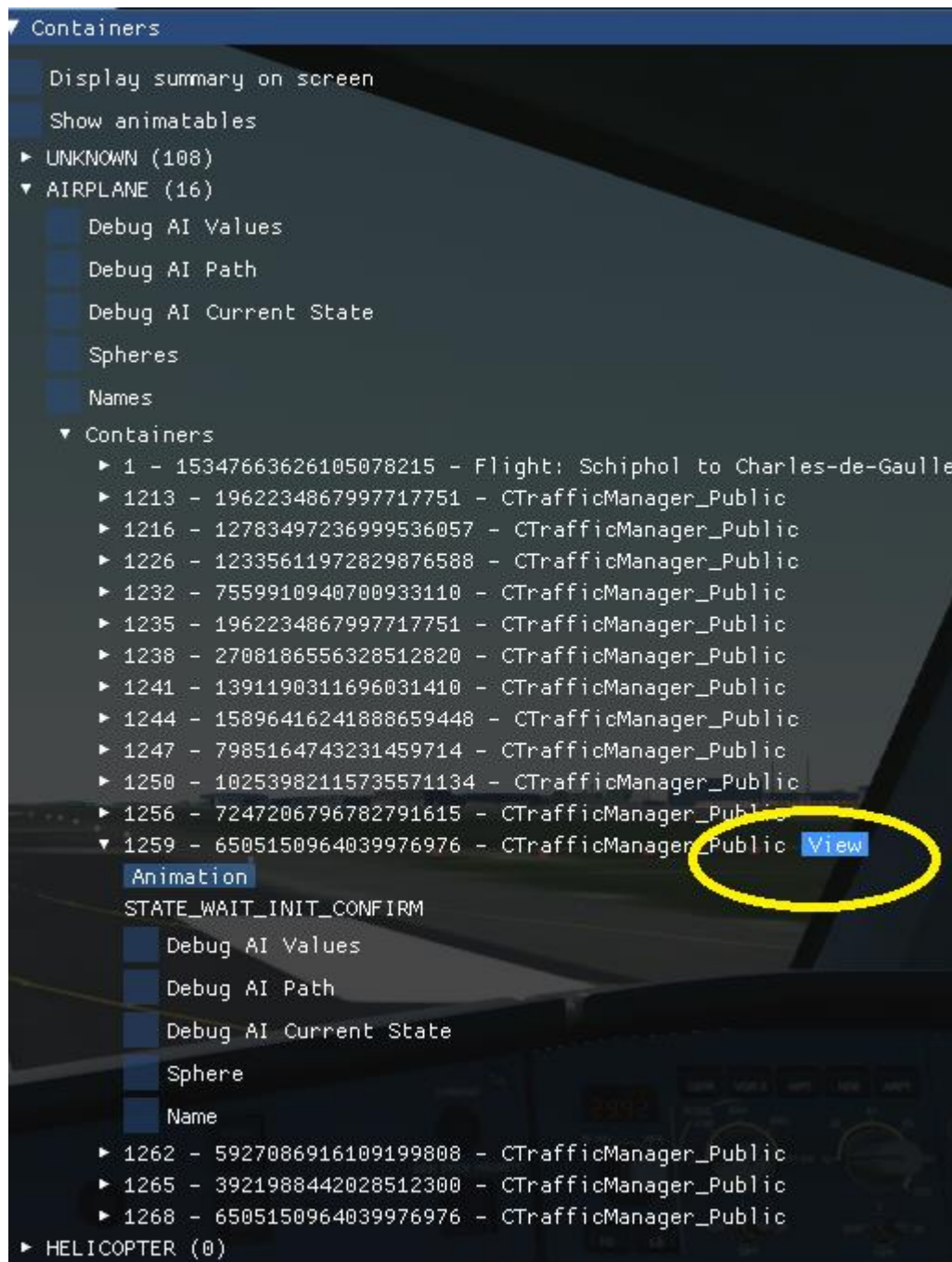
Traffic will show up in MSFS, although if you want to switch your view to an another aircraft you have to be in Developer mode and take the following steps:

Go in **outside view** of your user aircraft, because this view will be taken for the other aircraft as well.



Follow **Options->Sim Objects->Containers->AIRPLANE->Containers** and click on a CTrafficManager\_Public container to let a View button to the right appear. Click at the View button.

## PSXT and MSFS 2020 by Nico Kaan, October 8, 2020



Note that the liveries that you see are flyable aircraft not AI liveries such as from FLAI. Due to the lack of aircraft types and liveries you will not have many good matches.

A lot of work has still to be done to make Life aircraft as real as possible. Ai traffic Liveries packages have to be adapted to work in MSFS. I still have to adapt ParkPosGenerator to let it read the parking positions in MSFS.

Sometimes you will get a CTD...

Again, far from perfect, just the beginning of a long journey?! 😊