

PSXseeconTraffic and FS 2020 by Nico Kaan, January 10, 2021

Although still far from perfect here are the steps to be taken (in this order) to let PSXseeconTraffic generate real life traffic in Microsoft Flight Simulator 2020:

1. [Download liveries-megapack](#) (Version **12** at the moment of writing) from their discord server and install these (flyable) aircraft in your MSFS **Community** folder.

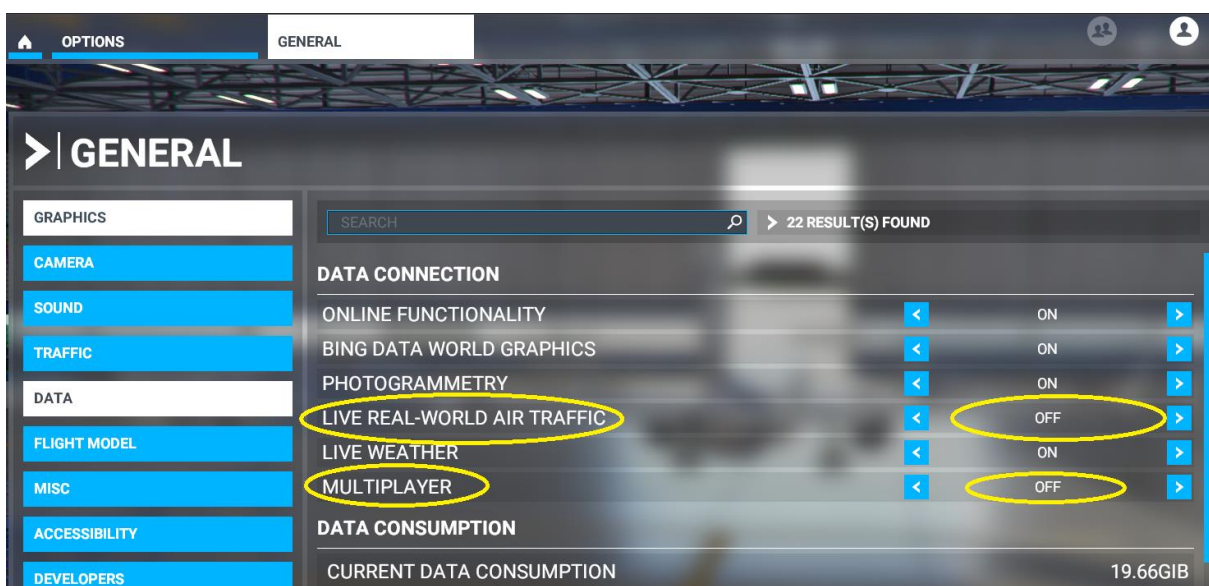
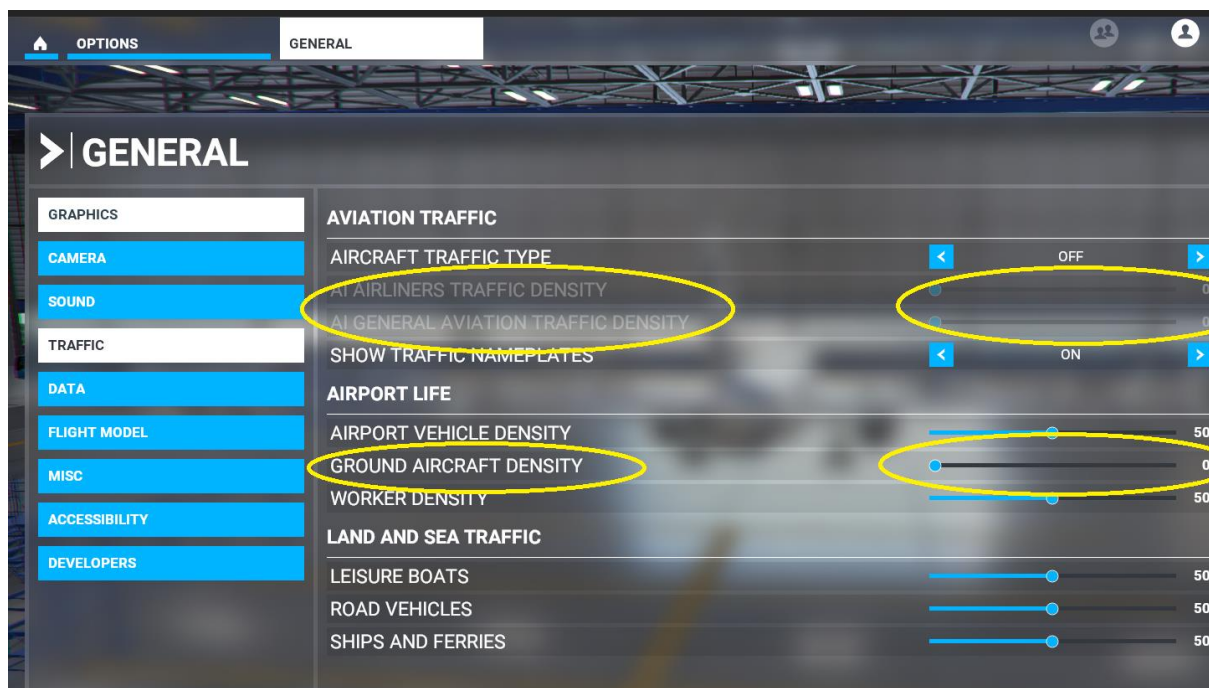
The Community folder should look like this:

Asobo_208B_GRAND_CARAVAN_EX_ARG	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_CAP	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_CHP	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_DHL	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_FDX	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_GBA2	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_MANSTON	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_MOKULELE	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_MSF	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_Myanmar	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_NATUREA	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_NATUREB	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_NATUREC	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_NATURED	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_POLICE	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_SKYDIVE	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_SoundsAir	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_SQS	09/11/2020 10:22	File folder
Asobo_208B_GRAND_CARAVAN_EX_TROPIC	09/11/2020 10:22	File folder
Asobo_A320_NEO_A320CATHAYPACIFIC	09/11/2020 10:22	File folder
Asobo_A320_NEO_AAL	09/11/2020 10:22	File folder
Asobo_A320_NEO_ABUSAN	09/11/2020 10:22	File folder
Asobo_A320_NEO_ACBLUE	09/11/2020 10:22	File folder
Asobo_A320_NEO_AEGEAN	09/11/2020 10:22	File folder
Asobo_A320_NEO_AERLINGUS	09/11/2020 10:22	File folder
.....

And so on ...

2. Install and Run **AILG_MSFS version 1.0 beta+**.
Push the Go! Button (assuming it has found the paths to the Community and Official folders)
3. Install and Run **PPG_MSFS version 1.0 beta+**.
Push the Go! Button (assuming it has found the paths to the Community and Official folders)
4. Run FS2020 in **Developer** mode, make sure you have these traffic settings:

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5. Install and Run [PSXT MSFS version 20.1 beta+](#).

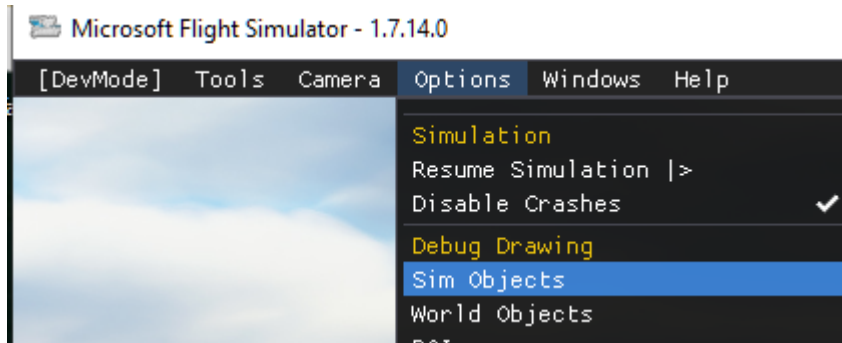
Point to the liveries just generated by AILG_MSFS and to the airports just generated by PPG_MSFS by setting the full paths to the output folders in the UI. Note that if PSXT_MSFS, AILG_MSFS and PPG_MSFS are all at the same PC, these links will be set automatically.

6. Run a data provider, either the free ADS-B Live or the pay-ware RealTraffic (preferably).

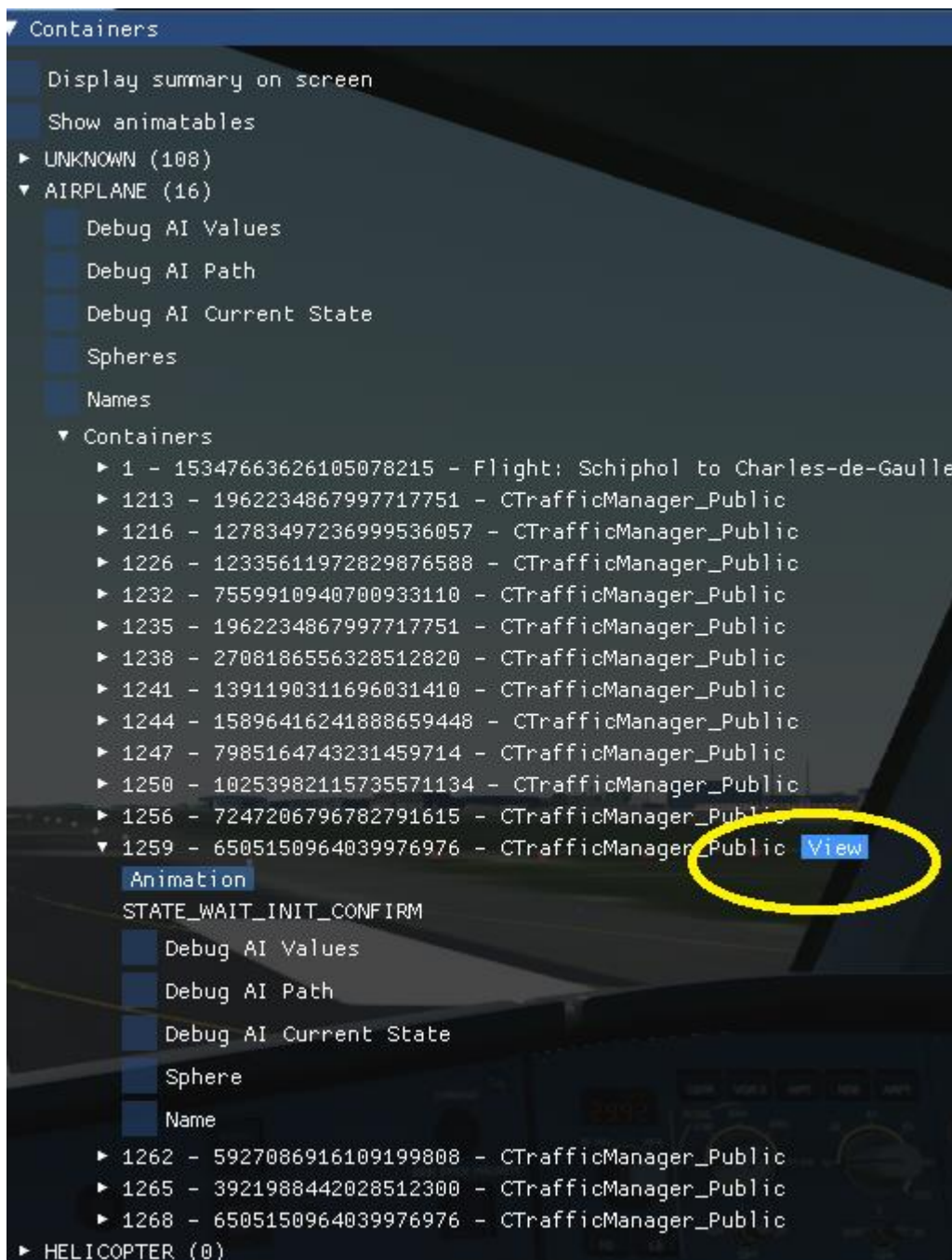
Traffic will show up in FS2020, although if you want to switch your view to an another aircraft you have to be in Developer mode and take the following steps:

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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.



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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.

There is also some shaking and jittering visible when taxiing, that needs to be fixed.

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