



PSXT for P3D Quick Start Guide, June 19, 2022

These are the steps needed to get PSXseeconTraffic up and running with P3D.

ASSUMPTION: You should have installed AI Aircraft in your Simulator already!

Firstly you need to download and install software at your computer running P3D:

- A. Go to the [My website](#) and download PSXseeconTraffic for P3D. Extract the zip file.
- B. Go to the [RealTraffic website](#) and download the **Standard** Edition version for Windows and buy a 1-month license for a (bargain!) price of USD **\$9.99** (no automatic renewal). One full month of real traffic to enjoy!
Install the software (at the same computer as PSXT).
- C. Make sure you have the Microsoft Visual C++ Redistributable for Visual Studio 2019. The standalone installer for x86 (vc_redist.x86.exe) can be [downloaded here at Microsoft](#).

Next you must start these three programs:

1. **Start Prepar3D** versions 4 or later
Set the Airline Traffic density and General aviation traffic density at **0%**.
Select an aircraft as vehicle (Pedestrians, Avatars, are not allowed).
2. **Start PSXseeconTraffic** with the shortcut on your desktop
Use all default values.
3. **Start RealTraffic**
Select PSXT for P3D/FSX/MSFS for **Simulator in use** (that's all!).