

PSXT Quick Start Guide

February 13, 2019

Here are the steps needed to get PSXT (PSXseeconTraffic) up and running.

First you need to **download** and **install** software **at your Flight Simulator PC** (*running under Windows 10*):

- Go to the [My website](#) and download **PSXT**. Extract the zip file and run the setup file, go for the **full installation** option (default).
- Go to the [FLAi website](#) , select the download menu item top left and at the next page select **Download FLAi Operations Center** and click the **Install** button.
- Go to the [RealTraffic website](#) and download the small version (3Mb) for Windows if you have Java already installed, otherwise download the Standalone version for Windows. Install the software.
- **If necessary**, Install system software:
 - Make sure you have the Microsoft Visual C++ Redistributable for Visual Studio 2015. The standalone installers for x86 (vc_redist.x86.exe) and x64 (vc_redist.x64.exe) can be [downloaded here at Microsoft](#).
 - Make sure you have the Microsoft Simconnect Client version **10.0.61259**. If not, the installation file SimConnect.msi can be found in ..\Prepar3D v4\redist\interface\FSX-SP2-XPACK\retail\lib\SimConnect.msi and in FSX at a similar location. Install the SimConnect Client (by right clicking on the .msi file).

Next you have to **start/run** these three programs (*the order in which is not important*):

1. **Start Flight Simulator** (Prepar3D versions 2.5 or later or Microsoft FSX SP2)
Set the Airline Traffic density and General aviation traffic density at **0%**.
FSX: Do not select "Aircraft cast shadows on the ground" .
P3D: Select an aircraft as vehicle (Pedestrians, Avatars, are not allowed).
2. **Start Real Traffic**
Select PSXseeconTraffic for **Simulator in use** (that's all).
You can test RealTraffic prior to purchasing a license. During the demonstration time (3 x 5 minutes every 24 hours) the software is fully functional.
However, you better purchase a license for one month at \$9.99
3. **Start PSXseeconTraffic.exe** (use all default values)

You will soon see the first live AI aircraft appear in your Simulator! Enjoy!

If 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.