



PSXT_P3D Quick Start Guide, Nov 20th , 2023

These are the steps needed to get PSXT_P3D up and running

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

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

- A. Go to the [My website](#) and download PSXTraffic_P3D. Extract the zip file and run the installer.
For PSXT_P3D users: you don't have to uninstall PSXT_P3D, they can live together.
- B. Go to the [RealTraffic website](#) and buy a 24-day **standard** license for USD **\$9.99** (no automatic renewal. You will receive a **license** by email. There is no need to download and install the RT software.
- 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 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).
Use Live Weather! (The QNH in MSFS must match with the QNH in RealTraffic)
2. **Start PSXT_P3D.exe** via the short cut at your desktop. It will ask for a license.
Exit PSXT_P3D and add the RT license string (not the Name part) in
C:\Users\<you>\AppData\PSXT_P3D\parameters.xml in the RT_LICENSE
parameter:

```
<parameter name="RT_LICENSE" value="here your license" />
```



- continue on the next page-



A few important tips for a smooth start

Install path

PSXTraffic will search for your P3D Install Path first. If found it will show it, if not found you must supply information:

Type a full path to the top-folder of your Simulator in the “**Install Path**” text box of the PSXTraffic window and press Enter, like:

D:\Program Files\Lockheed Martin\Prepar3D v5

Parameters in the PSXTraffic window (GUI)

Use all **default** settings, don't change anything before you have read the Manual.

User destination airport, where are you flying to?

Enter in the GUI the ICAO code of the airport you are (going to fly) or are flying to. If you do that PSXTraffic will park static aircraft and put live aircraft at the airport when the airport is in sight, and you are still high in the air. If you leave it empty PSXTraffic will only detect where it is, when you have landed , and it will then start parking.

What to do with empty airports?

Not all addon airport are already **off-line** learned (filled) by PSXTraffic and RealTraffic. You may have bought an addon that is unknown to PSXTraffic.

Please zip the folder “**TO_BE_LEARNED_OFFLINE**” (you can find that in the PSXTraffic installation folder) and mail that to leveld757@gmail.com.

Good chance that the next version of PSXTraffic will have these airport files filled available!