



# PSXTraffic Quick Start Guide, Sep 1<sup>st</sup>, 2023

These are the steps needed to get PSXTraffic up and running with MSFS.

A. **If you have not yet an AI aircraft package installed in MSFS:**

The longest available AI aircraft package for MSFS today is **AIG**. However, be aware that it takes **a lot of time** to install, and the process takes quite a lot of steps and clicks.

Here a [good instruction video](#), you only need to watch the first 16 minutes because you only need the **AIG AI Manager** for downloading airlines models and liveries, **not** the AIG Traffic Controller.

An alternative to AIG is to download the [FSLTL base models](#), that will give you 2007 AI aircraft immediately. See this video: "[How to use FSLTL aircraft with PSXT](#)".

Another quick alternative is to install [FSTraffic](#). PSXTraffic will use the models/liveries in **justflight-aircraft-traffic-fleet** only.

B. Go to the [My website](#) and download **PSXTraffic**.

Extract the zip file and run the setup file with administrator rights.

**Install at your Simulator computer. The default install locations is C:\PSXTraffic**  
**You may change that to another location/drive, but don't install it in the Community folder or in the Program Files folders, and preferably do not change these installation folder names!**

C. Go to the [RealTraffic website](#) and download the Standard Edition version for Windows and buy a 24-day **standard** license for USD **\$9.99** (no automatic renewal).  
Install the software (at the same computer as PSXTraffic).

D. Make sure you have the Microsoft Visual C++ Redistributable for Visual Studio 2019. The standalone installer for x64 (**vc\_redist.x64.exe**) can be [downloaded here at Microsoft](#).

Then, you must start these three programs:

1. **Start MSFS**

Make sure you have these Options set:

**MULTIPLAYER: OFF**

**AIR TRAFFIC: OFF**

**Ground aircraft density: 0**

**Use Live Weather!**

2. **Start RealTraffic**

Select PSXT for P3D/FSX/MSFS for **Simulator in use**.

3. **Start PSXTraffic**

With the short cut at your desktop

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## A few important tips for a smooth start

### Community folder

PSXTraffic will search for your MSFS Community folder first. If found it will show it, if not found you must provide information:

Type a full path to your Community folder in the “Community Folder” text box of the PSXTraffic window and press Enter. You may give it up/to or with Community included, like:

**C:\MSFS\Community**

or

**C:\MSFS**

### 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?

Type in the GUI the ICAO code of the airport you are (going to fly) or are flying to, **and hit Enter**. 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 static aircraft.

### What to do with empty airports?

Not all add-on airports are already **off-line** learned (filled) by PSXTraffic and RealTraffic. You may have bought an add-on 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](mailto:leveld757@gmail.com).

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