

PSXT Quick Start Guide, Dec 3, 2023

Here are the steps needed to get PSXT up and running with MSFS.

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

By far the best, largest and longest available AI aircraft package for MSFS today is **AIG**. Be aware that it takes an afternoon to install all.

Note that 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 for MSFS**.

Extract the zip file and run the setup file with administrator rights. **Add your license.**

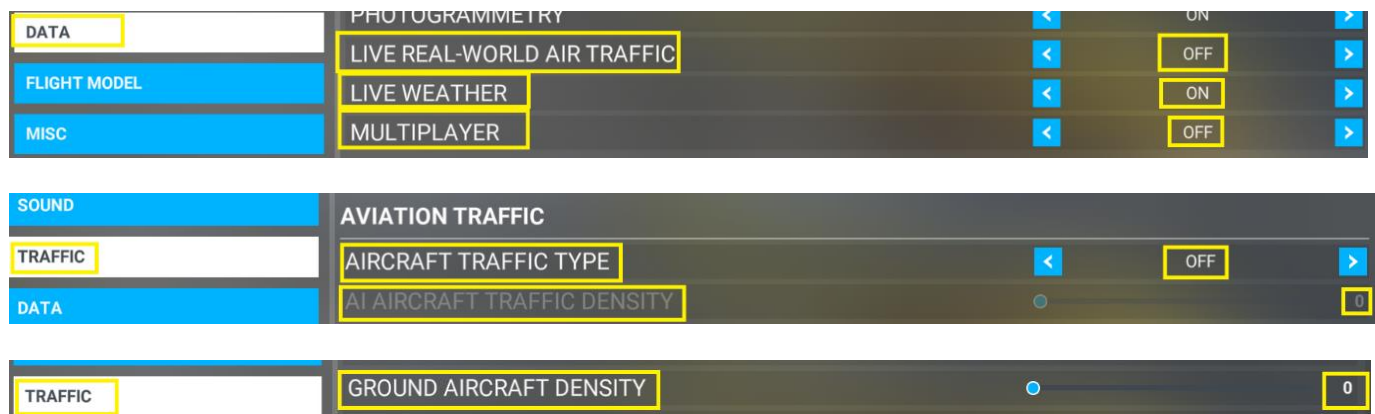
Install at your Simulator computer. The default install locations is C:\PSXTraffic

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 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.

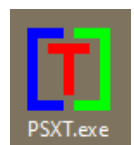
D. Make sure you have the Microsoft Visual C++ Redistributable for Visual Studio 2019. The standalone installer for x64 (**vc_redist.x64.exe**) can be [downloaded here at Microsoft](#).

Start **MSFS**, and set these options:



Start **PSXT.exe** via the short cut at your desktop. It will ask for a license. **Exit** PSXT and add the RT license string (not the Name part) in **C:\Users\<>you>\AppData\PSXT\parameters.xml** in the RT_LICENSE parameter:

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



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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.

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