

PSXT FAQ

Frequently asked questions for PSXT, PSXT_P3D, MSFS, and Prepar3D

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1. What is a stand?

A stand is a parking position, located either at a gate or on the ramp.

2. How many live aircraft can PSXT inject into the flight simulator?

As many as are provided by RealTraffic and meet the selection criteria defined in the main window: up to 500 live aircraft (at EHAM during the day with a 100 nm range). In addition, it can park as many static aircraft as you like.

3. Can I use PSXT during a flight in my simulator?

Yes, you can; it was developed for that in the first place.

4. Can I use PSXT for plane spotting?

Yes, you can. Select an aircraft and park it where you want to spot. The range limitations are always centered on your aircraft. Note that in P3D and MSFS, aircraft farther away than 10 nm are not visible as models, only as symbols on TCAS. Choose the range you want to see. In addition to viewing from your aircraft, you can also use Tower view or user-defined camera positions, but remember that your Tower or camera position must be in the same vicinity.

5. Can I run PSXT networked (from a second PC/laptop)?

No, you cannot.

6. Can I run PSXT together with other AI programs such as VATSIM, IVAO, MT6 and UTL?

Yes, you can. PSXT can coexist with other third-party traffic although there is no collision avoidance between third-party aircraft and other aircraft. However, it is a bit odd to combine third-party traffic with real traffic. PSXT is designed to let you fly in real traffic.

7. What is TBLO?

TBLO stands for TO BE LEARNED OFFLINE. It relates to airport files.

Airport files are .xml files containing detailed information about an airport. A key part of this data concerns the parking positions (stands), including which aircraft park where, with which aircraft types, and on which day of the week.

An airport file is stored in the archive on my web server. It is automatically downloaded and loaded into PSXT as soon as you reach the airport or when you start your flight at an airport. PSXT then uses it to generate static parked aircraft that match the day of the week, the half-hour, and other relevant parameters.

PSXT comes with thousands of airport files on its web server, each already populated with ground traffic data from the most recent week. However, new versions of airports may be released, or entirely new airports may become available.

Such airports are detected during a Scan for airports (5.1). In that case, PSXT generates a new airport file containing all stand information, but without traffic data. You will then be asked to send this file to me so I can generate traffic for it (this is called offline learning: TBLO) and add it to the archive (see the TBLO button 5.1.2).

8. Can I use ATC programs with PSXT?

No. The live aircraft of PSXT are controlled by real-world ATC. Read more in FAQ #31.

9. What's the impact on frames per second?

Injecting aircraft will always have an impact on your FPS. How much depends on the quality ("performance efficiency") of the AI aircraft and the number of AI aircraft you want. However, 40+ FPS can be achieved, even with a mid-range PC. See also FAQ #13.

10. [RT App] Everything is connected but no live aircraft?

There could be something wrong with the RealTraffic installation. Exit RealTraffic, delete the file `C:\Users\<your name>\AppData\Roaming\InsideSystems\RealTraffic.ini` and restart RealTraffic.

Or try this: in the RealTraffic GUI, cycle through "simulator in use" to Live Aircraft, exit RT, restart RT, and cycle back to PSXT.

Or uninstall RT, reboot your PC, and reinstall RT.

Another thing that might help is to fill in the IP address of the PC running RealTraffic instead of localhost or to retype localhost and press the SAVE button.

10b. [RT App] Lots of live ground traffic but no aircraft in the air...?

See FAQ #10.

11. I get a message about a VCRUNTIME140_1.dll or MSVP140_Atomic_wait.dll?

You need to install the Microsoft Visual C++ Redistributable for Visual Studio 2022, version 17, architecture x64.

Download it from Microsoft (scroll down to Download Visual C++ Redistributables). Run `VC_redist.x64.exe`.

12. Why does PSXT not start after an update?

See FAQ #11.

13. Why do I get a large drop in FPS?

This may be caused by using AI aircraft that are not compatible with your simulator, or by using user-flyable aircraft as AI aircraft.

Even if PSXT does not show any errors, there can still be problems with your AI aircraft. For P3D users I recommend adding the following key to the [MAIN] section of the file

```
C:\Users\<your name>\AppData\Roaming\Lockheed Martin\Prepar3D v5\Prepar3D.cfg:
```

```
ContentErrorReporting=1
```

Start P3D, wait until it has completed start-up, then exit P3D. The file with content errors will be written to your Documents\Prepar3D v5 Files folder. Fix each error related to AI.

14. I get a "livery could not be created" warning?

The livery could not be created by your simulator. This can happen if the whole AI package is not activated in your Sim; in that case, you will get many more warnings in your log file and probably error 81.

If it is just an occasional message, then there is something wrong with the configuration of the livery in your Sim. You should remove this livery from your aircraft.cfg file in your Sim. Then run PSXT again.

15. I get "error 81"?

You probably forgot to activate your (newly installed) AI aircraft in your simulator. Or, in MSFS, your liveries are outside the Community folder and are not linked to it with the Addons Linker.

What happens is that PSXT asks the Sim to create a livery based on its title, but the Sim does not recognise that title.

16. I get "error 20 bind failed"?

You are probably trying to use PSXT with PSX (Precision Simulator X); did you forget to tick the Aerowinx checkbox?

17. I get a "no known airport in sight" message?

Your user aircraft is positioned such that it cannot find an airport within 5 nm.

18. I do not see parked aircraft at my airport?

There is no offline-learned airport file available.

Or, check that the percentage parked parameter in the user interface is > 0, and check that max park is > 0.

20. Should we see the same aircraft as in FlightRadar24?

No, not necessarily. The traffic data of RealTraffic does not come from FlightRadar24, so they are not the same, but what you see in both programs should be very similar.

21. Why could the <airport code>.xml file not be loaded?

Most likely there is a syntax error in the file. If you manually add an option, for instance from

```
<parkpos id="S507" latitude="50.031612" longitude="8.563018" heading="69.9" radius="50.0" />
```

To

```
<parkpos id="S507" latitude="50.031612" longitude="8.563018" heading="69.9" radius="50.0" >
<opt airl="ANE" type="CRJX" hh="11" />
</parkpos>
```

Do not forget to change /> into > in the first line!

22. I am getting lots of errors in the Liveries search, what should I do?

PSXT will only use the valid liveries found. For the time being you can just ignore the errors and enjoy flying. You don't need to repair all the errors immediately, or possibly at all.

If you want to have more liveries, you should pay attention to the errors and repair them by making changes to aircraft.cfg files, or by informing the creator of the package of the errors.

24. How does Learn work?

If PSXT receives live data about parked aircraft, it will add that to the airport file. Just let it run for the hours of the day you normally fly, and you will already have a useful starting point. During that period, you will see more and more parked aircraft appear. The learned airport file will be stored in airports\learned and will not be overwritten by new PSXT versions. So each new session with that airport will add more learned parking positions.

28. Error 48: set parameters for your liveries first

Set these values in:

C:\Users\<user_name>\AppData\Roaming\PSXT\parameters.xml (MSFS)

C:\Users\<user_name>\AppData\Roaming\PSXT_P3D\parameters.xml (P3D)

MSFS:

```
<parameter name="lfolder0" value="full path to your Community folder" />
```

P3D:

```
<parameter name="lfolder0" value="full path to your folder with AI aircraft" />
```

29. Error 49: set parameters for your add-on airports first

As in FAQ 28, set:

MSFS:

```
<parameter name="afolder0" value="full path to your Official folder" />
```

```
<parameter name="afolder1" value="full path to your Community folder" />
```

P3D:

```
<parameter name="afolder0" value="full path to your folder with add-on airport(s)" />
```

```
<parameter name="afolder1" value="full path to your folder with add-on airport(s)" />
```

```
<parameter name="afolder2" value="full path to your folder with add-on airport(s)" />
```

... as many as needed.

31. Why does PSXT not work with Pro-ATC/Pilot2ATC, and AIG does?

That is because PSXT's aircraft are airplane objects, while AIG aircraft are AI aircraft (with a flight plan).

PSXT aircraft can be detected by Pilot2ATC, for instance. However, Pilot2ATC can never control them, because it does not know where they are flying, but more importantly, PSXT aircraft will not obey because they are indirectly controlled by live ATC and keep following the path of their real-time, real-world counterparts!

Examples of programs that can detect PSXT aircraft are Little Navmap and the TCAS software in several user-flyable aircraft, such as the PMDG 737.

32. I'm getting "start-end tag mismatch" error when loading an airport file?

See FAQ #21.

33. How does aircraft matching take place, and what does "matching depth 5" mean?

Matching is the process of finding the best type (model) + livery to represent an actual live aircraft in your Sim. Here is an example:

RealTraffic reports a new aircraft: PH-BVA KLM B77W

First, in step 1, it will search for a livery with registration code PH-BVA, and yes, it has found one: "AIGAIM_KLM Boeing 777-300ER - Orange Pride". This is a perfect match because you not only have the correct airline and type, but also the right (unique) paint.

[For reasons of simplicity step 1 with multiple registration codes defined for a livery, and step 2 about "operating for" liveries are not described here]

If you did not have that livery, it would continue in step 2 and search for a livery for a KLM B77W. If found, you will have a good match although not perfect, because the airline and type are OK, but the paint can be different from real life. One example is the difference between a normal KLM paint and a “SkyTeam” paint, but there may be differences in engines, and so on too.

Note that if you have the AIG package installed, PSXT will know the best mapping of a registration code to an AIG livery! They are defined in the offline registration-code files in data\regcodesAIG.

If no livery is found, PSXT will look in step 3 for a livery for a type similar to the B77W from KLM, for instance a B772. These similar types are defined in dbase.xml.

If no livery is found, PSXT will look in step 4 for a generic B77W livery (a so-called "house" or "white" paint)

If no livery is found in step 5, PSXT will not show the aircraft. For light aircraft and helicopters, it continues with the following steps:

If no livery is found, PSXT will search in step 5 for an aircraft with that type for another airline.

If no livery is found, PSXT will search in step 6 for a type similar to the type from another airline.

34. PSXT keeps saying “Waiting for MSFS”?

This might be a SimConnect problem. Other apps using SimConnect might block access. Possible causes are FS2CrewCommandCenter and FSRealistic. Make sure you have the latest versions of these two programs. You can switch these programs off in the MSFS exe.xml file.

```
Store:
C:\Users(username)\AppData\Local\Packages\Microsoft.Flightsimulator_8wekyb3d8bbwe\LocalCache\exe.xml
Steam:
C:\Users\username\AppData\Roaming\Microsoft flight simulator\exe.xml
```

35. Why do ProSim737, Sismo IO boards and PSXT stop working after a few minutes?

If you have configured ProSim using SimConnect, try to use FSUIPC instead.

36. Why do I get a virus alert after downloading the PSXT software package (.zip)?

Note that my software does not contain viruses and is checked before I upload it to a professional web-hosting company.

These alerts are most likely 'false positives'. However, you should still be cautious. Therefore, if in doubt, check the MD5 file checksum with this online program (just drop the setup_PSXT_xxxx.zip file in the box) and compare the hash with the one I calculated while uploading

38. How does PSXT detect the publisher of an add-on airport file?

The name of the Publisher of an add-on airport is not available in the airport file.

First PSXT tries to find a hint about the publisher in the full path of the .BGL file. For example:

```
"D:\AddOns\Aerosoft\Frankfurt\scenery\EDDF_AFX-OP06.BGL" />
```

PSXT uses internally a large table with "text strings" that are typical for a publisher.

This was an easy example, but there are also paths that give no hint, like:

```
"Community\kmsp-minneapolis-st-paul-intl_YxNve\kmsp-minneapolis-st-paul-intl\scenery\world\scenery\kmsp-airport.bgl".
```

The .BGL file path scan is used in both P3D and MSFS.

For MSFS there is an extra possible source: the manifest file. Each add-on airport has such a file. For example:

```
"dependencies": [],  
"content_type": "SCENERY",  
"title": "EKCH Copenhagen Airport",  
"manufacturer": "FlyTampa",  
"creator": "FlyTampa",  
"package_version": "1.7.0",  
"..."
```

PSXT uses the same "text strings" as for the .BGL file path for finding the publisher.

In particular, for P3D, the .BGL path method is fragile. Placing add-on airports in folders named after the publisher, as in the Aerosoft example above, will help a lot.

39. What does the Quality factor (Qf) mean?

The Qf, with a value range of 0..100, indicates how much information an airport file contains about live aircraft that parked at parking positions during the week recorded by RealTraffic; see the top of the archive list.

It counts the number of positions that have at least one entry, how many aircraft were recorded per position, for how many days, and for how many half-hours.

The higher the number, the better the airport file is filled (learned in the old PSXT terminology). It is an approximation; the number of ramp positions (without live traffic) may influence the outcome negatively. It is not perfect.

Qf is calculated for both the real entries and the soft entries in the airport file. It is written like this example: 29/31, meaning Qf real = 29 and Qf soft = 31.

If Qf real is higher than 35, the soft value is not calculated; you will only see something like Qf 51. Soft entries are not needed with such high Qf real values.

40. What does "average fit" mean in the UI?

If you see, in the parking status line, "average fit: 0.5", all static aircraft parked were there in the week of the recording, at the current half-hour. If you see "average fit: 1.0", all are from the current hour, and so on, up to 24.0 hours.

42. The PSXT airport file is missing gates, but I see more gates in my scenery?

You probably have a newer version of the airport than the one in the airports\archive\thirdparty\....

Run an airport scan and send the newly generated file for the airport (from \TBLO) to me.

43. Why don't the lights of the AIG aircraft in MSFS work properly?

Something changed in Sim Update 5 that broke AI traffic lighting and it appears to be due to the AI traffic not turning on the electrical systems in flight. No electrical system means no lights. Luckily there is a pretty simple fix that only requires you to update the system.cfg file for your AI traffic.

This is quite complicated and has to be done for each model. Therefore vcaptain747 has made a simple tool that does that for you: AI Traffic Lights Fixed.zip.

Just choose your aircraft folder and click the "Fix lights" button. It will also create backups of your original files in case you want to undo the changes.

44. What airport files can PSXT use?

PSXT supports these five well-defined scenarios:

An archived file only

An archived file plus additions in the learned file (by RealTraffic, with Learn Real and/or Learn Soft set to true)

As 2, but with manually added options for existing parking positions in the learned file

As 3, but with manually added new gates (missing in the archived file) in the learned file, with the attribute manual

No archived file, only a manually made learned file with the parameter handmade

45. When I land there is no live traffic at the airport?

Either there is no RealTraffic ground traffic data for that airport, or you forgot to enter the destination airport ICAO code in the PSXT main window at takeoff or while in cruise. By the way, don't forget to press Enter after typing the 4 ICAO characters.

46. Do I need a RealTraffic license when I use PSXT in Direct mode?

Yes, you do!

46b. Where should I place the RealTraffic license/API token when using PSXT in direct mode only (without the RT App)?

You will be prompted to enter your license/API token if you use PSXT for the first time.

When renewing put it in the RealTraffic.lic file in the PSXT folder. Note that when you are using the API token renewing takes place in your RT account.

47. The AIG aircraft have strobes on while taxiing?

See section 2.4 of the manual.

48. I get "More than one RealTraffic session is not possible"?

Don't run PSXT or PSXT_P3D at the same time as the RealTraffic app.

49. Do I need administrator rights to install PSXT?

No administrator rights are needed unless you install into Program Files.

50. I get the message "No RT supported aircraft in sight", but last week it worked?

The list of airports (approximately 9000) that have RT Traffic coverage changes week by week. Some small airports may be supported one week and not the next.

51. [P3D] Why does File Explorer open to the orig_dest folder?

The orig_dest folder is not the problem. File Explorer opens because you have not defined any afolder parameters in parameters.xml. Add one or more afolder parameters to that file.