

PSXT_P3D Quick Start Guide

Real-world live traffic for Prepar3D v5 and v6

PSXT + RealTraffic | 2015-2026 | 11 years of mature development

Follow these steps to get PSXT_P3D working with Prepar3D v5 or v6. Use the defaults first; read the full manual before changing advanced settings.

Pre-condition: install AI aircraft in Prepar3D before you start. The AIG package is a good option.

1. Download and install PSXT_P3D

Download PSXT for P3D from [My website](#).

Unzip the download and run the setup program.

Install PSXT on the same PC as Prepar3D (default: C:\PSXT_P3D).

You may choose another folder or drive, but:

- Do not install in *Community* or *Program Files*.
- Do not rename the PSXT_P3D folder.

No Administrator rights are needed unless you install into *Program Files*.

2. Get a RealTraffic license

Get a RealTraffic license

Go to the [RealTraffic website](#) and purchase a 24-day **Standard** License.

Then and create an account. Next, create an **API token** linked to your license.

3. Configure RealTraffic

Install the RealTraffic Application (or not ...)

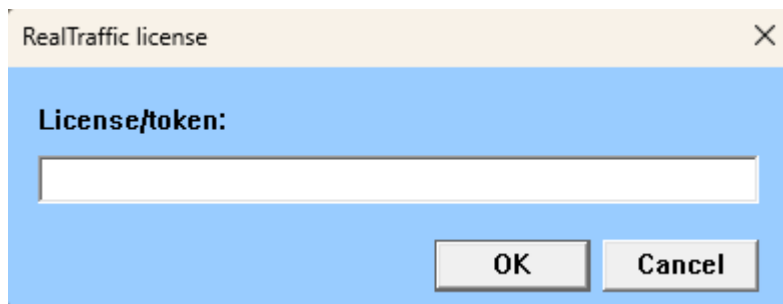
Install the RT App on the Prepar3D PC or on an external computer in your LAN.

With the default settings, choose:

PSXT, localhost (or the IP address of your Prepar3D PC if the RT App runs on an external computer), port 10747.

Enter your API token in the RT Application.

Alternatively, if you don't need to install the RT App because you want to use RT Direct mode only, enter your license or API token in the pop-up window, that appears after you have started PSXT:



4. Install the required Microsoft runtime

Make sure the required MS Visual C++ Redistributable is installed

You must have the Microsoft Visual C++ Redistributable for Visual Studio 2022, version 17, architecture x64.

You can download the installer (VC_redist.x64.exe) from [Microsoft](https://www.microsoft.com/en-us/download/details.aspx?id=6395)

5. Configure Prepar3D

Start **Prepar3D** version 5 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 P3D must match with the QNH in RealTraffic.

6. Start PSXT_P3D

Start **PSXT** using the **shortcut on your desktop**.

Install path

PSXT will search for your P3D Install Path first. If not found a folder picker window will show up for you to select it. Select the path up to "Prepar3D v5" or "Prepar3D v6"

7. Use the default parameters first

Push the **Expand** button (top right) to see all the parameters.

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