PSXT/PSXTraffic for MSFS 2024, Dec 18th , 2024

Here are the steps to get PSXT or PSXTraffic up and running with MSFS 2024 *(if you are new read the PSXT_QuickStartGuide too).*

As long as there are no special 2024 versions for AIG, FSLTL, FSTraffic and addon airports:

> Use the **new** version **AddonsLinker_2024** to set links in the MSFS 2024 community folder to your AI aircraft and addon airports in MSFS 2020. So you do not have to copy all that data to MSFS 2024.

Download and install PSXT or PSXTraffic version **9.4.0+**.

Start MSFS 2024, and set these options to get rid of MSFS live traffic, multiplayer traffic, and static parked aircraft *(sorry for the Dutch language, but you probably figure it out)*:
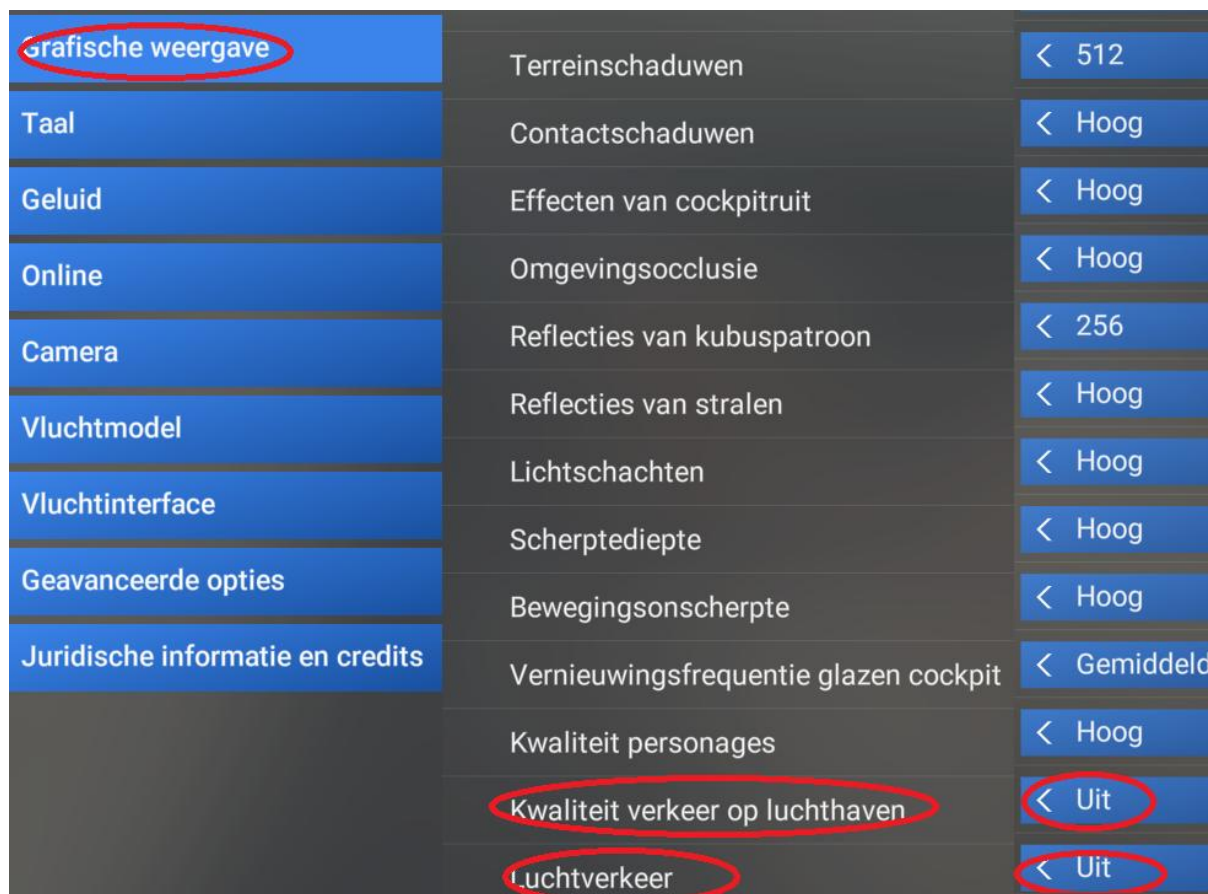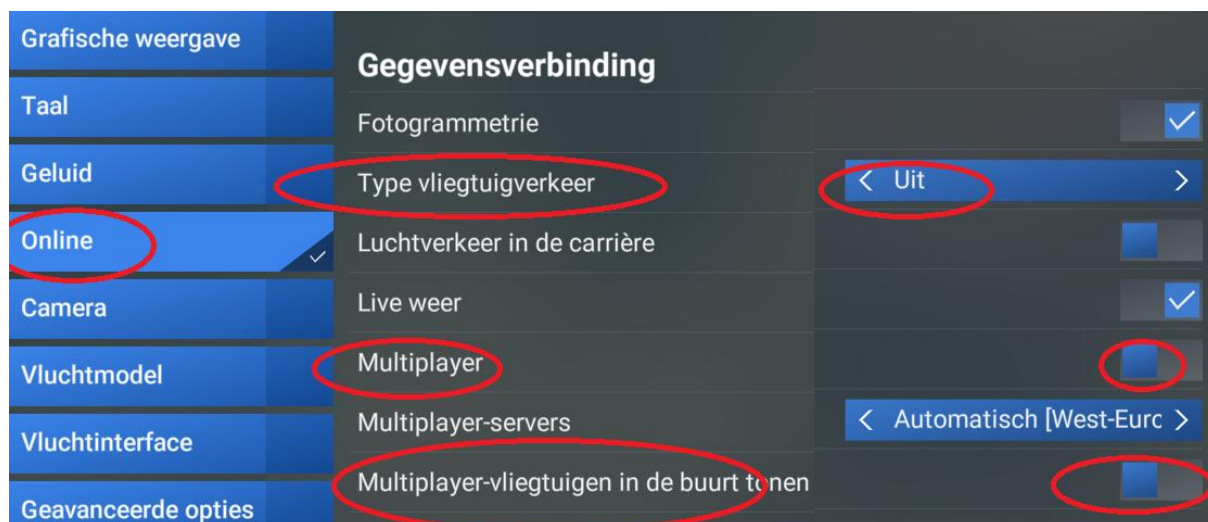
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The only change in the PSXT and PSXTraffic user interface is an extra line for the path to the Install path of MSFS 2024, and a checkbox for choosing MSFS 2020 or MSFS 2024.

> ☑ Install path: [C:\Users\nwkaa\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages
> 24 Install path: [

By default the checkbox is ticked, indicating MSFS mode. However if you uncheck the checkbox PSXT/PSXTraffic will restart and will search for your MSFS2024 install path. *(If not found you can enter it manually, just like always)*

If you have a default **Store** version PSXT/PSXTraffic will probably find it:

> ☐ Install path: [
> 24 Install path: [C:\Users\nwkaa\AppData\Local\Packages\Microsoft.Limitless_8wekyb3d8bbwe\LocalCache\Packages

At EHAM traffic looks good, it is smooth and the Fly Tampa airport works well too. However, here are the **problems** I have found so far:

PSXT/PSXTraffic related:

- All stock airports and Asobo airports are streamed and archived/encrypted.
  PSXT cannot read these…
  As a work-around PSXT uses the stock airports from 2020. For the Asobo airports, called simaddon in 2020, I've copied the 85 airports from 2020 and for the ones I missed I have put thirdparty versions in place, assuming this is better than nothing, the parking positions will not differ much, I think.

- There are SimConnect exceptions when loading a flight plan (*the from-> too info*).
  Therefore that function is suppressed. Hence you will not see any of such info in LittleNavMap.

MSFS 2024 related:

- The objectIds I get from Simconnect for PSXT live aircraft's callsigns are large, compared to 2020, and I cannot see in the debugging possibilities, in MSFS 2024 Developer mode, how to get a spot view of a live aircraft.

AI traffic packages related:

- Install the AIG Traffic Manager that supports MSFS 2024