

PSXT/PSXTraffic for MSFS 2024 Beta, Nov 23nd, 2024

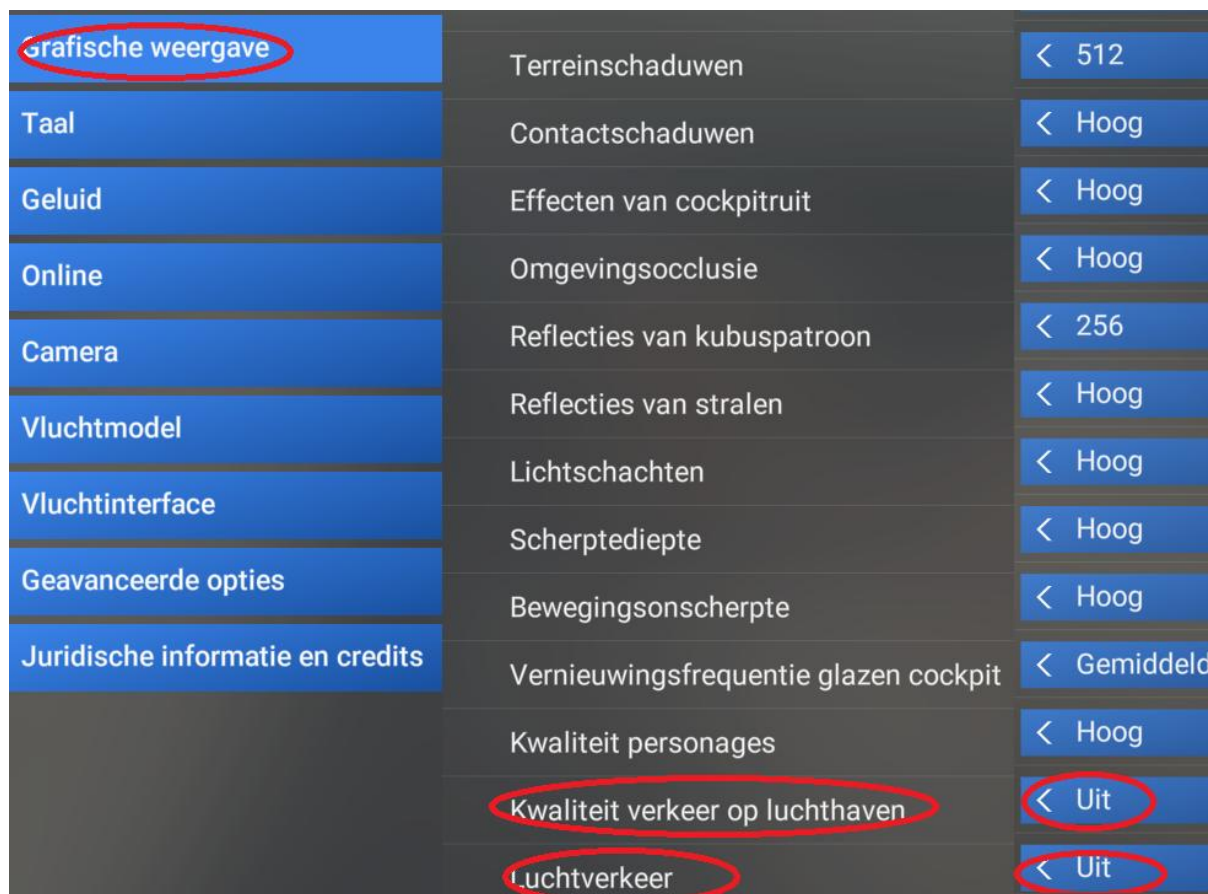
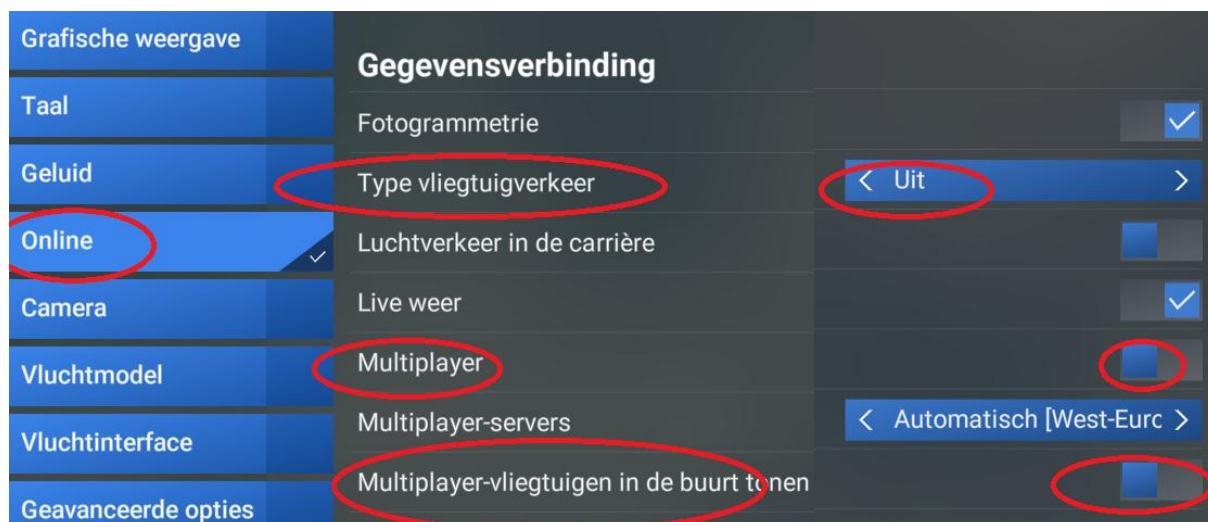
Here are the steps to get PSXT or PSXTraffic up and running with MSFS 2024, coming from PSXT or PSXTraffic for MSFS 2020.

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 **9.0**.

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 Community folder of MSFS 2024, and a checkbox for choosing MSFS 2020 or MSFS 2024.



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 community folder. *(If not found you can enter it manually, just like always)*

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



Note that I have not tested it with **Steam**. So please give feedback in my Forum if you have problems with Steam.

I have add my 60 Gb of AI aircraft for AIG, FSLTL and FSTraffic plus 43 pay ware add on airports to MSFS 2024 with the AddonsLinker_2024.

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:

- I've got SimConnect exceptions when loading a flight plan (*the from-> too info*). Therefore I have **suppressed** that function in MSFS 2024 mode. Hence you will not see any of such info in **LittleNavMap**.
- 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.
- 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 still have to find a work around, if possible at all.

*Note that in 2020 everything is available at your hard disk in the **Official** folder. In 2024 the **Official2024** folder is empty. You will find your streamed data in C:\Users\YOU\AppData\Local\Packages\Microsoft.Limitless_8wekyb3d8bbwe\LocalState\StreamedPackages .. (or the Steam equivalent path).*

AI traffic packages related:

- AIG aircraft have their landing gears up continuously ..., and some lights are missing. FSLTL and FSTraffic aircraft look fine. *(These problems have to be fixed, and probably will be fixed in version updates from these parties).*