

REX 2020 *WeatherForce*

MICROSOFT FLIGHT SIMULATOR



USER MANUAL

UPDATED MARCH 24, 2023



REX SIMULATIONS
FLIGHT SIMULATION SOFTWARE

Table of Contents

Welcome.....	3
Introduction.....	4
Pre-Installation	5
Installation	6
Startup and Registration.....	15
Tool Tips.....	17
Settings.....	22
My Favorite Airports.....	24
Search Weather	28
Live Weather Engine	30
Dynamic Changing Weather Scenarios.....	32
Support and Community.....	35
Changelog	36
EULA	42





Welcome!

Dear REX Customer –

Welcome to the REX family and thank you for your purchase of **REX Weather Force 2020** for Microsoft's new Flight Simulator.

You might have noticed we used the term **family**... we do not use this term lightly. Because you have purchased a REX product, we will do everything possible to make sure you are absolutely satisfied with your investment. It is our goal that you have the best experience possible.

If you have any need for assistance, our team is ready to help until you are absolutely satisfied. If you require support, please visit the following link: <http://rexsimulations.com/support.html>. To join our friendly banter and meet like-minded flight enthusiasts, please join our Discord community at <https://discord.gg/h3KdtHa>

Thank you again and we hope you enjoy your experience with REX.

Sincerely,

Tim Fuchs and Reed Stough
Managing Partners
REX Simulations





Introduction

WEATHER FORCE IS THE NEW METAR-BASED DYNAMIC REAL-TIME WEATHER ENGINE FOR MICROSOFT FLIGHT SIMULATOR

By utilizing inter-process communication with the simulator via fine granular control, you will experience automated, dynamic, and smooth weather transitions from real-world reporting metar stations.

Weather Force also includes a wide range of proprietary dynamic, changing (non-static) weather presets. These presets are unlike static weather presets.

**WITH REAL-TIME METAR DATA AS THE FOUNDATION, THE
WEATHER FORCE WEATHER ENGINE PROVIDES A MORE
REALISTIC WEATHER EXPERIENCE.**



PRE-INSTALLATION

BEFORE YOU INSTALL:

Please read these instructions closely before you install.

1. **Read the entire user manual** as it will provide a wealth of information about the product and how-to setup your flight simulator for the best experience.
2. **Set UAC (User Account Control) to “never notify”.**
3. Make sure Weather Force has **inbound/outbound permission via your firewall** software.
4. **Prior to installation, disable antivirus software.** This may seem odd, but because Weather Force utilizes the internet as well as modifies files on the backend, we recommend disabling antivirus software.

Antivirus software may flag Weather Force. We can assure you this is not the case and to prevent false reports we ask that you disable it.

5. Once Weather Force is installed, we ask that you ***give the REX folder exclusion rights through your antivirus or malware software.***
6. **Do not install your REX Software into your flight simulator folder(s).** This could cause issues with your flight simulator!
7. We highly recommend you **do not install REX within the Program Files folder(s), rather use the default folder that the installer creates.**



INSTALLATION

STEP 1 – DOWNLOAD

Download the installation zip files.

1. Create a TEMP folder on your Desktop.
2. Download the zip files or copy and paste the file into that folder. (Figure 1)

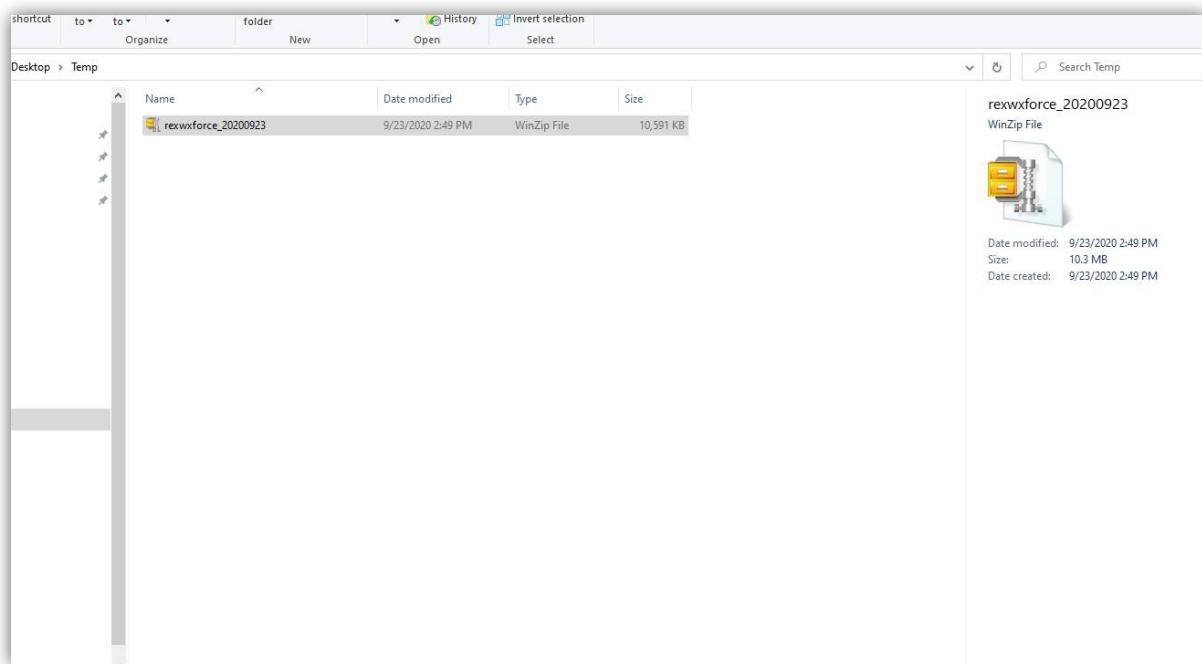


Figure 1 – TEMP folder where zip files are placed

3. Right-click the **rexwxforce_2020XXXX.zip** file and select to EXTRACT. Once the files are extracted you will see the following folder structure: (Figure 2)



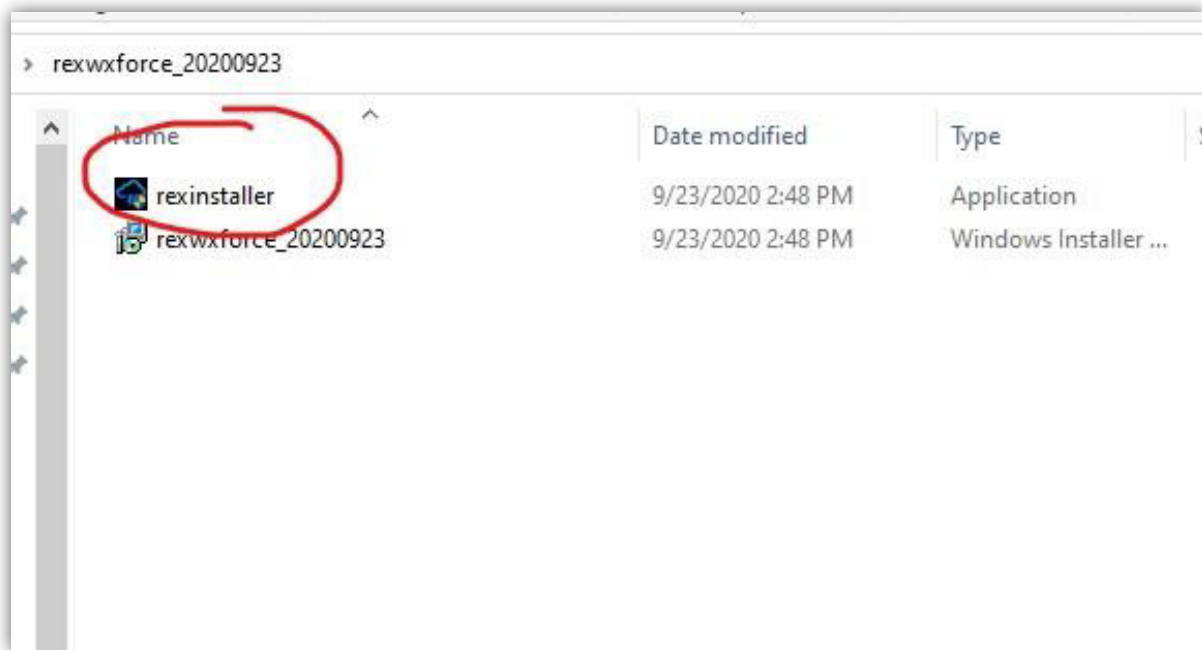


Figure 2 – Extracted Files

STEP 2 – INSTALLATION PROCESS

Remember:

Do not install Weather Force into your flight simulator folders, nor do we recommend installing within the Program Files folder(s).

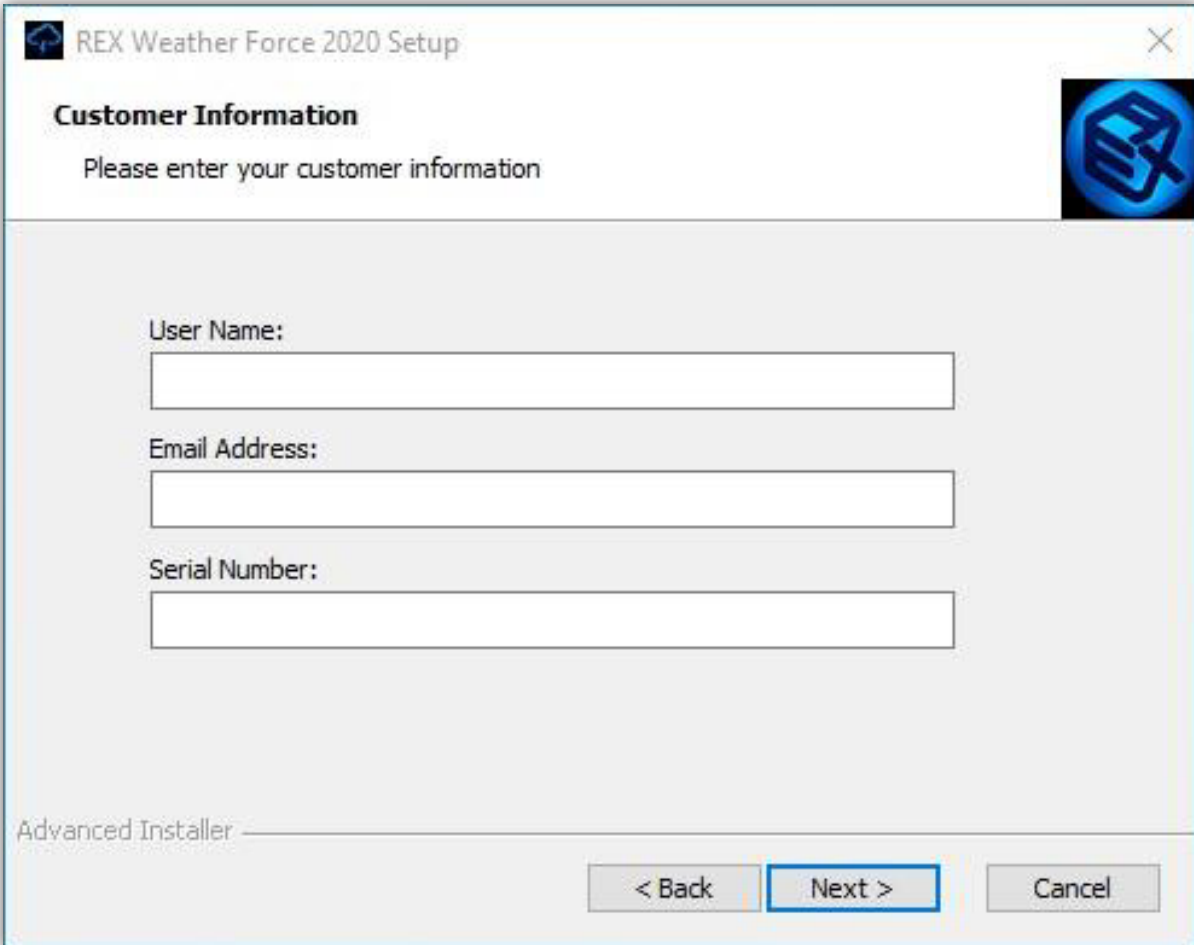
1. Right-click the **rexinstaller.exe** file and select the option to **"Run As Administrator."** This will ensure that the software will install with full permissions. Immediately an introduction window will appear. (Figure 3a)





Figure 3a – Installation Introduction Window

2. Click NEXT to continue the installation process.
3. Next you will be asked to perform a pre-installation registration of your product. Please enter a **username**, **email address** and the **serial key** you were supplied at the time of purchase. After entering this information click **NEXT** to continue the registration process. (Figure 3b)



The screenshot shows a Windows-style installation window titled "REX Weather Force 2020 Setup". The window has a standard title bar with a close button (X) in the top right corner. Below the title bar, the text "Customer Information" is displayed in bold, followed by the instruction "Please enter your customer information". To the right of this text is a blue circular icon containing a white cube with a stylized 'X' or 'R' inside. The main area of the window contains three input fields, each preceded by a label: "User Name:", "Email Address:", and "Serial Number:". Each label is followed by a white rectangular text box. At the bottom left of the window, the text "Advanced Installer" is visible. At the bottom right, there are three buttons: "< Back", "Next >" (which is highlighted with a blue border), and "Cancel".

Figure 3b – Pre-Installation Registration Window

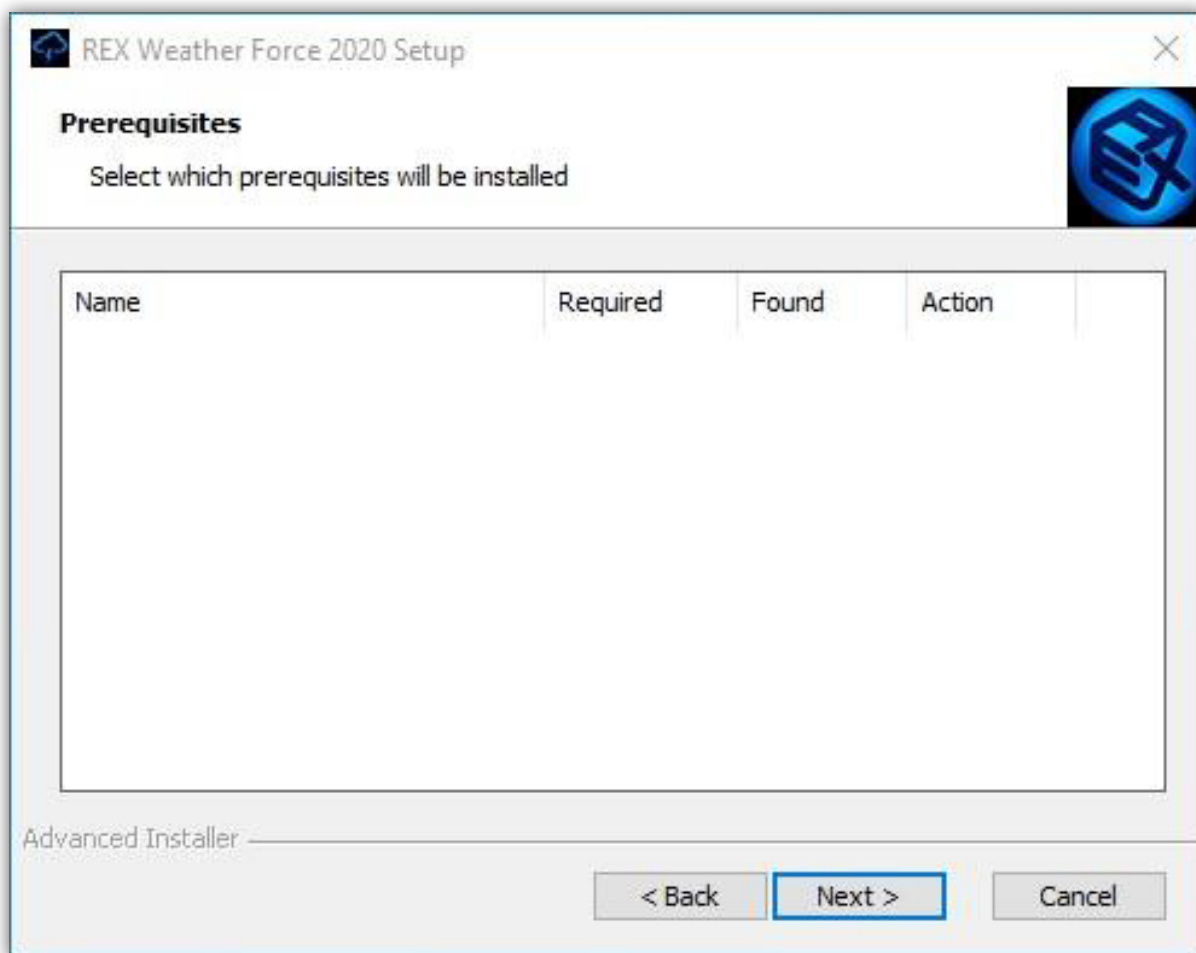


Figure 3c – Prerequisites Window

4. If there are any requirements listed, then select the requirements within the **Prerequisites** window. (Figure 3c). Otherwise click **NEXT** to continue.

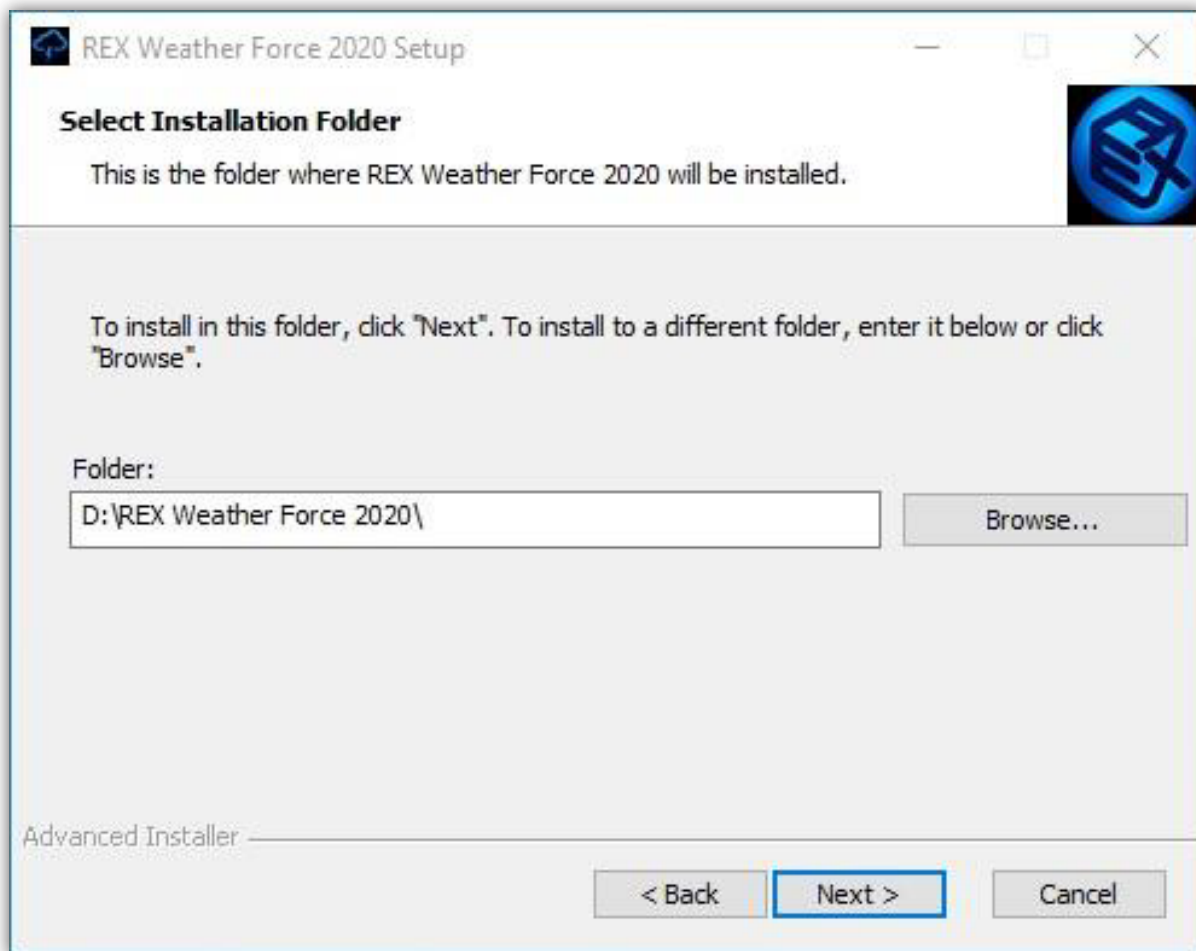


Figure 3d – Installation Folder Window

5. The installer wizard will select a folder in which to install Weather Force. However, you may change the drive and even folder location to install into. (Figure 3d)
To change the location of the installation click **BROWSE**.

IMPORTANT:

DO NOT install within your flight simulator folders as this will cause issues with your flight simulator. Also, we recommend that you do not install within the Program Files folder(s).



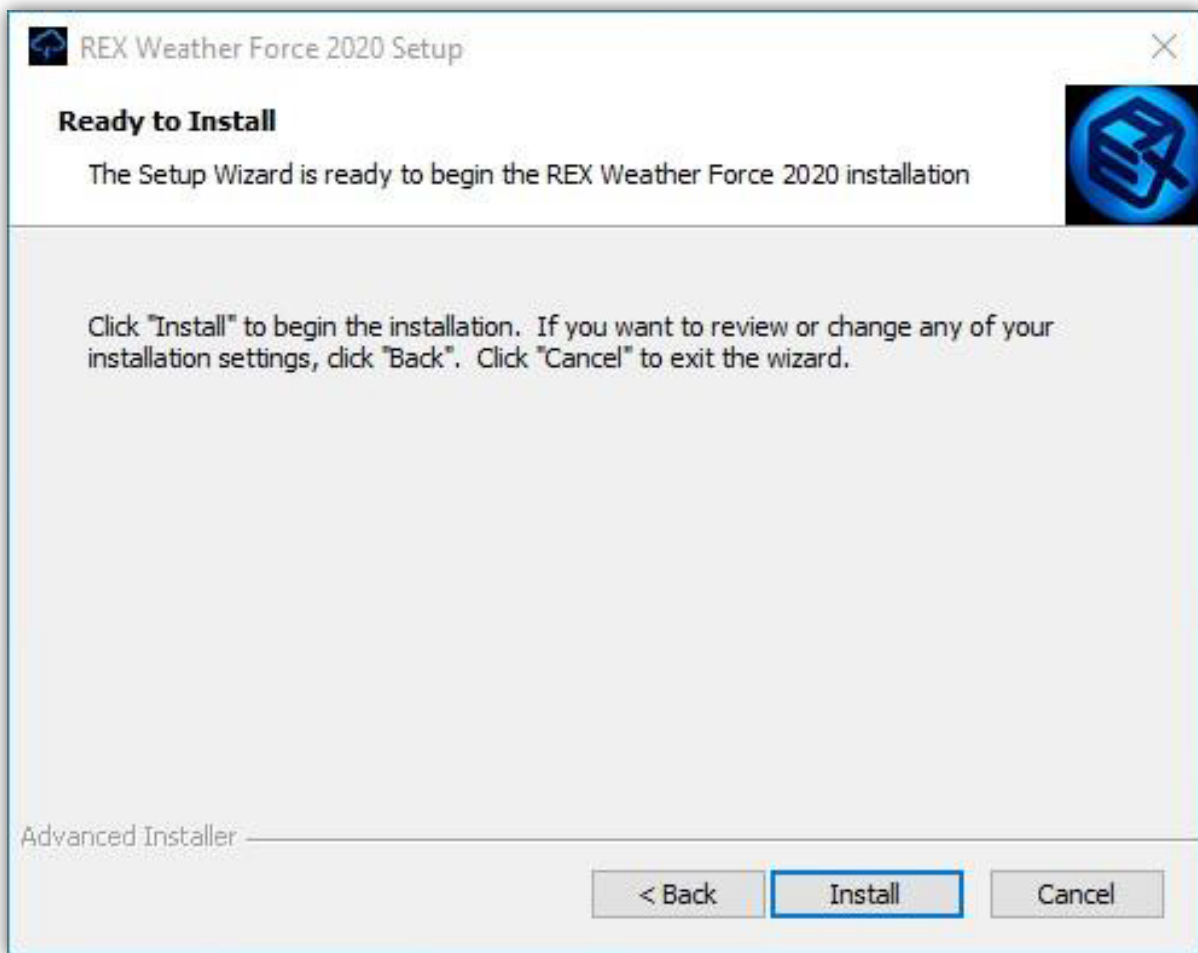


Figure 3e – Ready to Install Window

6. Once you determine the location to install the software, you are ready to start the installation process. Click **INSTALL**. (Figure 3e, 3f)

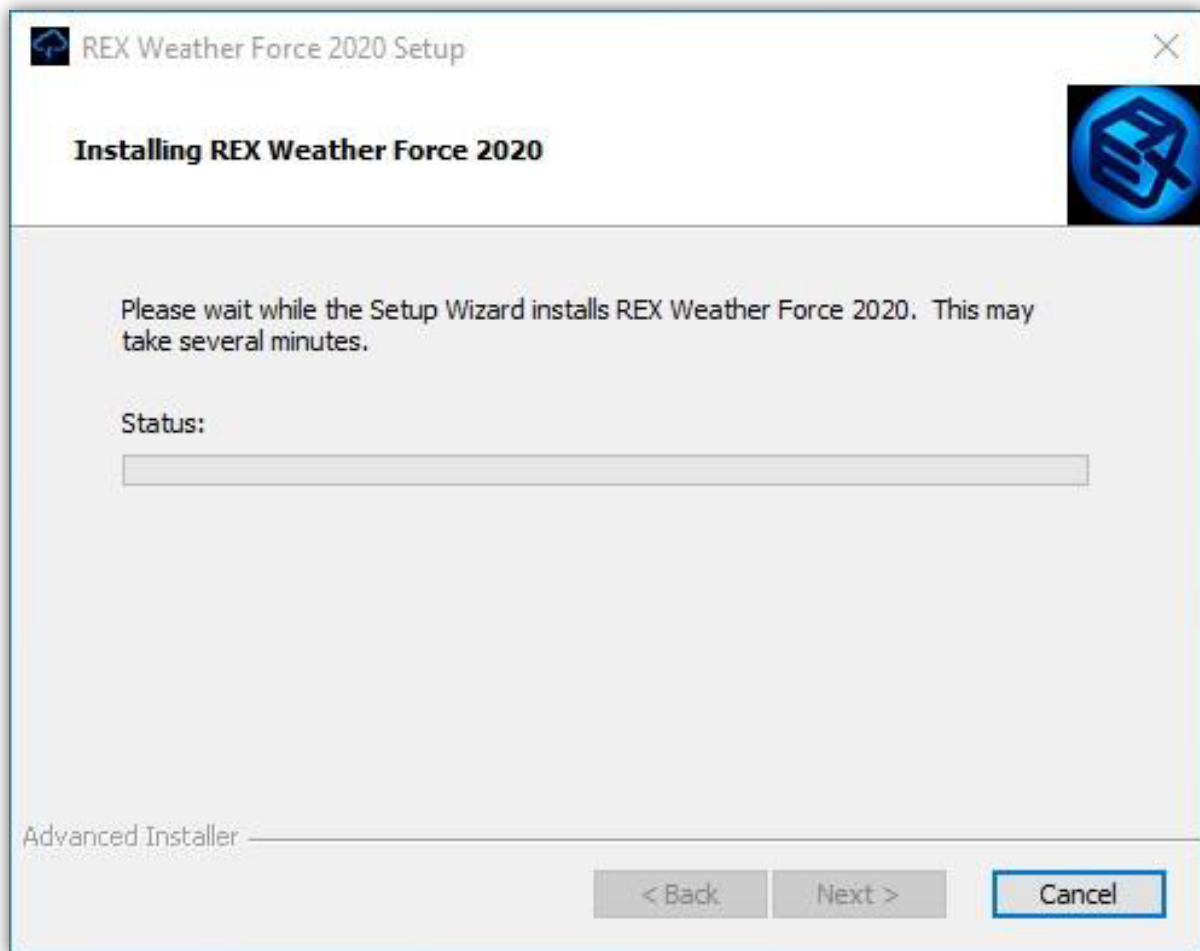


Figure 3f – Installation Process Window



Figure 3g – Installation Complete Window

7. Once installation is complete, click **FINISH**. (Figure 3g)

In the next section we will start reviewing the operations of REX Weather Force 2020.

STARTUP AND REGISTRATION

STEP 1 - PROGRAM STARTUP

1. Right-click on this icon and select **"Run As Administrator"**. This ensures the program runs with full permissions. (Figure 4)



Figure 4 – Desktop Icon

2. A splash screen will appear and you should hear the crack of thunder at startup. This will confirm that the application is starting properly. (Figure 5)



Figure 5 – Splash Screen Window



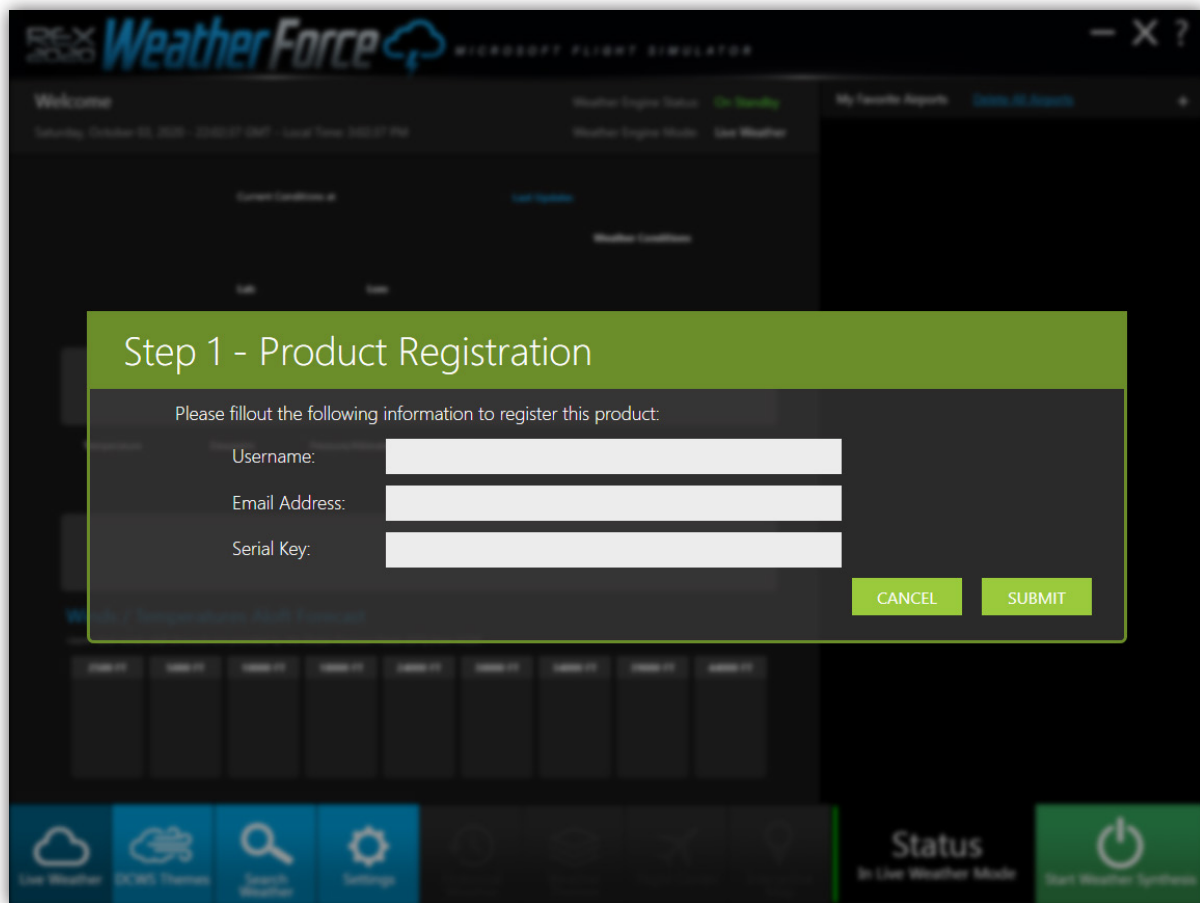


Figure 6 – Product Registration Window

STEP 2 – PROGRAM REGISTRATION

1. After the program is fully started for the first time, you will be required to register the product. Please enter your desired **user name**, **email address**, and **serial key**. These fields are required. (Figure 6) Click **OK** to complete the registration process.

CRITICAL:

You must have an active internet connection to register your product. In addition, you must record the username, email address, and serial key EXACTLY as entered so that you can re-install the software in the future.



HELPFUL TOOL TIPS

After the initial installation and registration process you will be presented tooltips that will give you a brief insight into different functions of the application. We highly recommend you take a few minutes to read these thoroughly.

TOOL TIP # 1 – Favorite Airport

REX Weather Force allows you to track up to 10 different airports. This allows you to track the weather at your favorite locations. (Figure 7)

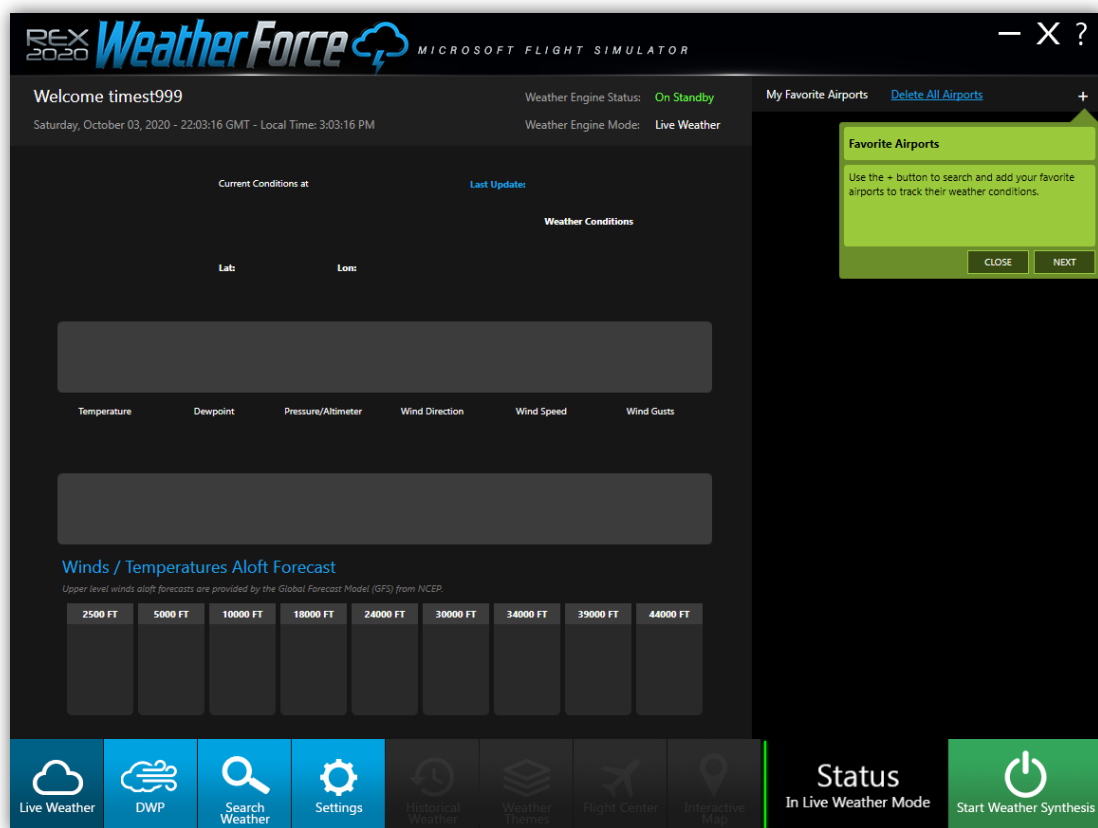


Figure 7 – Favorite Airports Tooltip



TOOLTIP # 2 – Navigation

It is easy to navigate from one window to another using the buttons on the navigation bar. (Figure 8)

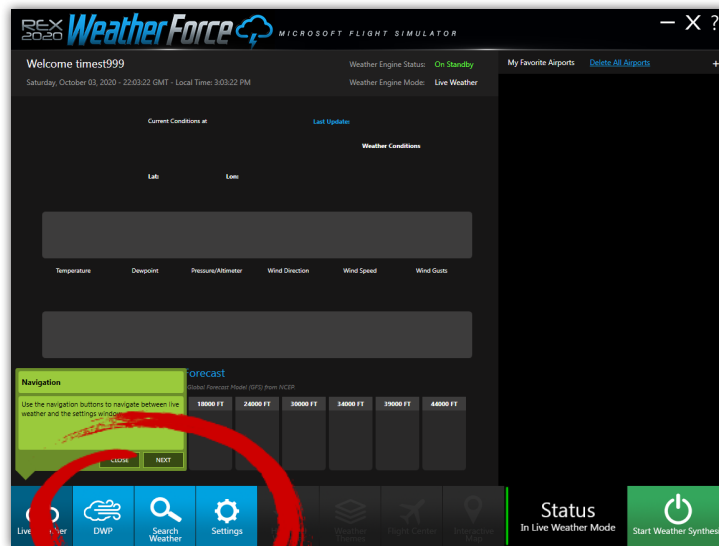
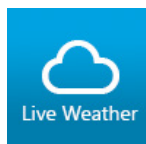
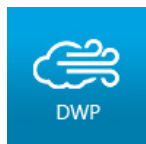


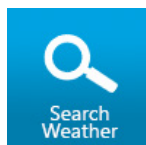
Figure 8 – Navigation Bar



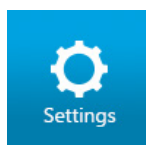
Enables the live weather mode. This means that when you start your simulator and start the Weather Synthesis of Weather Force, the realtime weather will inject into the simulator.



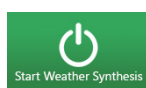
Enables the Dynamic Weather Presets mode of the application. This means that when you start your simulator and start the Weather Synthesis of Weather Force, the chosen dynamic weather preset will load into the simulator instead of realtime weather.



Opens a popup window that allows you to search for weather at a specific location or based upon specific parameters. This is ideal if you have certain weather conditions you want to fly in.



Opens the general settings window. This allows you to manage several key elements of the application and weather engine.



Causes the Weather Force weather engine to inject the chosen weather mode during your flight.



Stops the Weather Force weather engine from injecting weather during your flight.



TOOLTIP # 3 – Weather Engine Status Bar

The weather engine status bar keeps you updated as to which weather engine mode is engaged as well as what the status is of the weather engine. (Figure 9)

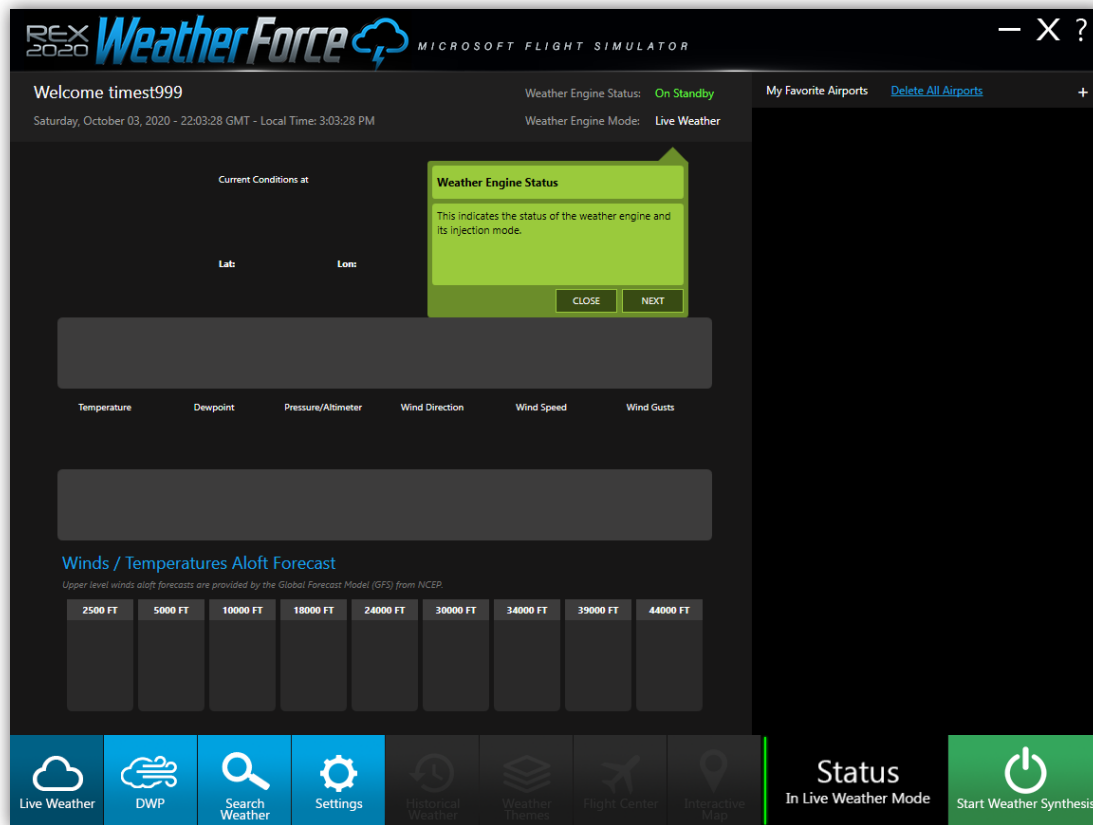


Figure 9 – Weather Engine Status Bar

The Weather Engine status bar dynamically changes based upon the weather mode and status. (Figure 10)

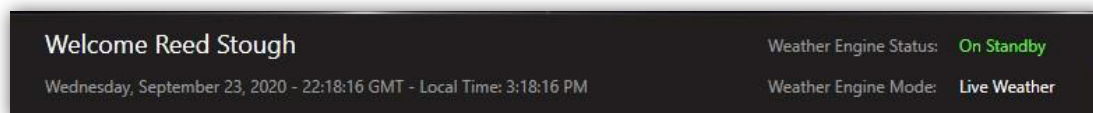


Figure 10 – Weather Status Bar



The following is a status list of the weather engine:

STATUS	DESCRIPTION
On Standby	Weather engine is currently on standby waiting for initiation.
Starting	Weather engine is starting up.
Injecting	Weather is injecting into the simulator.
Complete	Weather engine has completed its weather injection into the simulator.

The following is a list of weather engine modes:

MODE	DESCRIPTION
Live Weather	The weather engine will inject real-time weather into the simulator during flight.
DWP Weather	The weather engine will inject the selected Dynamic Weather Preset into the simulator during flight.



TOOLTIP # 4 – Start Weather Synthesis

Start Weather Synthesis is used to start the process of injecting weather into the flight simulator. (Figure 11)

Weather synthesis means that the weather engine reads the location of the aircraft, selects the closest metar data report, and then decodes and injects that weather into the flight simulator. The initial load is instantaneous, but all consecutive injections are smooth and spread over time.

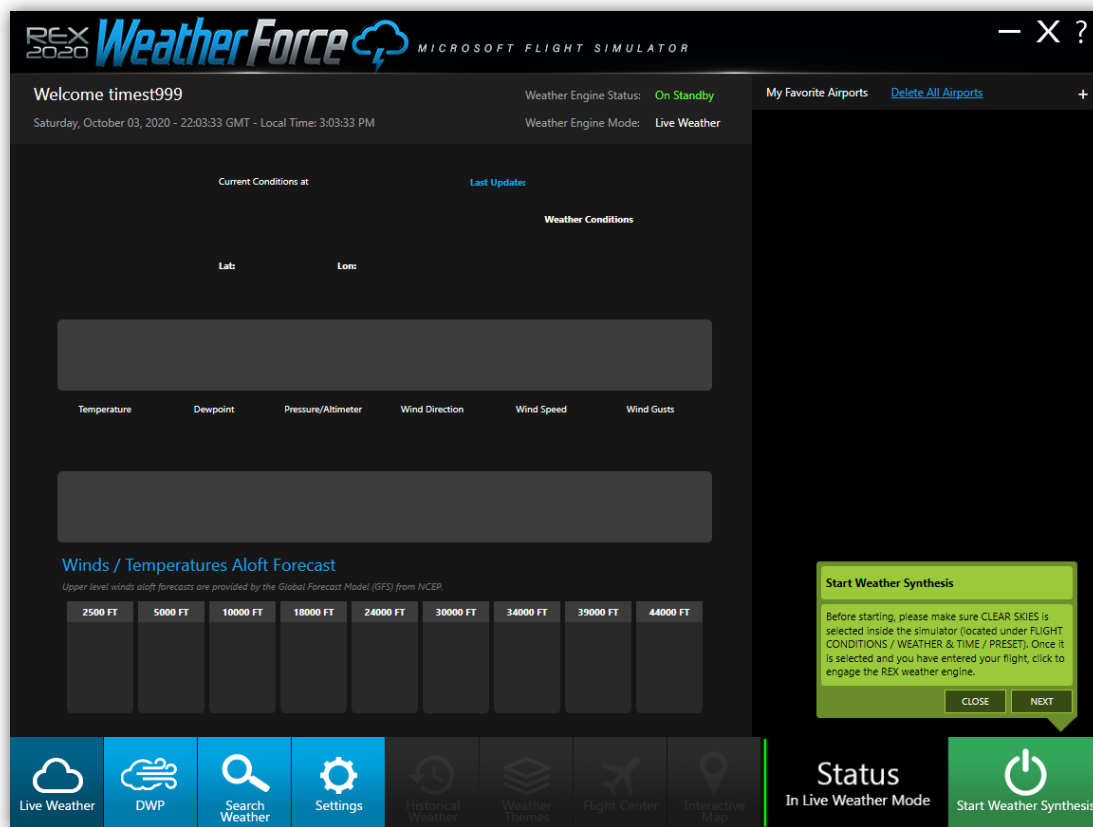


Figure 11 – Start Weather Synthesis Button



SETTINGS

The settings window allows you to make changes to key aspects of the application as well as the weather engine. (Figure 12)



Figure 12 – Settings Window



The following is a list of key settings and what they do:

WEATHER ENGINE SETTINGS

Enable Convert to Celsius and Millibars

Converts temperature readings into Celsius and pressure into millibars.

NEW SETTING IN VERSION 6.0.2022.0418

Enable Frame Rate Performance Improvements

Enable to improve the performance of the simulator between weather updates. Enabling this function improves the simulator performance when Weather Force injects new weather during weather updates and transitions.

Enable Aerosol

Enables injection of aerosol variables into the simulator. Aerosol is the way the simulator handles fog/haze/visibility/pollution. **Turn this option OFF to help when experiencing FPS issues.**

Enable Real-Time Weather Injection

Causes the weather engine to inject real-time weather into the simulator. Disabling this feature will cause the weather engine to inject selected Dynamic Weather Scenarios.

Enable Instant Weather Load

Causes the weather engine to load the weather instantaneously and not gradually over time. **Use this option to counter heavy FPS issues.**

Enable Persistent Weather Load

Loads the weather consistently between weather updates. This will override the Weather Transition Rate. **When turned ON, this option is known to help FPS issues.**

Adjust Weather Updates

Determines how often the weather engine updates live weather during flight.

Adjust Weather Transition Rates

Determines the time it takes to transition the weather over time between injections.

APPLICATION SETTINGS

Enable Application Logging

Causes the application to log all errors that occur during operation.

Enable Application Sounds

Enables audio effects such as the thunder sound at startup.

Enable Data File Exports

Enables automatic weather file downloads that support 3rd-party products such as **Pilot2ATC**. Selecting this option ON automatically creates a folder named "Exports" in the main Weather Force folder once weather is injected. Within this folder are the files necessary for integration into other products.

APPLICATION UPDATES

Update Manually Button

Checks the servers to determine if an update is available for the application.

Enable Auto Updates

Causes the application to check for the latest updates during startup.



MY FAVORITE AIRPORTS

This section allows you to track weather conditions at 10 different airports worldwide and allows quick access to more in-depth weather conditions. (Figure 13)

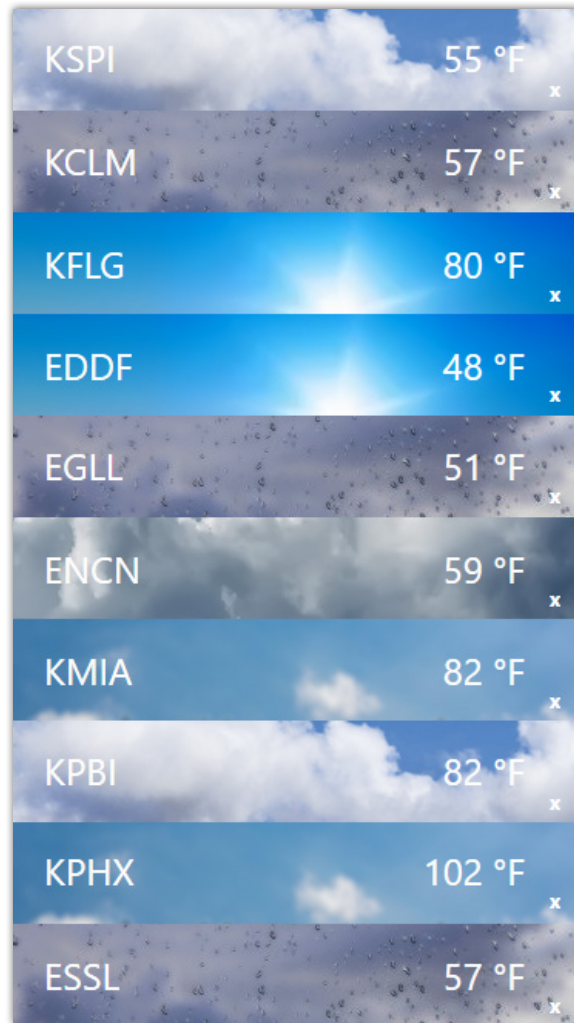


Figure 13 – My Favorite Airport Panel



ADD A FAVORITE AIRPORT

1. Click the + symbol to add an airport. Type in the ICAO code, Airport name, or Country and then click **SEARCH**.

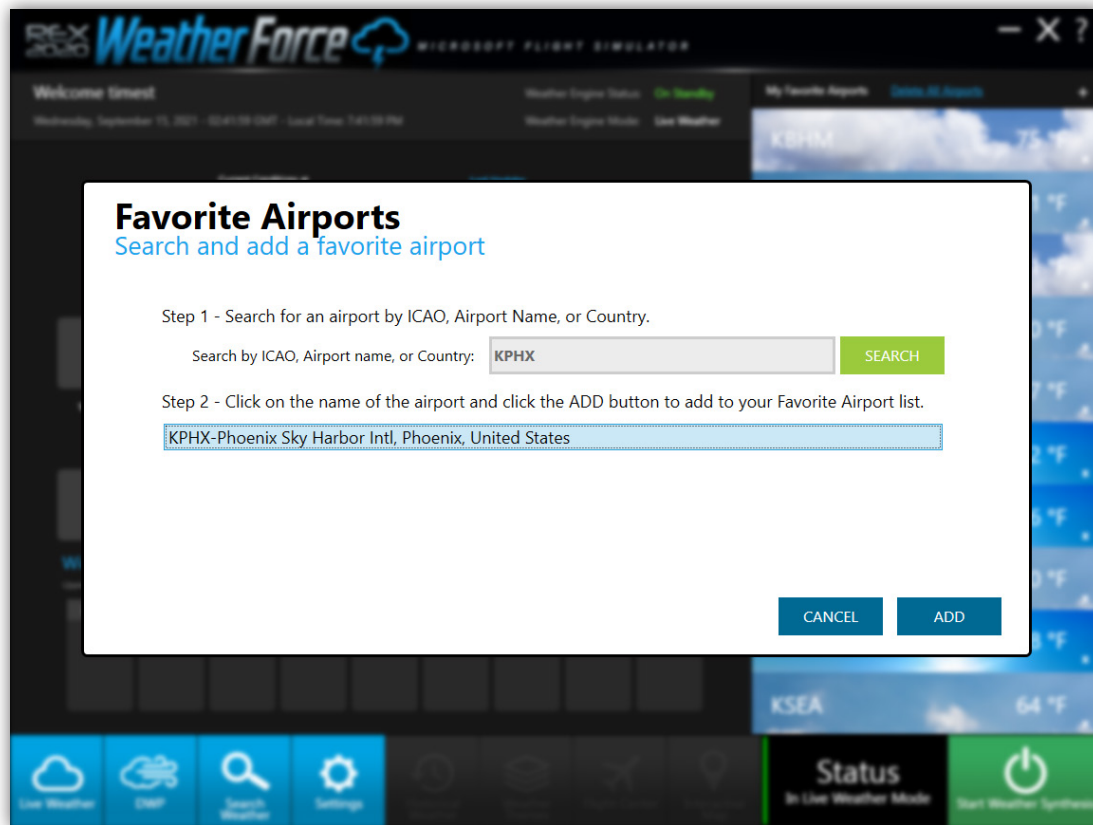


Figure 14 – Favorite Airport Search Window

2. In the displayed grid (Figure 14), click the ICAO code. Once the ICAO code is clicked the **ADD** button will enable. Click **ADD** to add that airport.

Your selected airport banner with the airport ICAO code, weather conditions and temperature will immediately be displayed in the My Favorite Airport Panel. (Figure 13).

REMOVE A FAVORITE AIRPORT

Click the **X** button located on the airport banner to remove it from the panel.

REMOVE ALL FAVORITE AIRPORTS

Click **Delete All Airports** on the airport banner to remove all airports from the panel.

VIEW THE DETAILED WEATHER AT YOUR FAVORITE AIRPORT

To view detailed weather at a favorite airport, click the center of the airport banner. (Figure 15)

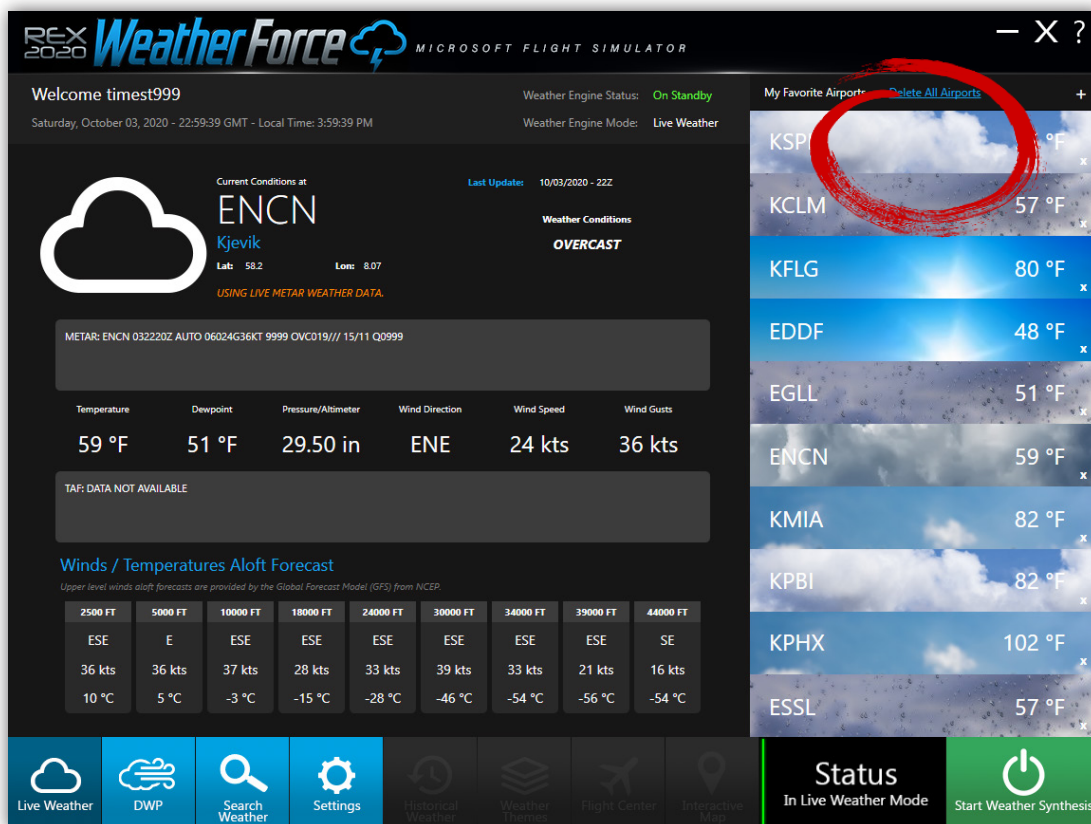


Figure 15 – Detailed Airport Weather Window

There are several sections of the **Detailed Airport Weather Window** that can be used to understand the conditions at the surface and aloft.

Section 1 – Weather Overview

This section provides a basic overview of the weather conditions, identifies the airport, latitude / longitude, as well as the date and time of the weather report. (Figure 16a)

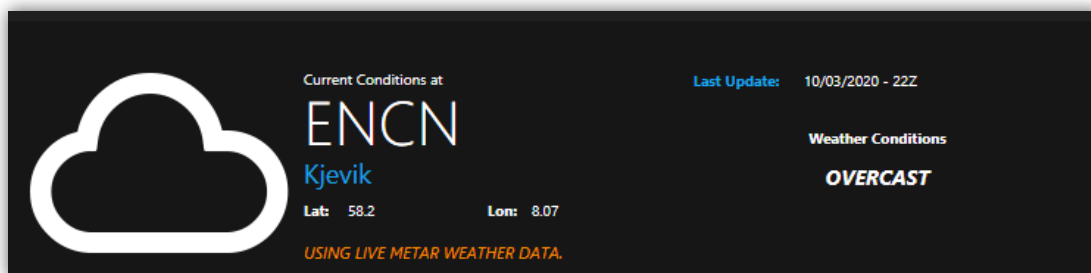


Figure 16a – Section 1 – Weather Overview



Section 2 – Current and Forecast Surface Weather Conditions

Here you can view the latest and forecast surface conditions at the airport. (Figure 16b)

The **top section** provides the official metar report as reported by an observer or automated system.

The **middle section** parses the details of that report by displaying the temperature, dew point, pressure, and winds.

The **bottom section** is the official TAF (*Terminal Aerodrome Forecast*). TAF is the weather forecasters interpretation of what they believe the weather will be like over the next 12 to 36 hours.

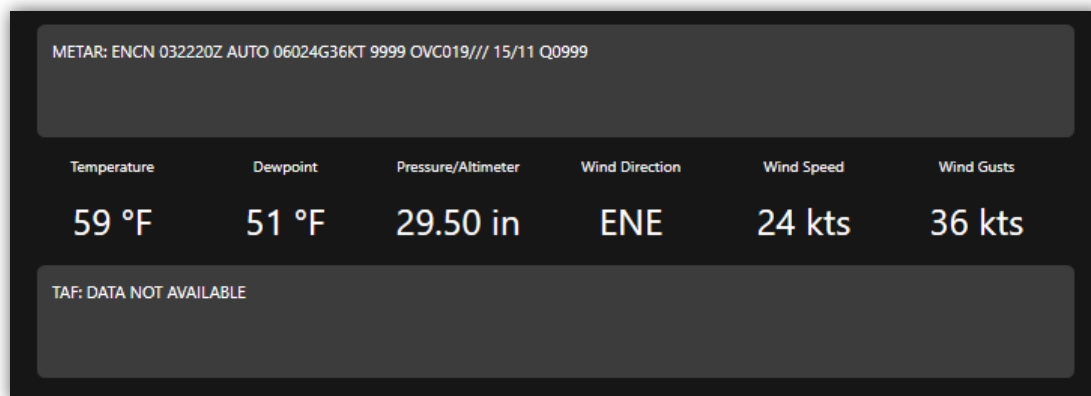


Figure 16b – Current and Forecast Surface Weather Conditions

Section 3 – Winds and Temperatures Aloft Forecast

Here you are provided winds and temperatures aloft as provided by NCEP and the Global Forecast Model. (Figure 16c)

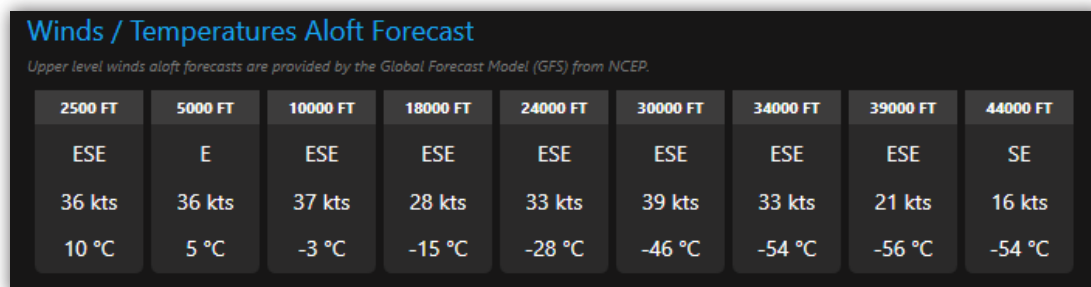


Figure 16c – Winds and Temperatures Aloft Forecast

This is extremely helpful when planning a flight.



SEARCH FOR WEATHER

Many flight simulator enthusiasts desire to search for specific weather conditions to fly in. Weather Force provides a very powerful weather search tool.

1. Click the **SEARCH WEATHER** button and a popup window is displayed that will allow you to enter your search criteria. (Figure 17)

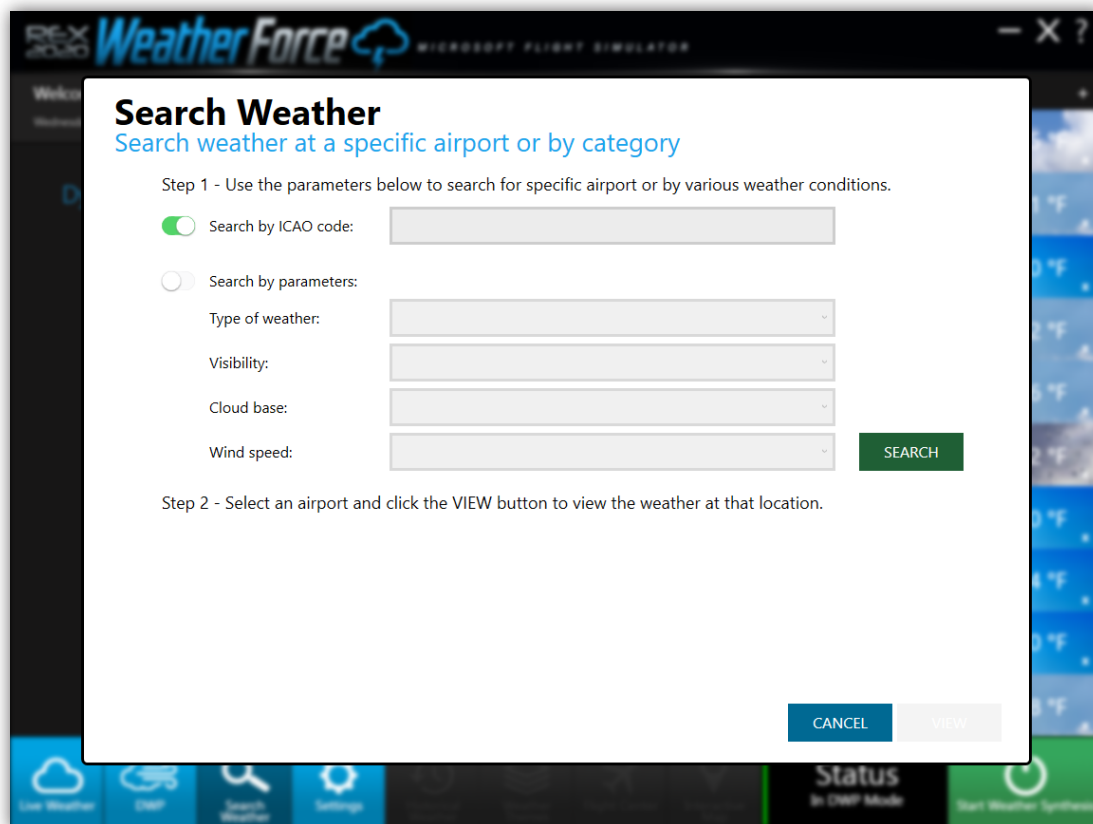


Figure 17 – Search Weather Popup Tool

There are two methods presented to search for weather. The first method is to search by the ICAO code of an airport. This method displays the main airport as well as airports within 50 statute miles near the airport.

The second method of searching for weather can be defined by using several dropdowns to isolate the specific weather conditions you are searching for.

Type of Weather

Allows you to search for specific weather.

Visibility

Allows you to search for airports reporting the desired visibility levels.

Cloud Base

Allows you to search for airports reporting a minimum cloud base.

Wind Speed

Allows you to search for airports reporting a selected wind speed range.

2. Click **SEARCH**. This will provide a selectable list of all airports reporting weather conditions matching your search criteria. (Figure 18)

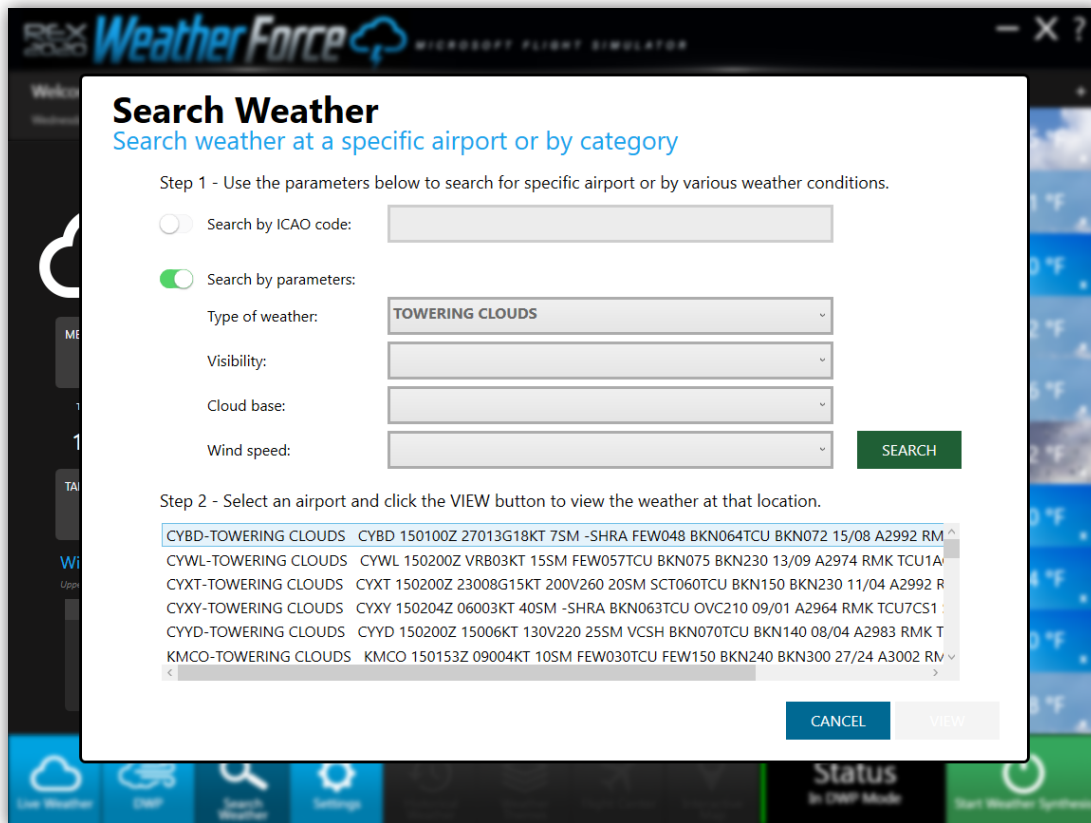


Figure 18 – Search Weather Results Window

3. Click on any of the items in this list to select an airport. Then click **VIEW** to view the details of the weather at that airport.

LIVE WEATHER MODE

1. Enable Live Weather Mode within the Settings window of Weather Force, or by clicking the **Live Weather** button on the navigation bar in Weather Force.
2. Start Microsoft Flight Simulator and navigate to the World Map. (Figure 19a)

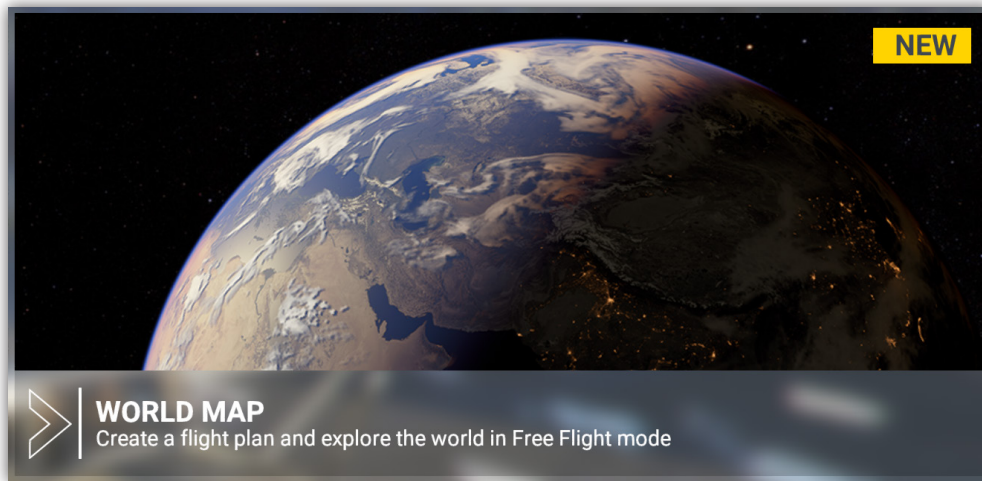


Figure 19a – World Map within Microsoft Flight Simulator

3. Set your destination, arrival, and flight plan within the simulator interface. (Figure 19b)

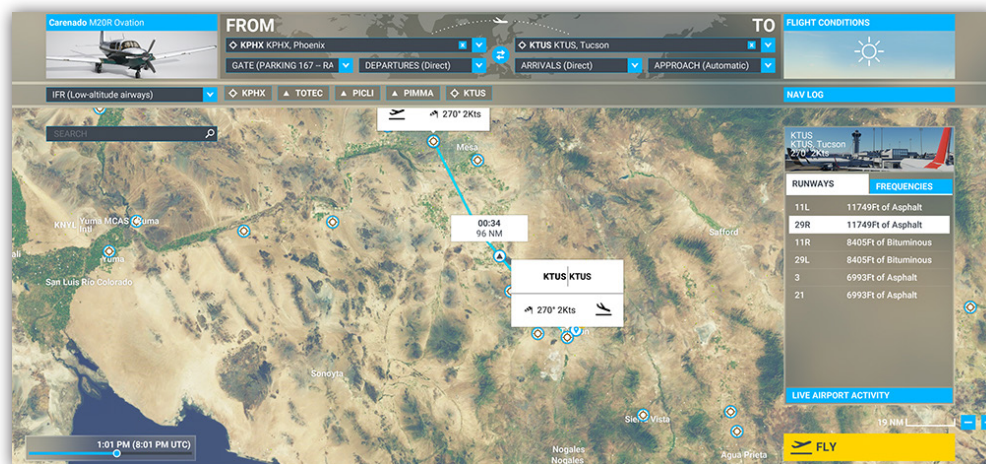


Figure 19b – Flight Plan within Microsoft Flight Simulator

- Click on **FLIGHT CONDITIONS** on the top right of the screen and select the **PRESET** option under the **WEATHER & TIME** section of this window. Select the **CLEAR SKIES** preset. (Figure 19c)

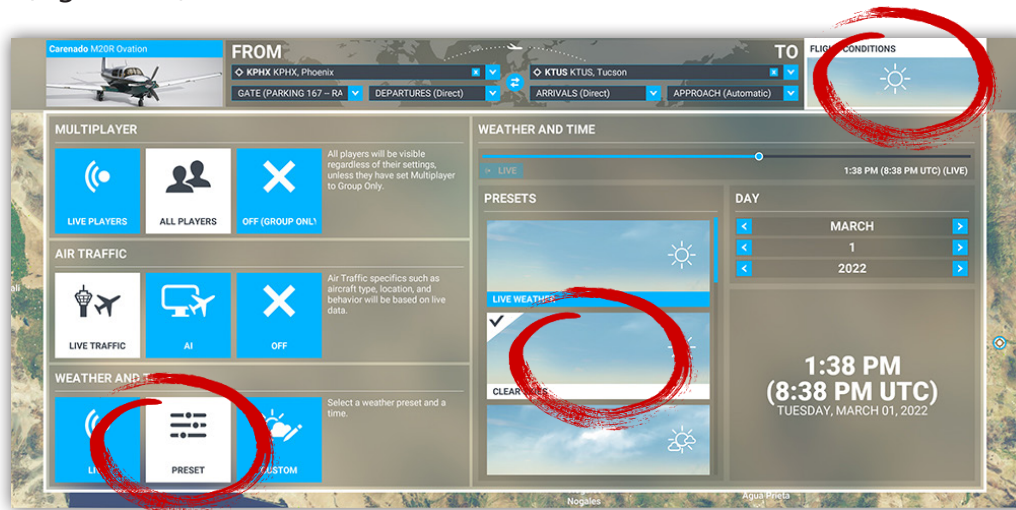


Figure 19c – Flight Conditions Window

- Click **FLY**, and then again once the flight is engaged within the simulator. (Figure 19d)



Figure 19d – Fly button to engage the flight.

- Once you have entered the flight, click **Start Weather Synthesis**. (Figure 19e)

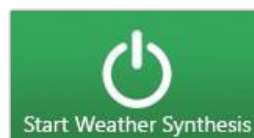


Figure 19e – Start Weather Synthesis Button

IMPORTANT:

It is important to keep Weather Force open in the background during flight. This ensures the simulator will receive continuous weather updates during flight.

- To stop weather injection, click **Stop Weather Synthesis**. (Figure 19f)



Figure 19f – Stop Weather Synthesis Button



DYNAMIC WEATHER PRESETS

Dynamic weather presets are pre-created weather scenarios **(NON-STATIC)** that load like real weather, but gradually over time. Thus the scenario gives changing weather during flight. These weather presets are not dependent upon your location, date or time of day. **To engage, click on the DWP button.** You are presented with a dialog box stating that live weather is disabled when using dynamic weather presets. (Figure 20a)

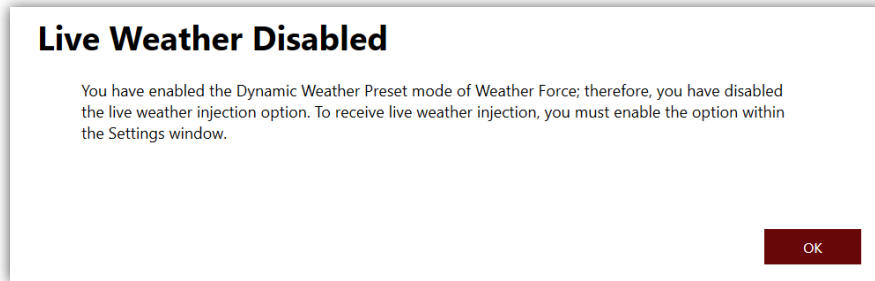


Figure 20a

1. Select a desired scenario. (Figure 20b)

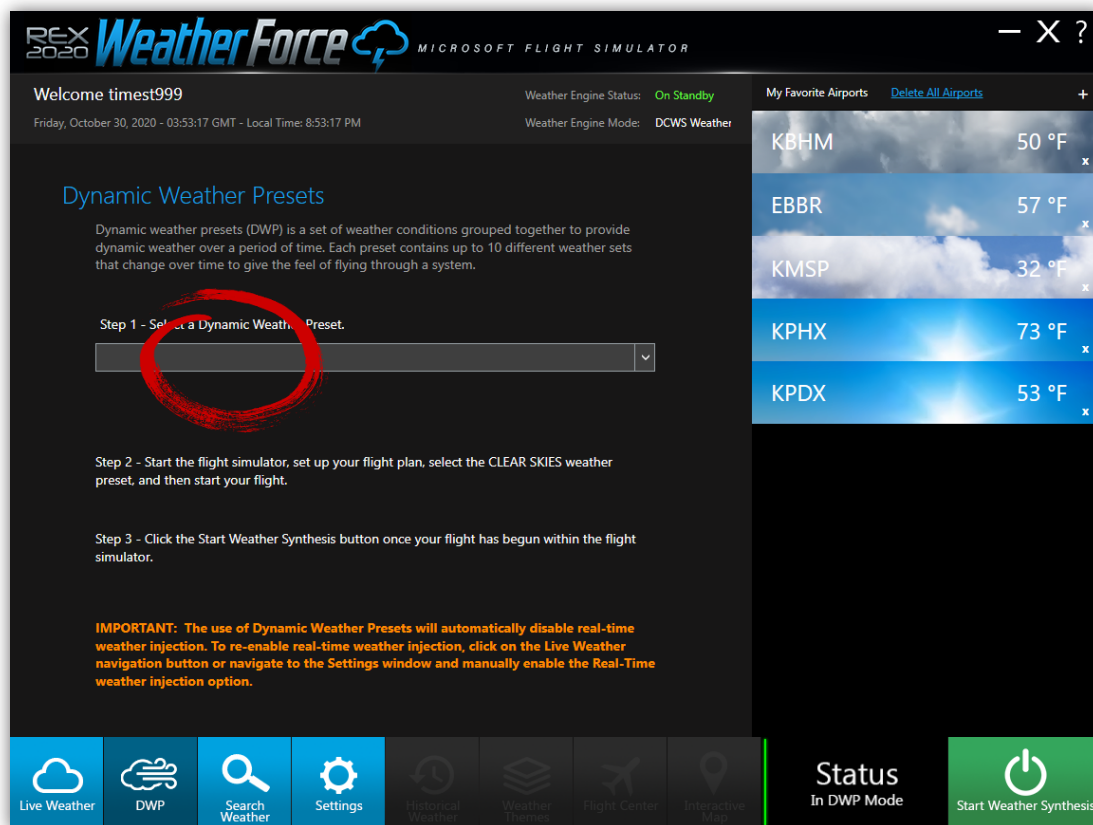


Figure 20b – Dynamic Weather Presets Window

The dynamic weather presets are database driven and housed in the Cloud. Additional weather scenario experiences are provided periodically and automatically by REX developers.



2. Start Microsoft Flight Simulator and navigate to the World Map. (Figure 20c)

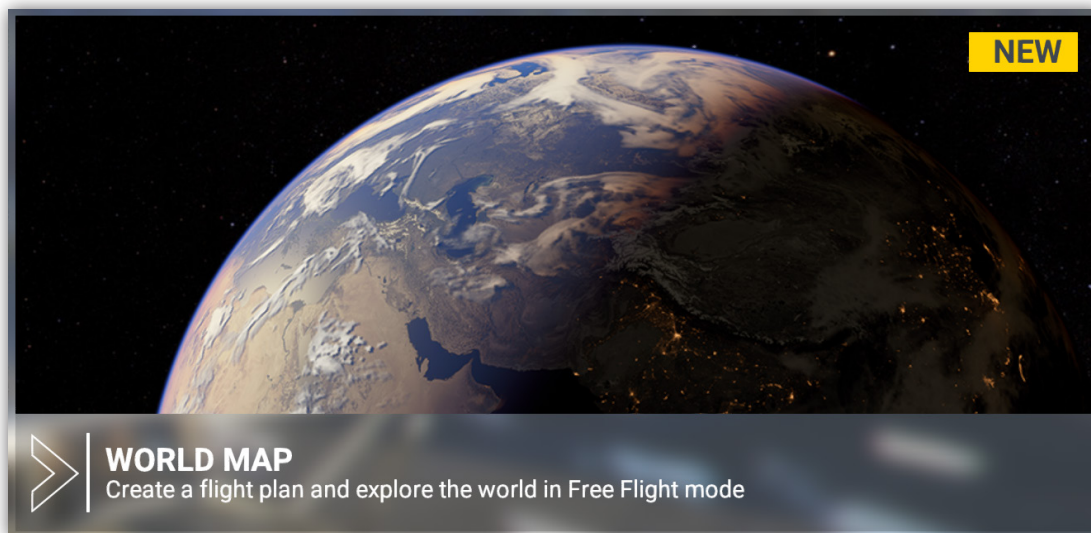


Figure 20c – World Map within Microsoft Flight Simulator

3. Set your destination, arrival, and flight plan within the simulator interface. (Figure 20d)

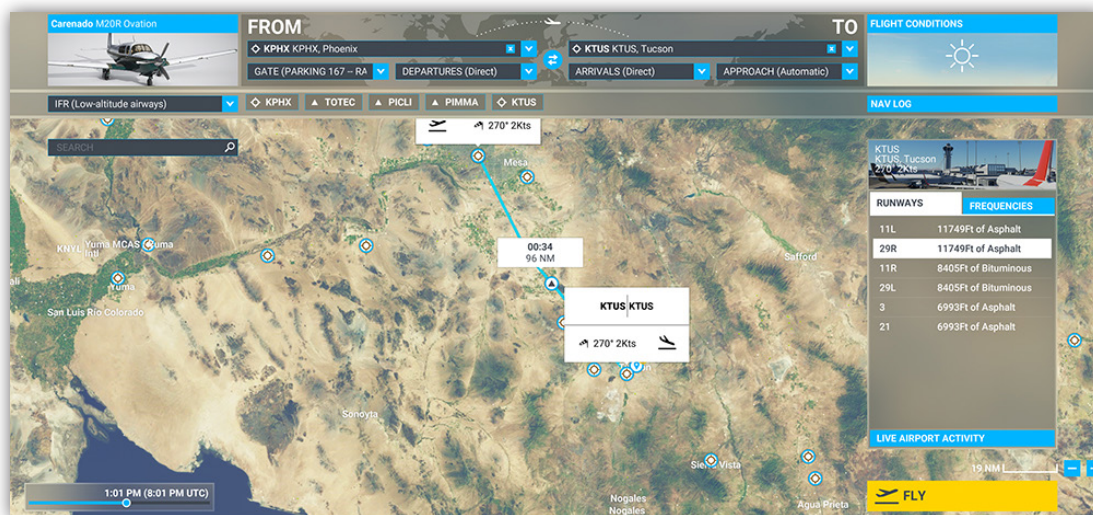


Figure 20d – Flight Plan within Microsoft Flight Simulator

- Click on **FLIGHT CONDITIONS** on the top right of the screen and select the **PRESET** option under the **WEATHER & TIME** section of this window. Select the **CLEAR SKIES** preset. (Figure 20e)

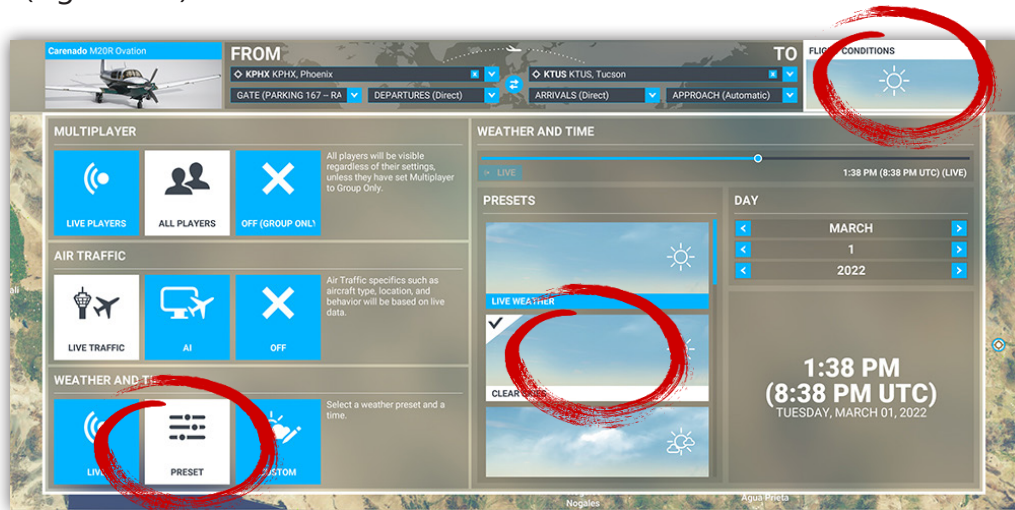


Figure 20e – Flight Conditions Window

- Click **FLY**, and then again once the flight is engaged within the simulator. (Figure 20f)



Figure 20f – Fly button to engage the flight.

- Once you have entered the flight, click **Start Weather Synthesis**. (Figure 20g)

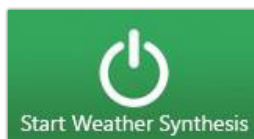


Figure 20g – Start Weather Synthesis Button

To end the current scenario, click **Stop Weather Synthesis**. (Figure 20h)



Figure 20h – Stop Weather Synthesis Button

SUPPORT AND COMMUNITY

WE'VE GOT YOUR BACK!

If for some reason you are having an issue with your REX product, we will do all that we can to try to assist you to get the matter resolved.

To manage your product or to contact our support team:

<https://rexaxis.com>

Stay in the know and congregate with other flight simulator enthusiasts. Join our fast-growing REX Simulations Discord Server:

<https://discord.gg/h3KdtHa>



CHANGELOG

TECHNICAL UPDATE 1.0.0

October 3, 2020

- FIXED** – Pressure, wind, and temperature measurements related to aircraft position in atmosphere
- FIXED** – Improved grids for selecting airport data during weather injection
- FIXED** – Registration process with missing profile data
- FIXED** – Bug of missing data with function during static weather read
- FIXED** – Checkerboard cloud patterns and transitions between cloud layers
- FIXED** – User profile not loading during second load after initial registration
- FIXED** – Temperature and dew point being same value on main weather interface
- FIXED** – Ability to add a favorite airport
- FIXED** – Selectable area of Favorite Airport banners
- FIXED** – Upper-level winds and temperatures not changing when clicking a favorite airport
- FIXED** – Cloud coverage
- FIXED** – Pressure value being cut off from main interface
- FIXED** – Optimized code to search for favorite airport on server end
- FIXED** – Optimized code in pulling data for weather injection
- FIXED** – Improper handling of Last Update date and time on main window
- FIXED** – Issue with lightning to continue to show even when storms were not reported in the metar or remarks
- FIXED** – Aircraft and weather point location accuracy points
- FIXED** – Live Weather airport weather display accuracy
- ADDED** – Decoupled winds and temperatures from many injections
- ADDED** – Code to prevent a user from switching from Live to DCWS weather during open Weather Synthesis
- ADDED** – Sections on application to help inform the user which weather mode they are in
- ADDED** – Delete All Airports button to allow user to clear all favorite airports on client and server
- ADDED** – Response of “No records found” when searching for an airport or specific weather condition
- IMPROVED** – Frame rates during transitions
- IMPROVED** – Weather search window data elements
- IMPROVED** – Rendering of storm and general cloud structures



CHANGELOG

TECHNICAL UPDATE 1.1.0

October 29, 2020

- FIXED** – Extremely cold temperatures aloft
- FIXED** – Temperatures to match data from data models
- FIXED** – .net error 0xC000014B by updating to latest build of SimConnect
- FIXED** – Range of weather search for live weather search and injection
- FIXED** – Some favorite airports not being created due to improper characters
- FIXED** – Registration errors to confirm data is valid
- FIXED** – Clicking favorite airports causing weather reports during Weather Synthesis
- FIXED** – Favorite airports loading store airports on server
- FIXED** – Favorite airports refresh every 30 minutes
- ADDED** – ICAO weather search show ICAO on top of rest of data surrounding the ICAO
- ADDED** – Persistent weather data injection to help reduce frame rate hits during injection
- CHANGED** – Weather presentation to show wind direction in degrees
- CHANGED** – Dynamic Changing Weather Scenarios to Dynamic Weather Presets to make more sense
- CHANGED** – Security protocol within the application
- REMOVED** – Temperature, pressure, and wind controls from main injection so they will read as aircraft is in flight

TECHNICAL UPDATE 1.20

November 18, 2020

- FIXED** – Multiple cloud layer decks now rendering properly
- FIXED** – Registration process, to avoid having to re-enter registration criteria
- FIXED** – Tightened weather synthesis grid to locate closer airports
- FIXED** – Reduced thickness of low level overcast cloud layers
- FIXED** – Increased font of METAR and TAF reports on main interface
- IMPROVED** – Fog rendering when no clouds are reported in the METAR
- ADDED** – Support for Pilot2ATC
- ADDED** – Option to disable Aerosol synthesis during weather injection
- ADDED** – 4 additional Dynamic Weather Presets: Blizzard, Thunderstorm, Rainy Day and Bob Ross Happy Clouds



CHANGELOG

TECHNICAL UPDATE 1.3.0

January 18, 2021

- FIXED** – Favorite airport weather updates
- FIXED** – Aerosol option not saving
- FIXED** – Clouds not clearing after full overcast
- FIXED** – Ability to startup multiple versions of Weather Force
- FIXED** – Improper weather mode reporting after selecting DWP weather injection on initial load
- FIXED** – Snow not rendering with use of DWP
- FIXED** – No snow generating when snow was falling at the airport
- IMPROVED** – Cloud rendering based upon saturation and stability indexes found in the atmospheric column from balloon and model data
- IMPROVED** – Clearing cloud density during weather automation
- IMPROVED** – Pilot2ATC file export weather updates
- IMPROVED** – Surface weather condition rendering at higher elevation airports
- IMPROVED** – Initial load of snow on ground based upon 7-day weather conditions
- ADDED** – Instant updating of temperature, pressure and wind during initial weather injection
- ADDED** – Instant snow coverage if snow is falling at the departure airport
- ADDED** – Function to keep snow coverage on the ground during flight based upon 7-day review of snowfall at the airport and temperature during flight
- ADDED** – Ability to search weather and view weather at favorite airports during weather synthesis

TECHNICAL UPDATE 1.4.0

February 18, 2021

- FIXED** – Compatibility with latest version of Microsoft Flight Simulator (1.13.16.0)
- FIXED** – Weather injection with metar reporting precipitation, but no clouds

TECHNICAL UPDATE 1.5.0

July 30, 2021

- ADDED** – Compatibility with the latest version of Microsoft Flight Simulator (1.18.14.0)
- FIXED** – Pressure interpretation
- FIXED** – Winds and temperature aloft rendering in upper levels
- FIXED** – Pressure where data is missing in the weather data
- FIXED** – Incorrect pressure rendering on the main interface
- FIXED** – Ground snow not properly clearing over time
- FIXED** – Overcast clouds not properly clearing over time
- FIXED** – Low-level clouds not rendering bases correctly
- FIXED** – Weather computations that were causing weather to sometimes not inject during flight



CHANGELOG

TECHNICAL UPDATE 1.6.0

September 14, 2021

- FIXED** – Rendering of upper-level winds and temperatures at all levels
- FIXED** – Improved closest weather update rendering algorithm
- FIXED** – Saving Aerosol settings option
- FIXED** – Improved weather search rendering algorithm
- FIXED** – Improved weather engine cloud layer rendering
- IMPROVED** – General overall performance and rendering

TECHNICAL UPDATE 1.7.0

October 20, 2021

- FIXED** – Compatibility with the latest version of Microsoft Flight Simulator (1.20.6.0)
- IMPROVED** – General overall weather injection performance

TECHNICAL UPDATE 2.0.0

November 19, 2021

- FIXED** – Compatibility with the latest version of Microsoft Flight Simulator (1.21.13.0)
- IMPROVED** - Frame performance
- IMPROVED** - Cloud rendering with multiple layers
- IMPROVED** - Storm effect rendering

TECHNICAL UPDATE 2.1.0

December 17, 2021

- FIXED** – Winds and temperatures aloft rendering
- FIXED** – Cloud layer rendering
- FIXED** – Rapid pressure changes at higher altitudes
- IMPROVED** – Frame performance

TECHNICAL UPDATE 2.1.0

December 17, 2021

- FIXED** – Rendering of winds and temperatures aloft
- FIXED** – Rendering of multiple cloud layers
- FIXED** – Rapid changes of pressure at higher altitudes
- IMPROVED** – Frame performance



TECHNICAL UPDATE 2.2.0

January 7, 2022

- FIXED** – Compatibility with the latest version of Microsoft Flight Simulator (1.21.18.0)
- FIXED** – Missing weather data when notes field is null
- FIXED** – Inaccurate wind and temperature rendering at the surface and aloft
- FIXED** – Rapid pressure changes at higher altitudes
- FIXED** – Weather search for airports with specific wind speeds or visibility readings
- FIXED** – Aerosol rendering even when disabled
- IMPROVED** – Snow rendering formula
- IMPROVED** – Frame performance tuning

TECHNICAL UPDATE 2.2.1

March 1, 2022

- FIXED** – Compatibility with the latest version of Microsoft Flight Simulator (1.23.12.0)
- FIXED** – DPI scaling when value is greater than 100%
- FIXED** – Excessive lightning rendering during storms
- FIXED** – Misspelling of DWP Rainy Day preset description

TECHNICAL UPDATE 3.0

April 26, 2022

- FIXED** – Compatibility with the latest version of Microsoft Flight Simulator (1.25.7.0)
- FIXED** – Immediate snow fading
- FIXED** – Snow reduction process and moved independent process
- FIXED** – Inaccurate temperatures and winds aloft
- FIXED** – Precipitation not rendering within the flight simulator
- FIXED** – Clouds not disappearing over time
- FIXED** – Rapid pressure changes at surface and aloft
- IMPROVED** – Favorite airport data updates
- IMPROVED** – Cloud frame rate hit by adding additional performance option
- UPGRADED** – Data transfer code from Webservices to Web API

TECHNICAL UPDATE 4.0

August 2, 2022

- FIXED** – Anomalies in cloud rendering algorithms
- IMPROVED** – Temperature rendering at surface and aloft
- IMPROVED** – Pressure/Altimeter rendering at surface and aloft
- IMPROVED** – Wind rendering at surface and aloft
- IMPROVED** – Frame rate performance and experience via performance option



TECHNICAL UPDATE 4.5

September 22, 2022

FIXED – Compatibility with latest version of Microsoft Flight Simulator (1.27.21.0)

FIXED – Temperature rendering within aircraft

FIXED – Pressure rendering within aircraft

IMPROVED – Rendering of Aerosol experience

TECHNICAL UPDATE 5.0

November 15, 2022

FIXED – Compatibility with latest version of Microsoft Flight Simulator (1.29.28.0)

FIXED – Temperature rendering within the aircraft

FIXED – Pressure rendering within the aircraft

TECHNICAL UPDATE 6.0

March 24, 2023

FIXED – Compatibility with the latest version of Microsoft Flight Simulator - (1.31.22.0)

FIXED – Snow coverage handling

IMPROVED – Thunderstorm cloud rendering



EULA

END-USER LICENSE AGREEMENT FOR Real Environment Xtreme™ (REX Weather Force 2020) Enhancement Add-on for Microsoft's Flight Simulator®

IMPORTANT — PLEASE READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and REX Game Studios, LLC. for the REX Weather Force 2020 software product identified above, which includes computer software and includes associated media and "online" or electronic documentation ("SOFTWARE PRODUCT"). The SOFTWARE PRODUCT also includes any updates and supplements to the original SOFTWARE PRODUCT which may be provided to you by REX Game Studios. By accessing or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not use the SOFTWARE PRODUCT.

SOFTWARE PRODUCT LICENSE

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is sold as a single user license and no ownership is transferred, only the right to use the license software. The SOFTWARE PRODUCT may not be re-distributed, sold for non-profit or profit or subscription fees, repackaged, delivered on CD or DVD media or any other form of electronic media by any other persons or party, website, organization or entity, other than the official e-commerce seller website(s) as contracted or authorized by REX Game Studios.

1. GRANT OF LICENSE. This EULA grants you the following rights:

a. You may install, access, and run a SINGLE copy of the SOFTWARE PRODUCT on a SINGLE personal computer for your personal, non-commercial, non-profit use. Any party or organization seeking to use the SOFTWARE PRODUCT under license for commercial use should contact us at contact@rexgamestudios.com.

b. This SOFTWARE PRODUCT is for personal entertainment purposes only and may not be used for flight training purposes. This SOFTWARE PRODUCT is not part of an approved training program under the standards of any aviation regulatory agency or body worldwide, whether private or government.

c. **Separation of Components.** The SOFTWARE PRODUCT is licensed as a single product. Its original component parts created by REX Game Studios may not be separated for use for other software or projects.

d. **Trademarks.** This EULA does not grant you any rights in connection with any trademarks or service marks of REX Game Studios.

e. **Rental.** You may not rent, lease, or lend the SOFTWARE PRODUCT. You may not charge admission or fees for any simulator, entertainment or training device which breaches this EULA by use of the SOFTWARE PRODUCT therein.

f. **Support Services.** This SOFTWARE PRODUCT is provided "as is", however REX Game Studios will provide provision of support services in relation to the operation, installation or remedy of issues arising to the use of the SOFTWARE at its official support website at rexsimulations.com

g. **Termination.** Without prejudice to any other rights, REX Game Studios may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all its component parts.

2. COPYRIGHT. All title and copyrights in and to the original created components of the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, and text incorporated into the SOFTWARE PRODUCT), the accompanying online documentation materials, and any copies of the SOFTWARE PRODUCT are owned by REX Game Studios or its suppliers. All title and intellectual property rights in and to additional third-party libraries and content (which are used under the terms of those components' distribution) which may be accessed through use of the SOFTWARE PRODUCT is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. This EULA grants you no rights to use such content. This SOFTWARE PRODUCT contains documentation which is provided only in electronic form, and you may print multiple copies of such electronic documentation.

3. LEGAL JURISDICTION. This EULA is governed by the laws of the United States.

4. LIMITATION OF LIABILITY. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL REX GAME STUDIOS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF REX GAME STUDIOS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

REX Weather Force 2020 is a brand of REX Game Studios, LLC.

Microsoft Flight Simulator is a © Copyrighted trademark of Microsoft Corporation.

