

REX  
REFX



SOFT CLOUDS



# USER GUIDE

Version Number 4.0.2014.1223



REX GAME STUDIOS

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# Welcome!

We would like to thank you for purchasing REX Soft Clouds.

REX Soft Clouds is the new volumetric-like soft cloud add-on for FSX, PREPAR3D and FSX:Steam Edition. Get ready to be amazed! This soft cloud pack gives a true volumetric feel to the clouds.

REX Soft Clouds takes advantage of the core features of PREPAR3D v2 while realistically enhancing FSX, FSX-Steam Edition and PREPAR3D v.1.4. This package is compiled from years of feedback from current REX customers to meet a specific demand! You will truly experience volumetric haze and fog as never before seen within a flight simulator environment.

REX Soft Clouds is tailored to low and high-end systems alike.

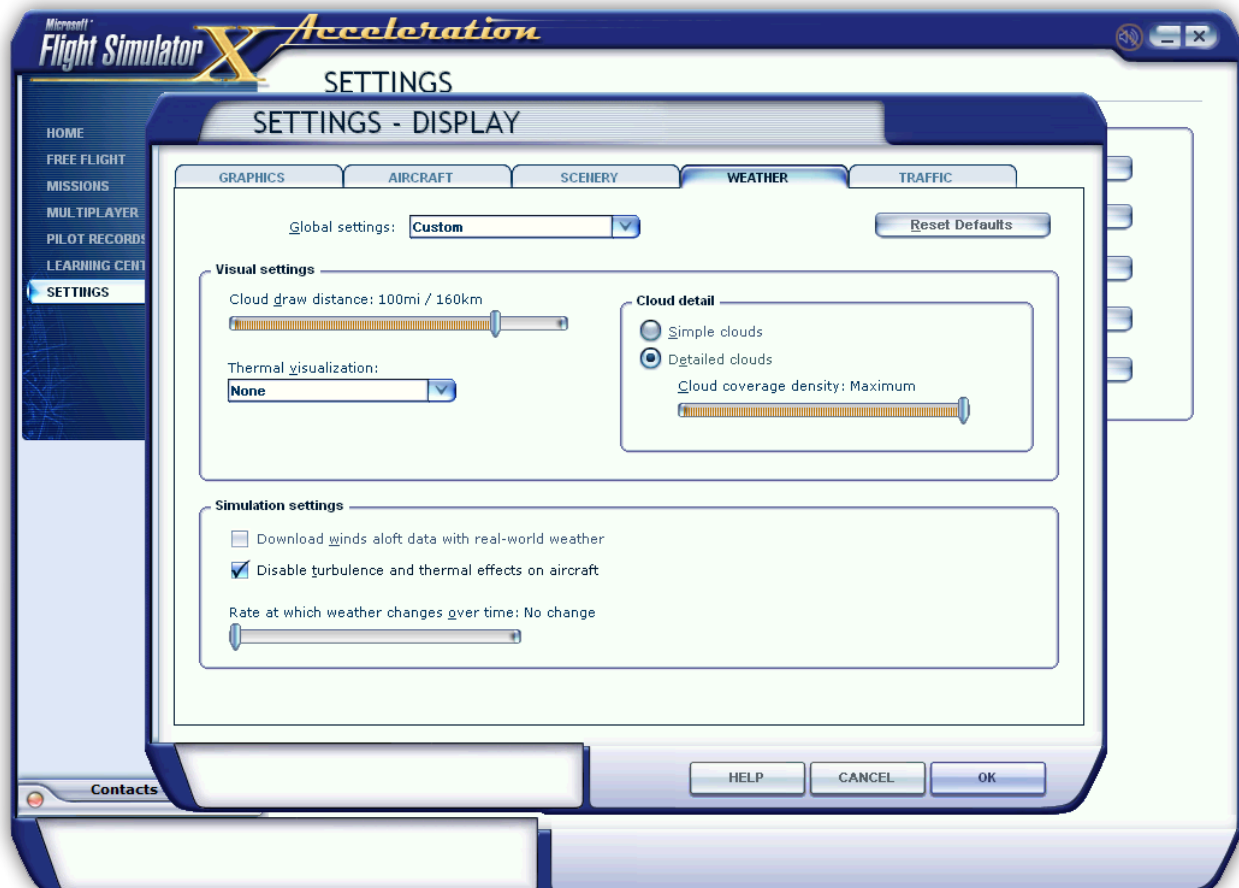
Compatible with:



## ! IMPORTANT INFORMATION

BELOW ARE IMPORTANT FACTORS IN CONSIDERATION FOR INSTALLING AND OPERATING REX SOFT CLOUDS WITHIN FSX, FSX STEAM EDITION AND/OR PREPAR3D:

1. REX Soft Clouds is compatible with Microsoft Flight Simulator X, FSX-Steam Edition and Lockheed Martin's Prepar3D v. 1.3 and above.
2. **Due to the simple nature of the Soft Clouds application, there is no backup facility built-in. To maintain a current backup prior to installing soft clouds into the simulator, please locate the 'cumulus01.bmp' file within the SIMULATOR/TEXTURE folder. Copy and paste the cumulus01.bmp file to a safe location.**
3. Due to the extra security measures Microsoft placed on the Program Files (x86) folder, we HIGHLY recommend installing REX outside of this folder! Not doing so may lead to issues with the operation of REX. For Windows 8 users, REX MUST be installed outside of the Program Files (x86) folder.
4. If REX, FSX or Prepar3D are installed into the program files (x86) directory, UAC (User Account Control) MUST be turned OFF in Windows to allow the proper communication between the two.
5. IF FSX or Prepar3D is installed in the Program Files folder you may need to set Permissions and Sharing so that REX may write the necessary files into the simulator.
6. We recommend turning OFF all virus scanners while FSX or Prepar3D is running.



The most critical settings within FSX in regards to REX Soft Clouds interaction is the SETTINGS / DISPLAY / WEATHER screen.

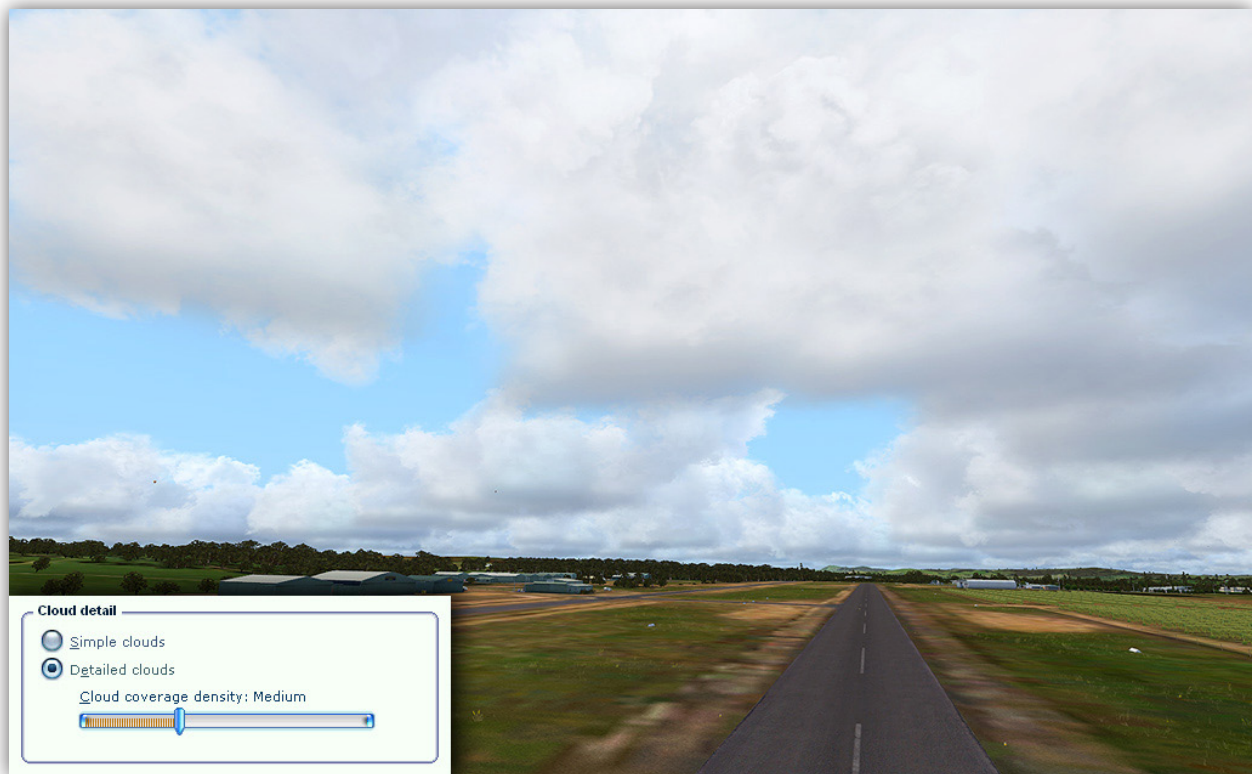
### We recommend the following settings:

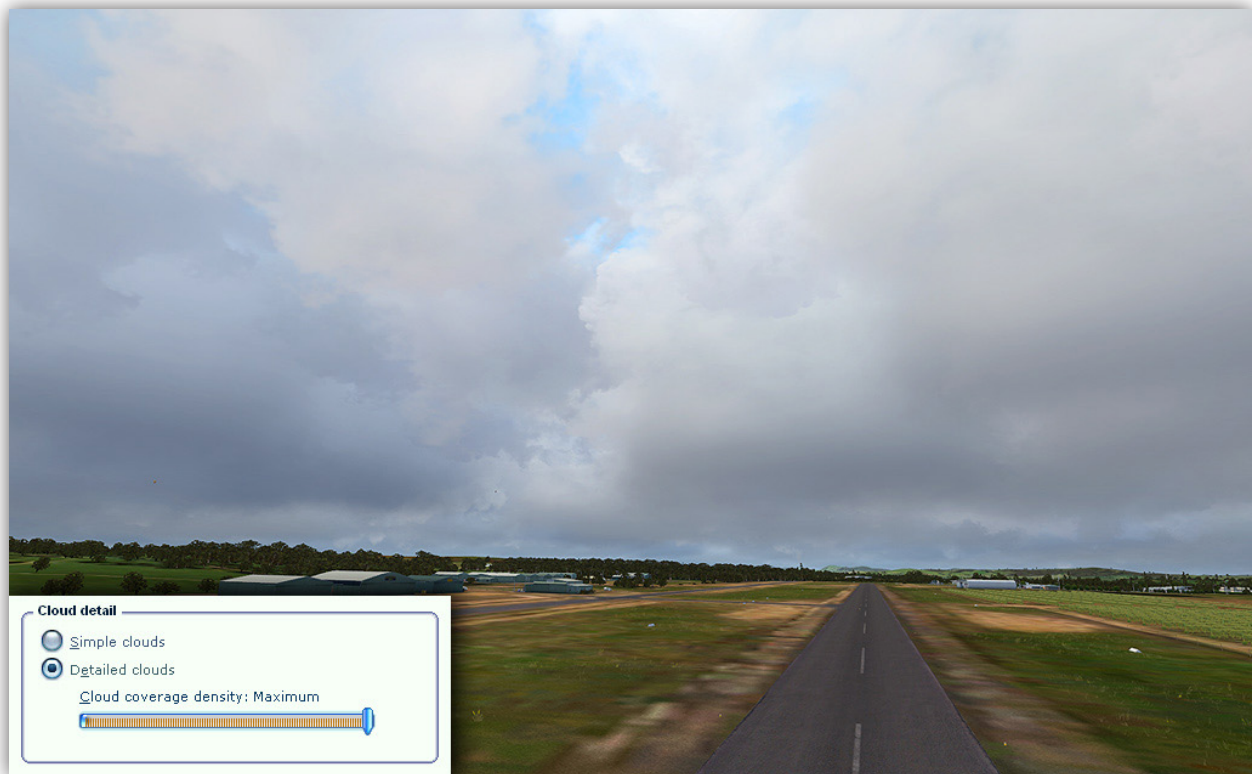
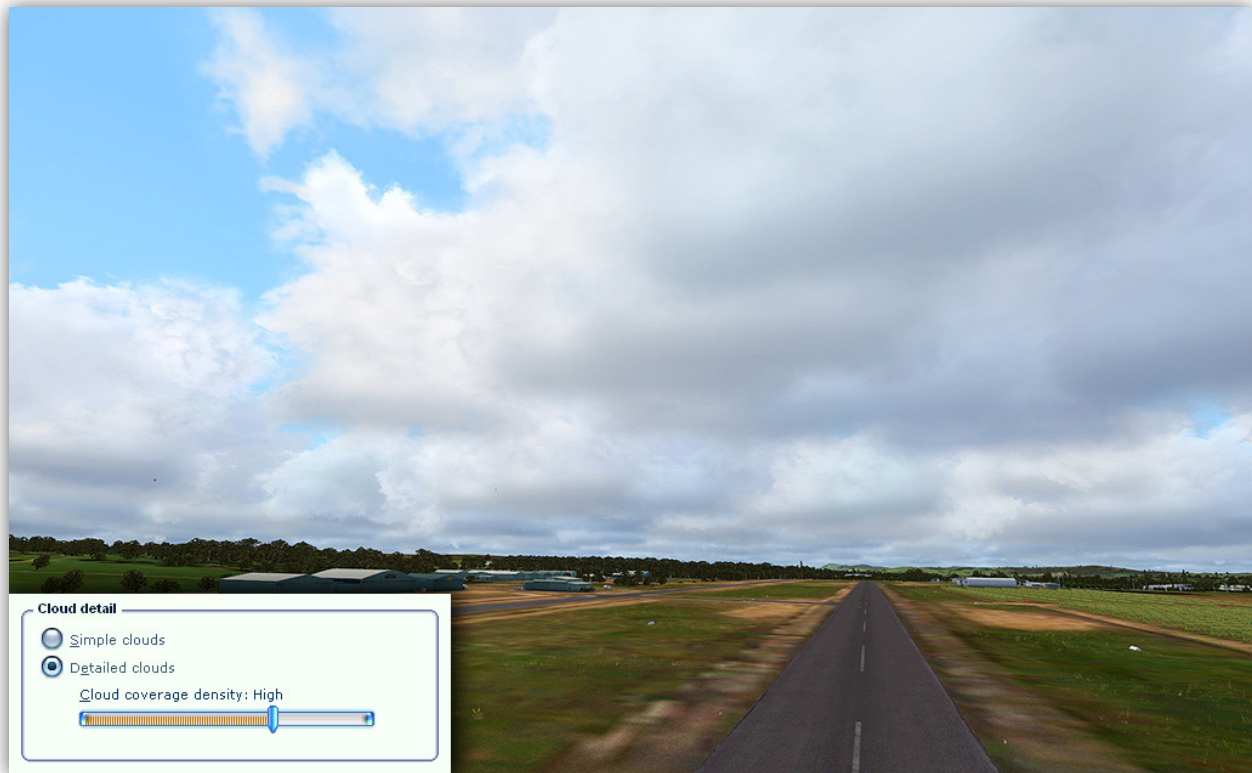
**Cloud draw distance** instructs FSX how far to draw clouds. If the setting is set to full-right (110mi), the cirrus clouds will appear cut-off in the distance. Backing this off to 100mi will rectify this issue, still giving a great distance to view clouds.

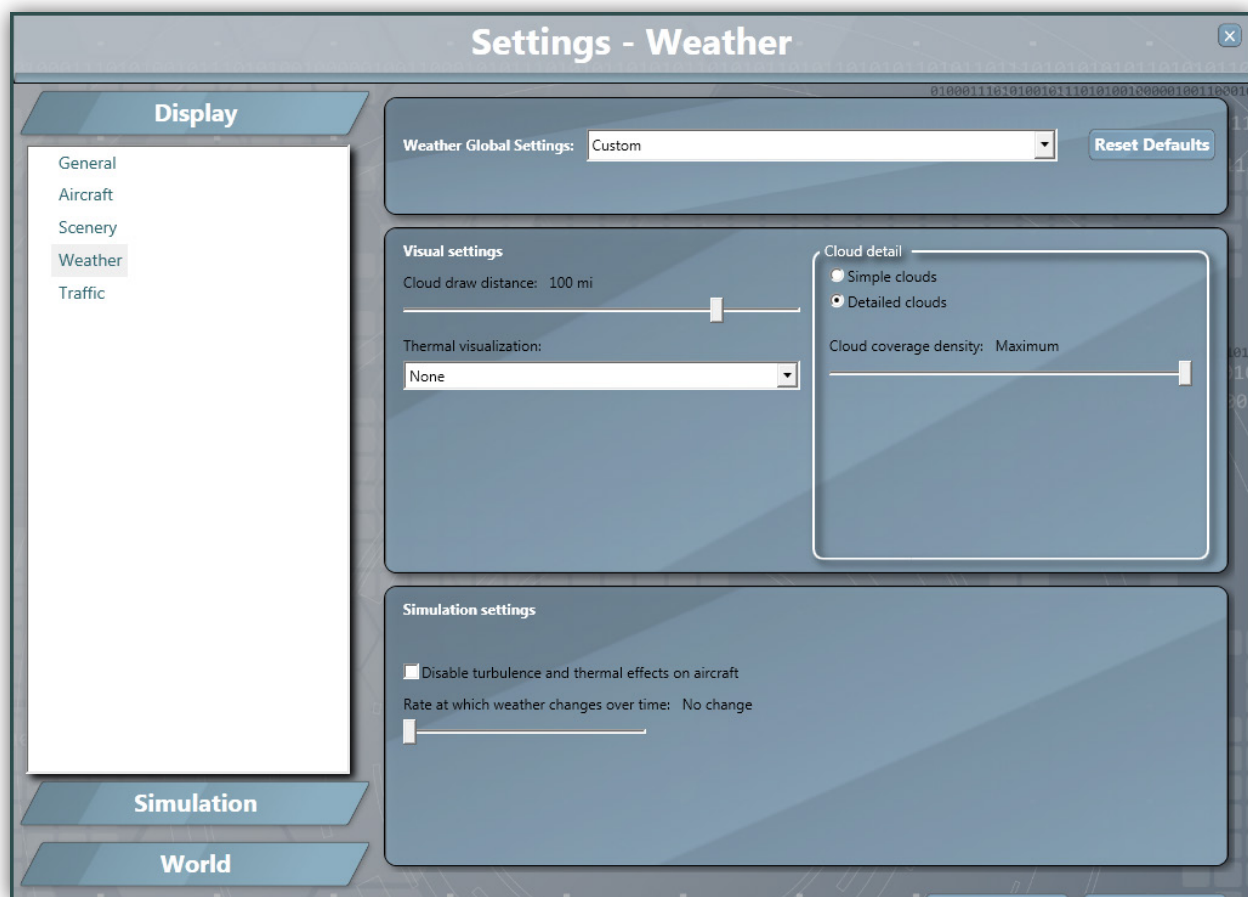
**Cloud Detail** is the single most important area in regards to cloud visuals. If **Simple clouds** is checked, FSX will NOT utilize REX Soft Cloud textures. Select **Detailed clouds** for full functionality of REX Soft Cloud textures.

The **Cloud coverage density** slider presents a VERY important role in terms of visuals. The following two pages display a visual demonstration what each setting represents. Each screenshot represents the same exact weather, the only difference is the **Cloud coverage density** slider setting.









The most critical settings within Prepar3D v.1 in regards to REX interaction is the SETTINGS/DISPLAY/WEATHER screen.

### We recommend the following settings:

**Cloud draw distance** instructs Prepar3D how far to draw clouds. If the setting is set to full-right (110mi), cirrus clouds will appear cut-off in the distance. Backing this off to 100mi will rectify this issue while still giving a great distance to view clouds.

**Cloud Detail** is the single most important area in regards to cloud visuals. If **Simple clouds** is checked, Prepar3D will NOT utilize REX Soft Cloud textures. Select **Detailed clouds** for full functionality of REX Soft Cloud textures.

The **Cloud coverage density** slider presents a VERY important role in terms of visuals. The previous two pages display a visual demonstration what each setting represents. Note: this functions the same in FSX and P3D.

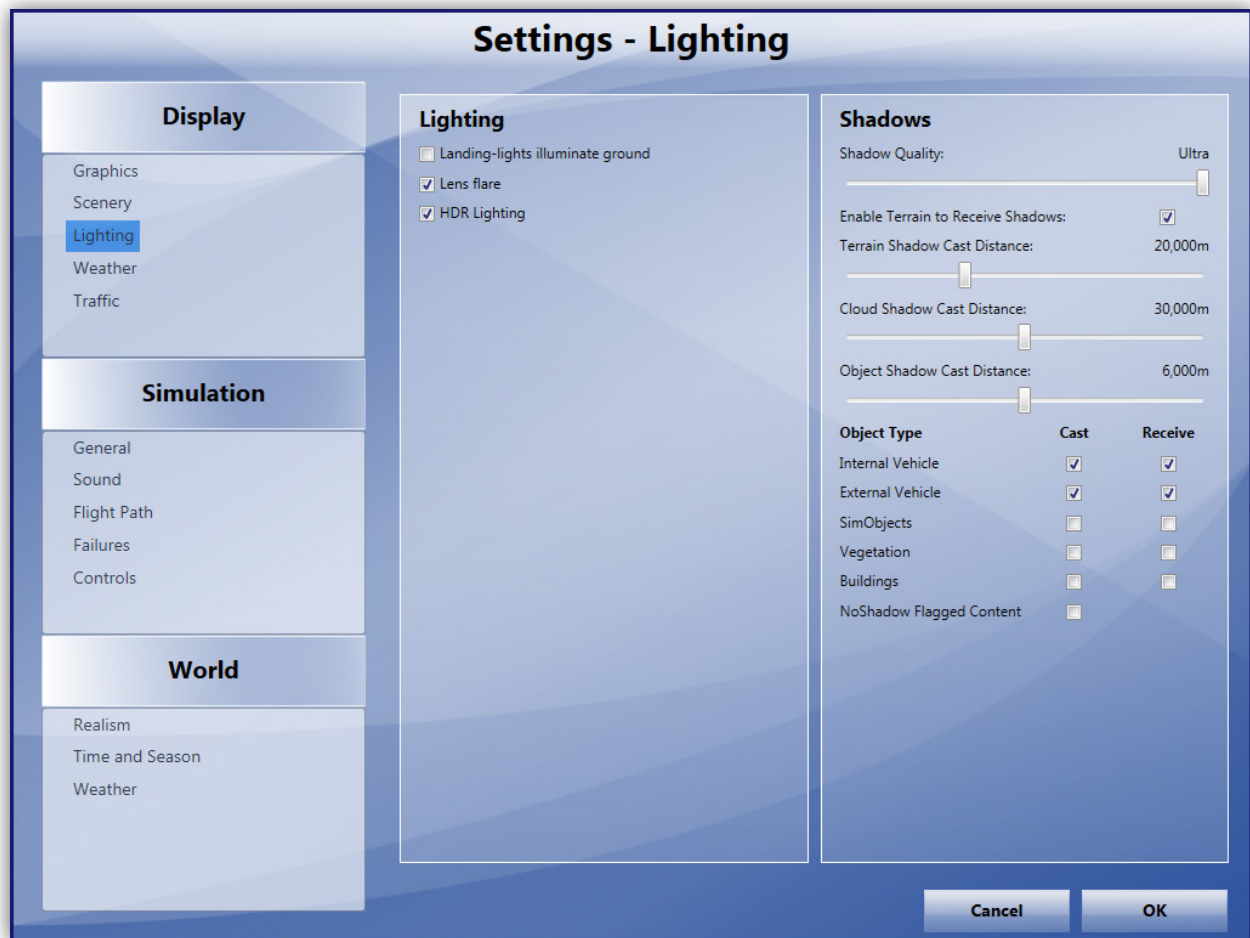




### We recommend the following settings:

**Cloud Detail** is the single most important area in regards to cloud visuals. If **Simple clouds** is checked, Prepar3D will NOT utilize REX Soft Cloud textures. Select **Detailed clouds** for full functionality of REX cloud textures.

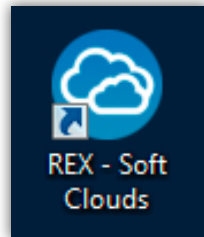
**Cloud coverage density** presents a VERY important role in terms of visuals. The previous two pages display a visual demonstration what each setting represents. Note: this functions the same in FSX and P3D.



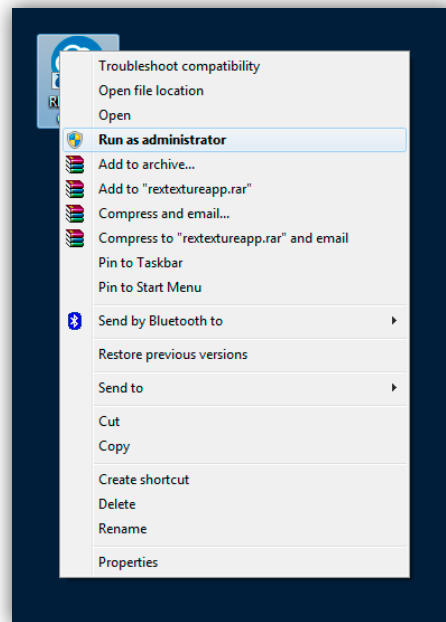
**HDR Lighting** - Whether to use HDR lighting is down to user choice, however, we HIGHLY advise using the **P3Dv.2 HDR Option** in REX Soft Clouds when selecting this option ON.

# Startup Procedure

Locate the following blue circular icon on your desktop.



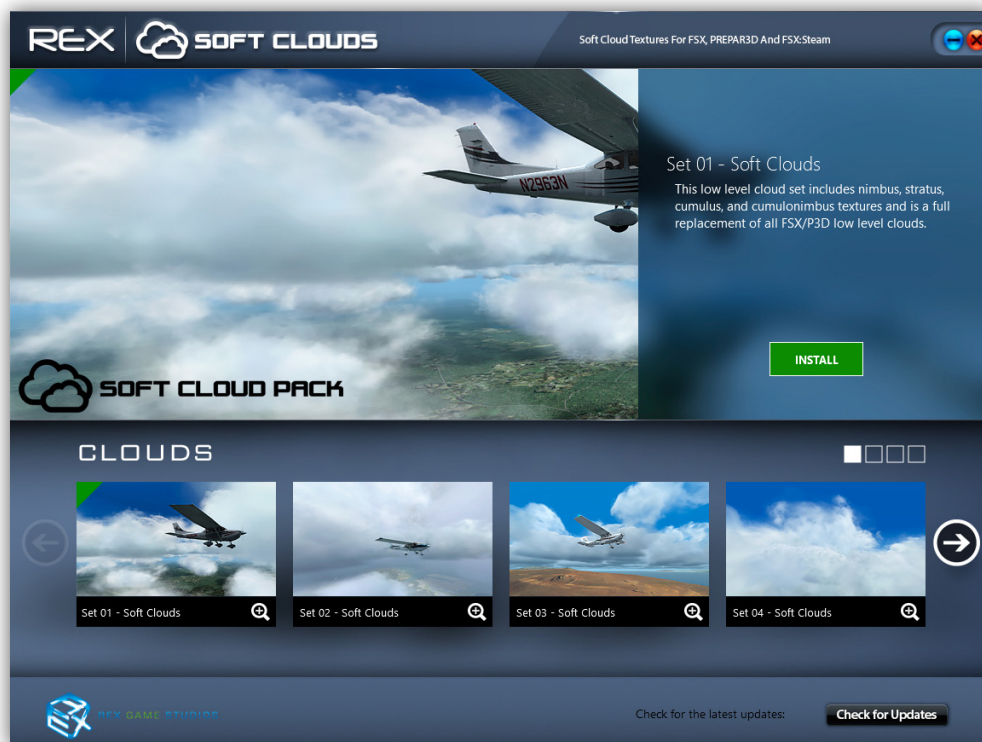
Right-click the icon to launch REX Soft Clouds and select **Run as administrator**.



The REX Soft Clouds startup screen (*splash screen*) will fade-in on the desktop.



Once the splash screen disappears, the application fades into view.





# Minimize/Quit

This section describes the key navigational elements of REX Soft Clouds.


Located at the top right hand corner of the application screen you will notice a couple of different icons. Each icon represents different elements as described below.



## Minimizing REX Soft Clouds

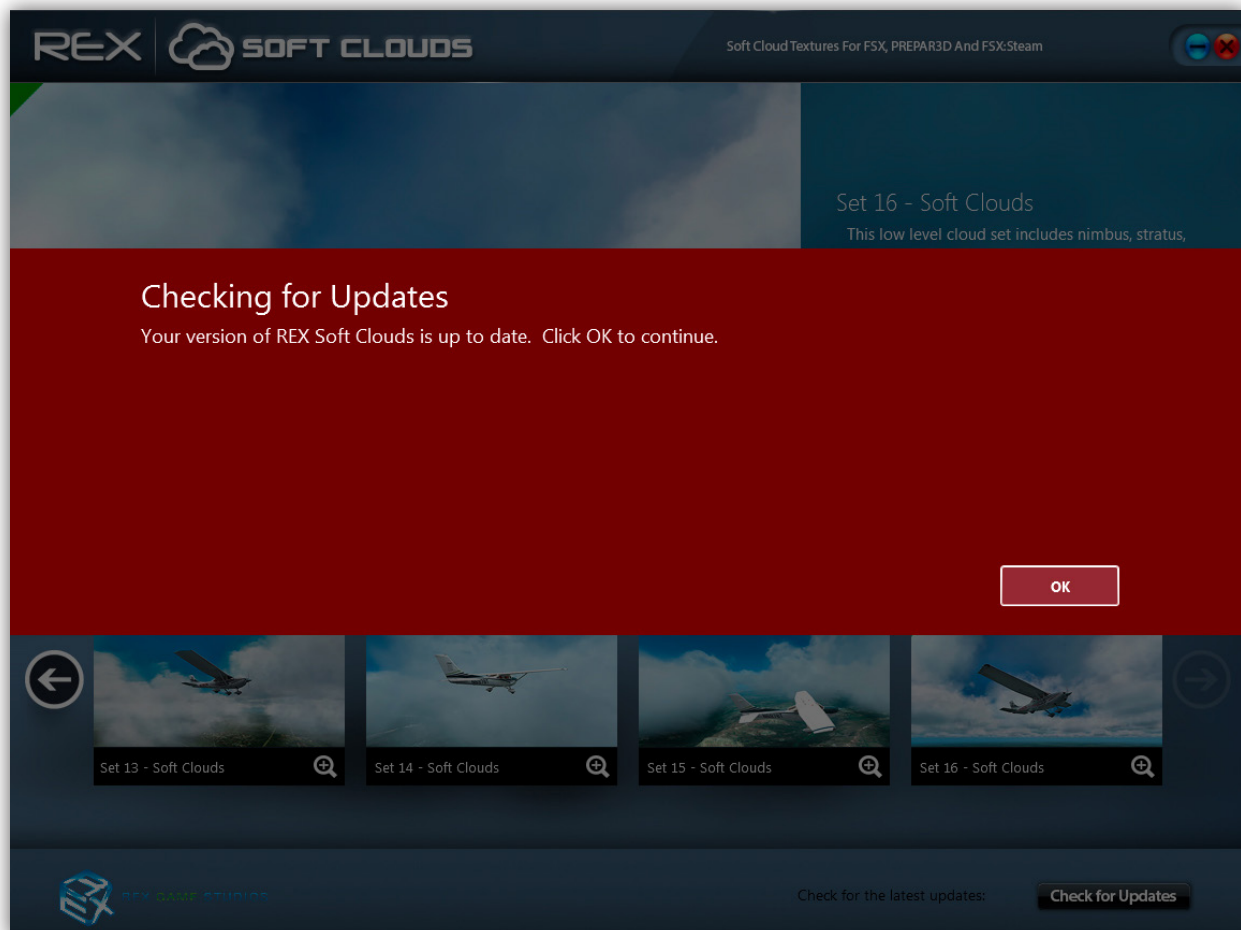
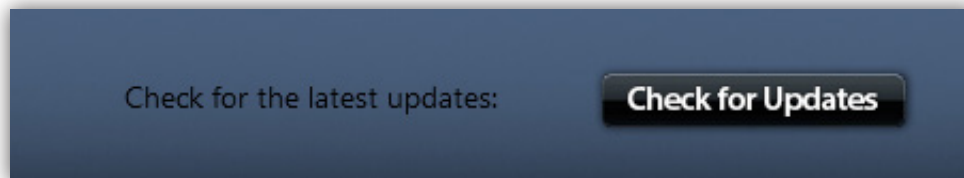
Selecting the  symbol will minimize the application to the taskbar.

## Closing REX Soft Clouds

Selecting the  symbol will quit the application.

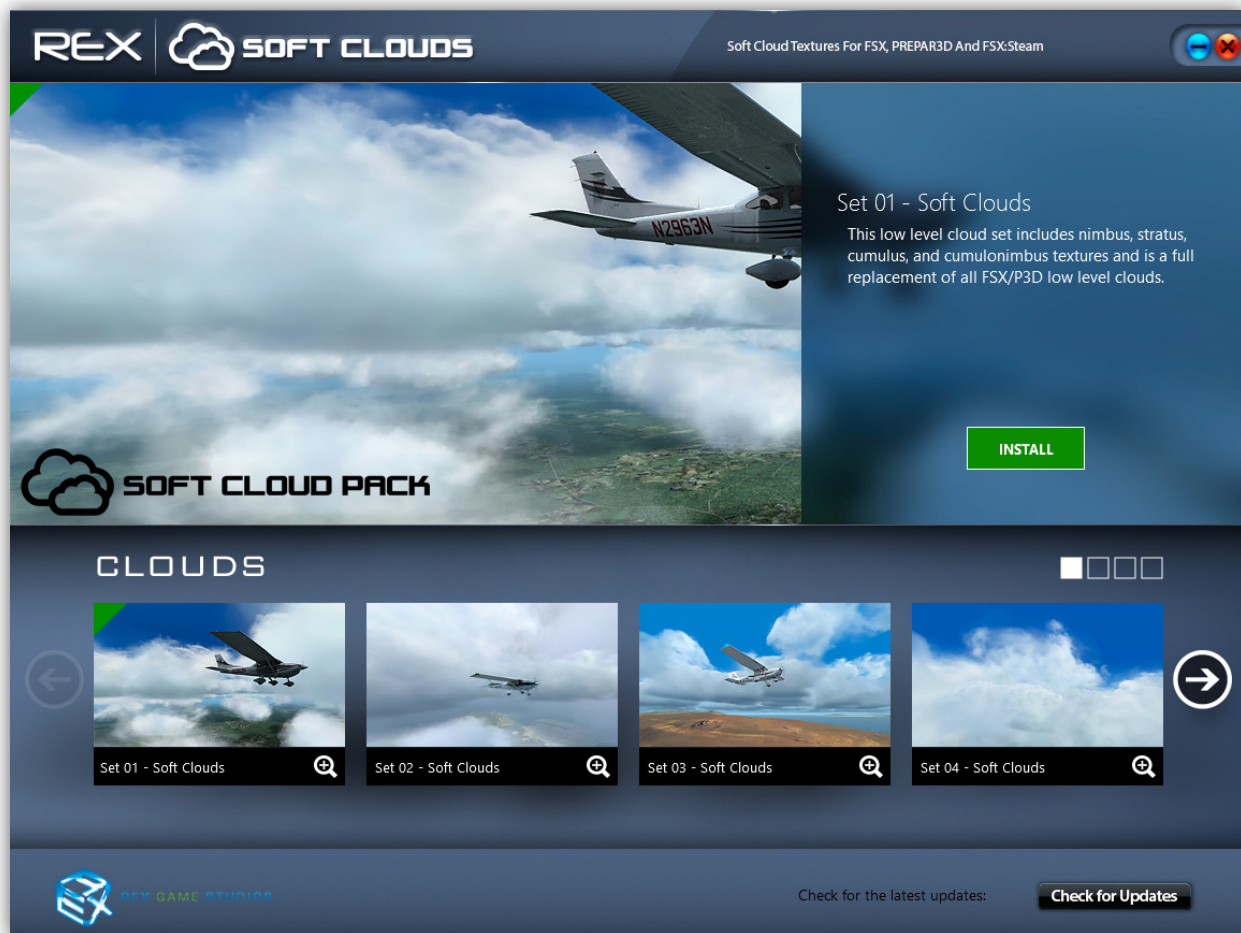
# Check for Updates

There is an automatic function built into the main window to keep the software up-to-date. The button is located on the bottom right-hand side of the application, labelled as “Check for Updates”. Clicking this button will allow the software to automatically check if the latest version of REX Soft Clouds is installed. If not, you will be prompted to download and install the latest version.



# Texture Selection

For ease of use, all texture selection windows were designed to look and function the same. **Within the following example you will notice several navigational aids to assist you with your selection and installation process.**

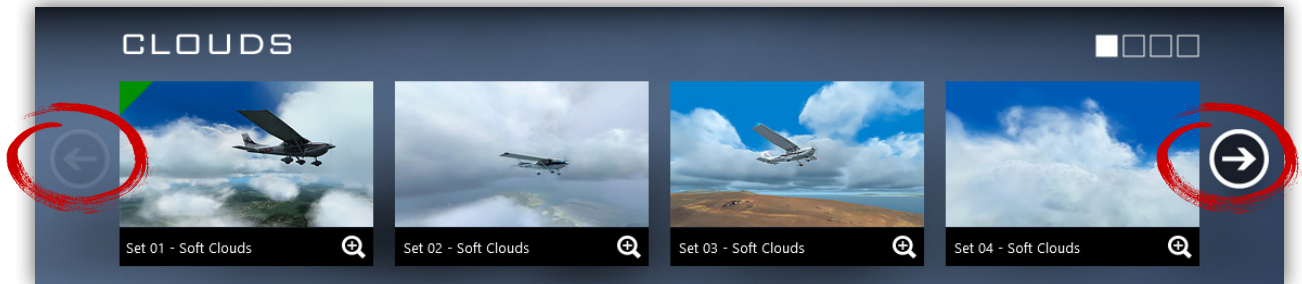



## WARNING


Textures cannot be installed into the simulator while the simulator is running!

## Texture Ribbon

The texture ribbon consists of all textures. Four (4) texture sets can be displayed at a time within each bank.



Clicking  navigates to the next texture bank.

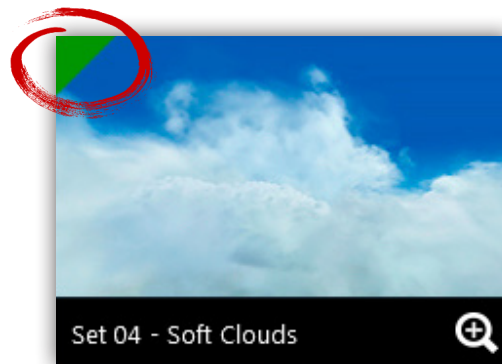
Clicking  navigates to the previous texture bank.



## Selecting Textures

To view a texture choice at a larger size, click the image thumbnail within the ribbon or the magnifying glass icon. **This also marks the texture choice ready for installation.**

The selected texture will contain a green triangle at the top left hand side of the image as well as appear in the larger **main preview** area above. This will aid you in knowing which texture is currently selected for install.



## IMPORTANT INFORMATION

Selecting a texture image does NOT automatically install the texture.



## WARNING

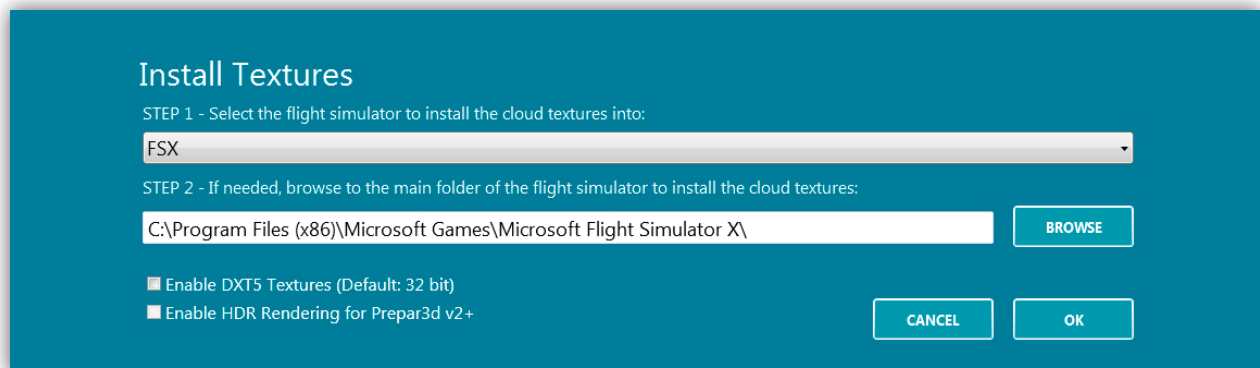
Textures cannot be installed into FSX or PREPAR3D while the flight simulator is running!

## Installing Textures

Once a small texture thumbnail is selected, the image will be displayed larger within the **main preview** window. You may then choose to install the texture.



Clicking the **INSTALL** button will alert you, confirming your action of installing textures. You must select which simulator you would like to install textures into. The application automatically reads the system registry to locate the simulator application folder(s) and will auto-populate the appropriate field. If this field is blank or incorrect, click the **BROWSE** button and locate the MAIN FOLDER of the corresponding flight simulator.



### Enable DXT5 Textures (Default: 32-bit)

This option allows you to optimize REX Soft Clouds BEFORE replacing flight simulator files. There are selections for 32bit and DXT5. **NOTE: Any changes made to this area will not take affect within the simulator UNTIL the textures are actually INSTALLED into the flight simulator!**

☐ Enable DXT5 Textures (Default: 32 bit)

## ! IMPORTANT INFORMATION

Since the Soft Clouds are highly optimized, **We HIGHLY recommend NOT enabling the DXT5 texture option.** Although the DXT5 option will optimize clouds further, there are color anomalies present within the DXT5 codec, and might cause undesirable results.

**The texture installation process within REX Soft Clouds is instantaneous!**

### Enable HDR Rendering for Prepar3D v2+

This option allows you to enable specialized Prepar3D v.2 HDR enhanced textures for use in Prepar3D v.2. **NOTE: If HDR is turned ON within Prepar3D, this option MUST be selected! Any changes made to this area will not take affect within the simulator UNTIL the textures are INSTALLED into the flight simulator!**

☐ Enable HDR Rendering for Prepar3d v2+

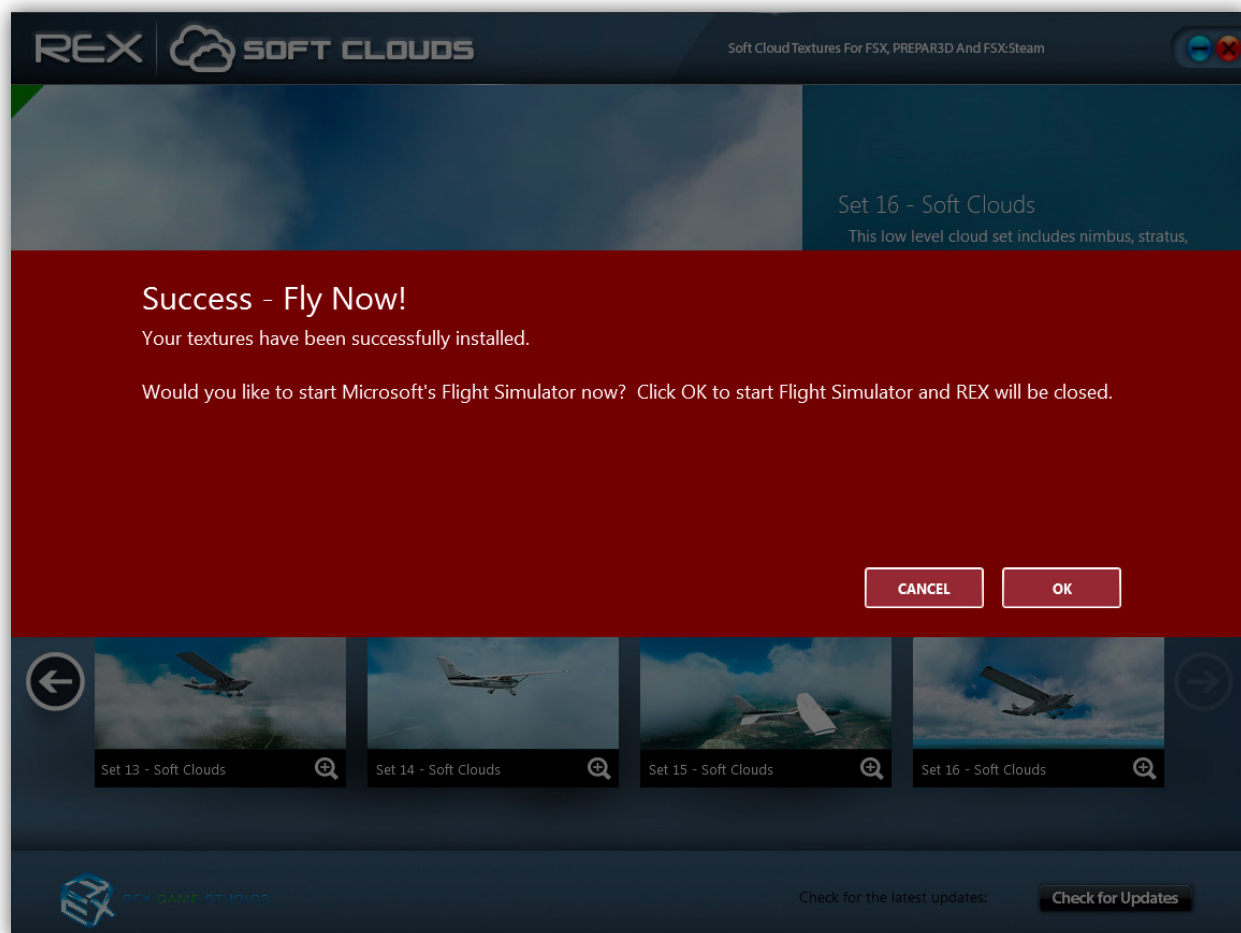
Once all the desired configuration settings are complete, select the **OK** button to install textures into the simulator.



## IMPORTANT INFORMATION

The texture installation process within REX Soft Clouds is instantaneous!

You will then be presented with the option to automatically start the flight simulator.



Click the **OK** button to start your simulator automatically, or click the **CANCEL** button to proceed with other texture selection choices. Upon selecting **OK**, REX will be closed and the flight simulator will automatically start.



# Support and Assistance

If you need additional assistance, there are several ways to seek advice or support:

## 1.) Contact our support forum: (Primary Support Method)

<http://www.realenvironmentxtreme.com/forums>

We ask that you please search and read through similar help topics **BEFORE** you post a support question. Often you may find that a certain question has already been asked by someone else and the issue has been resolved.

## 2.) REX Customer Support website

<http://www.rexwebservices.com/support>

- ✓ Resolve-IT technical support wizard
- ✓ One-on-One personal assistance services
- ✓ Live GotoAssist sessions
- ✓ Video Tutorials

# EULA

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