

REX4 TEXTURE DIRECT WITH SOFT CLOUDS ENHANCED EDITION



USER MANUAL

UPDATED AUGUST 11, 2017



REX SIMULATIONS
FLIGHT SIMULATION SOFTWARE

Table of Contents

Welcome.....	3
Important Information.....	4
Recommended FSX Settings.....	5
Recommended P3Dv1 Settings.....	8
Recommended P3Dv2 Settings.....	9
Recommended P3Dv3 Settings.....	12
Recommended P3Dv4 Settings.....	15
Startup Procedures	
Windows Vista / Windows 7 Startup.....	18
Windows 8 / Windows 8.1 Startup.....	20
Navigation Elements	
Texture Install Configuration.....	21
Program Information.....	23
Product Support.....	24
Check for Updates.....	24
Minimize and Close.....	24
Main Navigation Menu.....	25
Configuration Settings & Optimization	
Intro.....	26
Flight Simulator Folder Location.....	27
General Settings.....	27
Create/Restore Backup.....	28
Texture Resolution.....	29
Texture Compression Algorithm.....	30
DirectX.....	31
P3D v.2 - v.4 HDR Textures.....	31
Cloud Sizing Algorithm.....	32
Texture Selection	
Intro.....	33
Tabs represent texture banks.....	34
Texture Ribbon.....	34
Selecting Textures.....	35
Add to Theme / Install.....	36
Themes	
My Themes.....	39
Random Themes.....	43
Filter.....	45
Modifying Your Theme.....	46
Community Themes.....	49
Filter / Search.....	52
Modifying a Community Theme.....	52
Weather Themes.....	56
Support and Assistance.....	61
EULA.....	62





We would like to thank you for purchasing REX4 Texture Direct with Soft Clouds - Enhanced Edition.

This user manual has been updated to the latest Texture Direct with Soft Clouds Enhanced Edition!

Texture Direct with Soft Clouds Enhanced Edition is an integrated global environment texture utility and effects add-on. All facets of the program include desired features, effects, sounds and textures and is tailored to low and high-end systems alike. The program is comprised of over 17GB of material ranging from standard resolution to high-definition choices.

You may easily switch between simulator preference and is fully network capable.

Texture Direct with Soft Clouds Enhanced Edition is compatible with the following flight simulators:

Microsoft FSX
Microsoft FSX Steam Edition
Prepar3D v.1
Prepar3D v.2
Prepar3D v.3
Prepar3D v.4

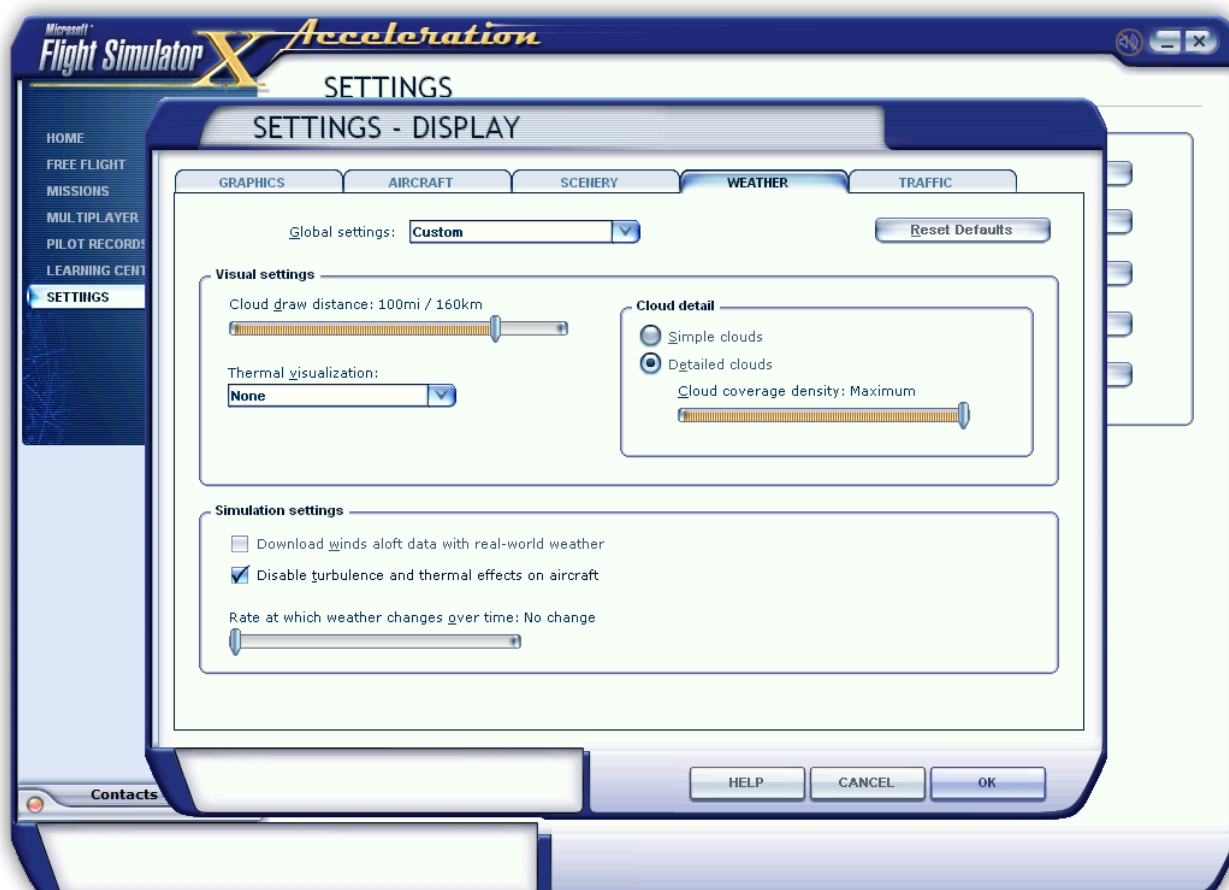


! IMPORTANT

■ BELOW ARE IMPORTANT FACTORS IN CONSIDERATION FOR INSTALLING AND OPERATING REX WITHIN FSX AND/OR PREPAR3D:

1. REX is compatible with Microsoft Flight Simulator X with SP2 or Acceleration Pack, FSX:Steam and Lockheed Martin's Prepar3D v. 1 through v. 4.
2. NEVER install REX into the main FSX or P3D folder.
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 the simulator is running.
7. If you wish to view high-definition textures within FSX, you must make sure to set this value in the FSX.cfg file. Add **TEXTURE_MAX_LOAD=4096** within the GRAPHICS section of the cfg file. This can be located in your c:\Users\<your account name>\AppData\Roaming\Microsoft\FSX. If the AppData folder is hidden, you will need to change the VIEW settings as outlined below: Open Folder Options by clicking the Start button, clicking Control Panel, clicking Appearance and Personalization, and then clicking Folder Options. Click the View tab. Under Advanced settings, click Show hidden files and folders, and then click OK.





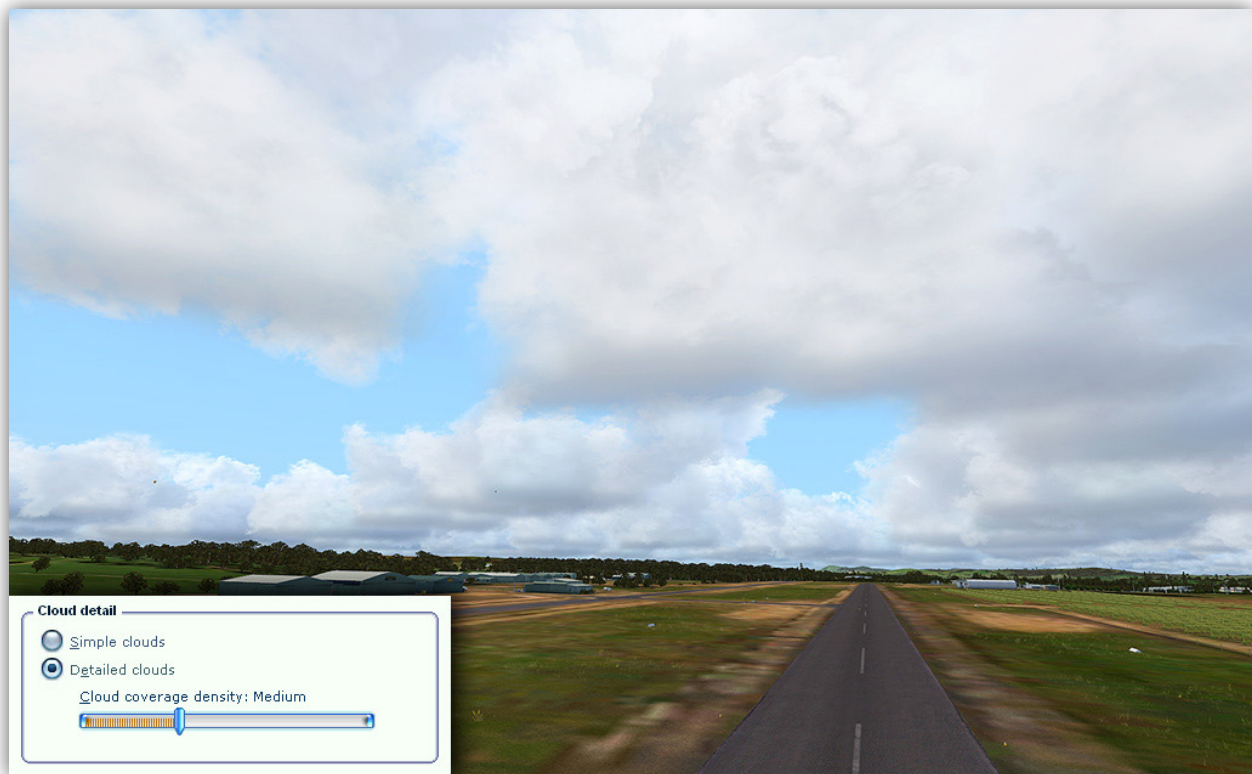
The most critical settings within FSX in regards to REX interaction is the SETTINGS / DISPLAY / WEATHER screen.

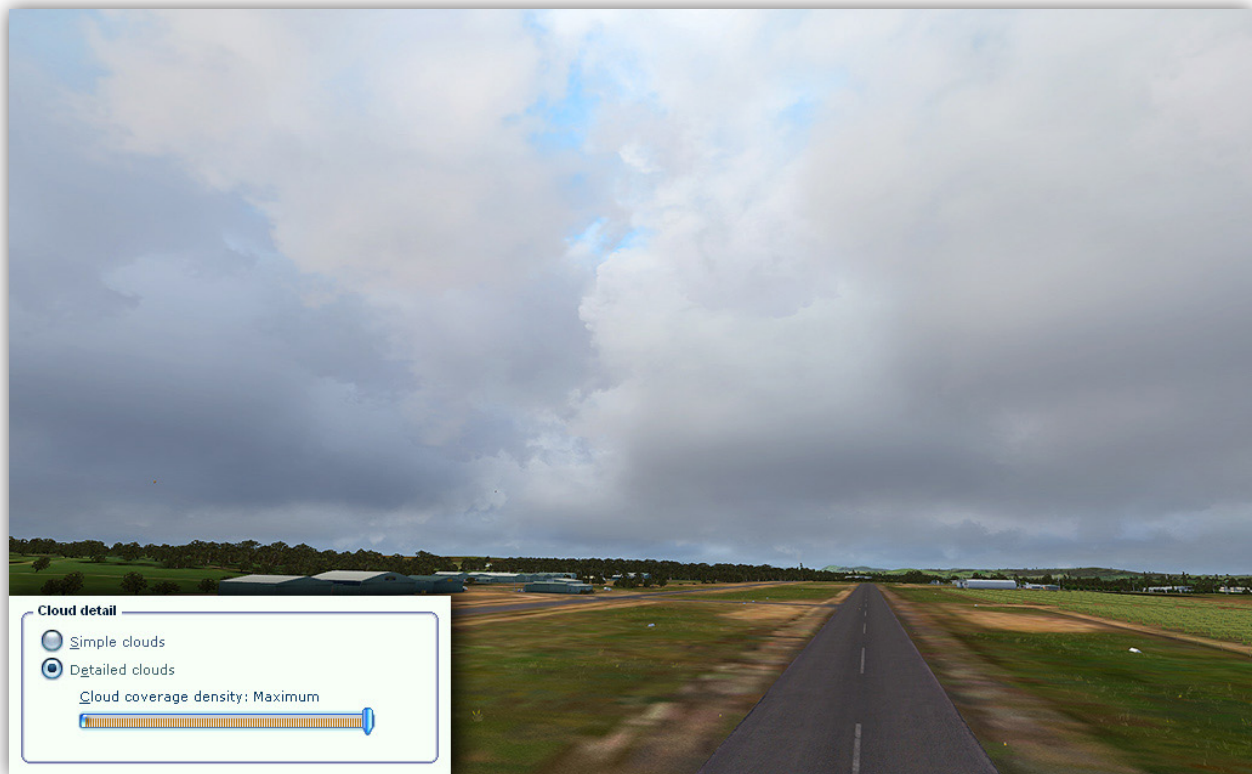
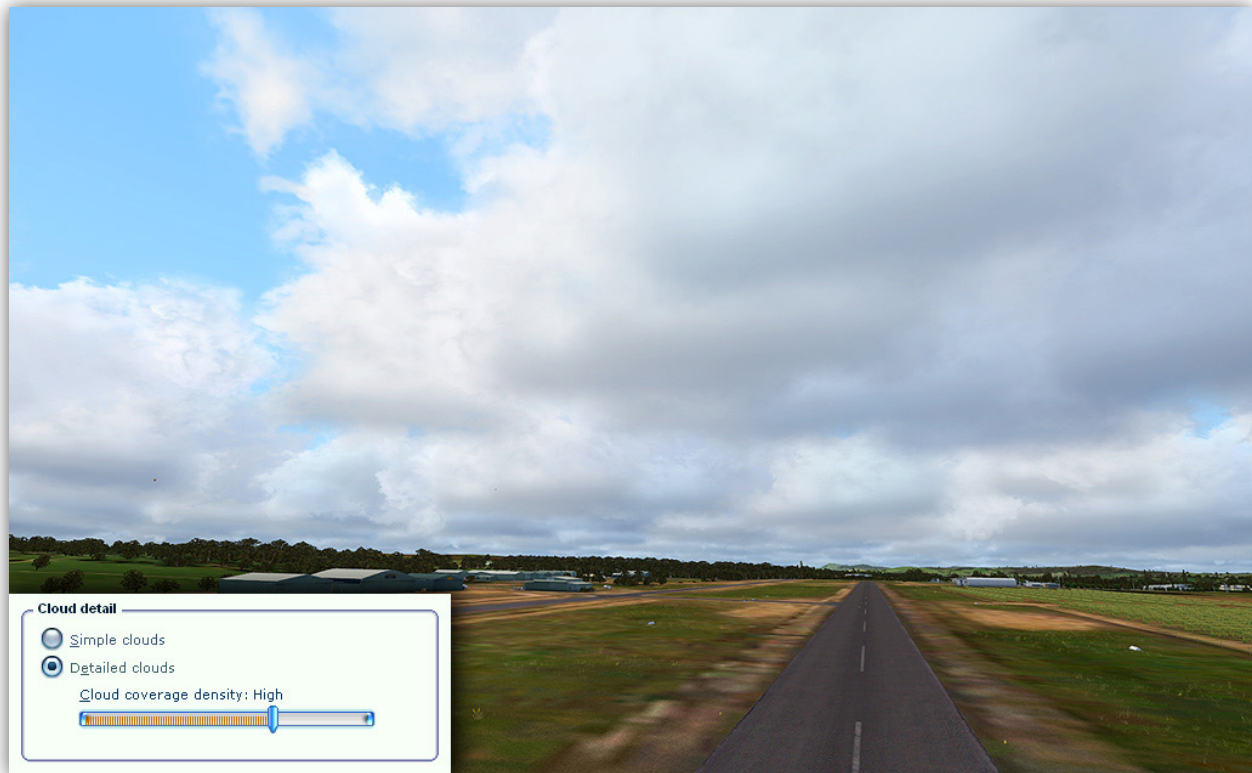
We recommend the following settings:

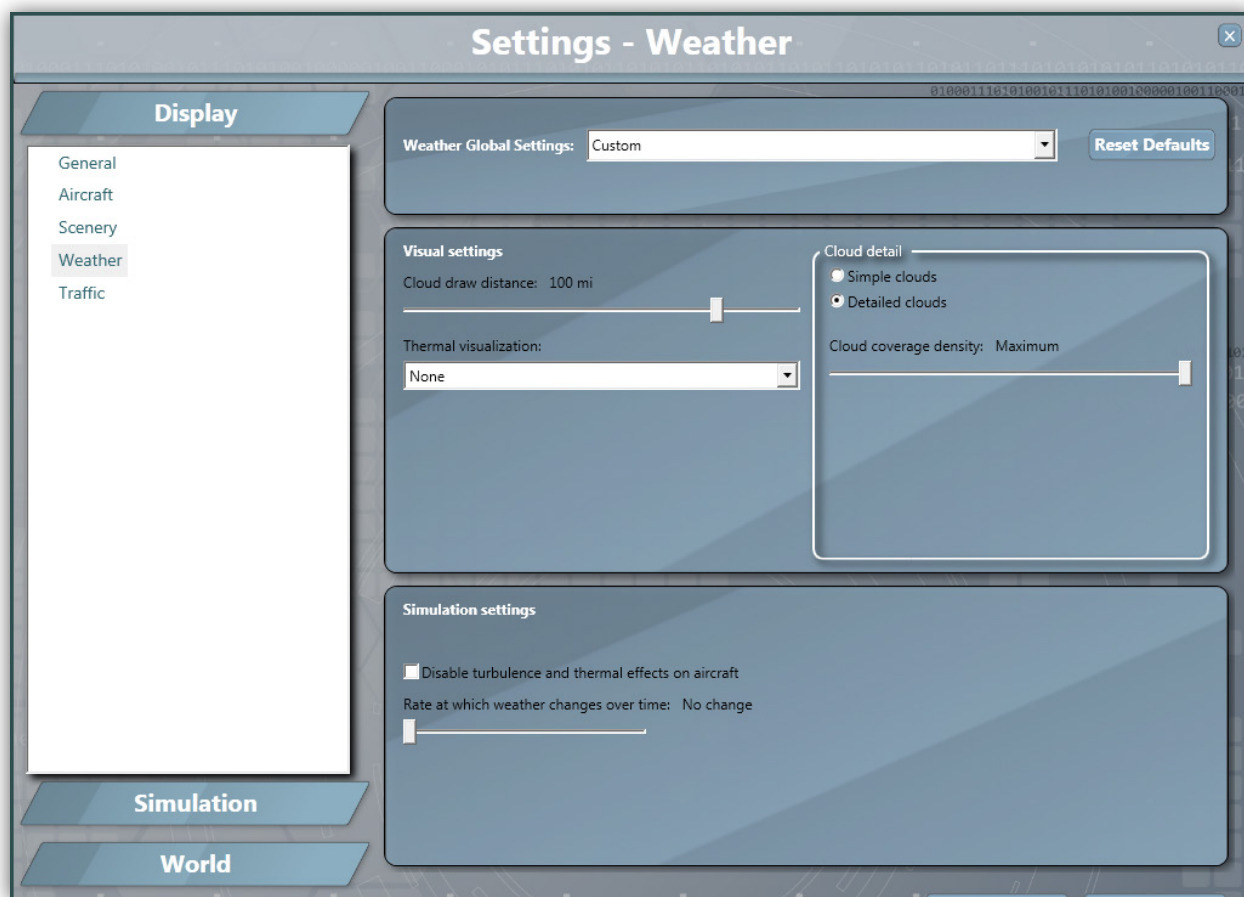
Cloud draw distance instructs FSX how far to draw clouds. If the setting is set to full-right (110mi), the cirrus clouds will appear cut-off in the distance. Backing this off to 100mi will rectify this issue, still giving a great distance to view clouds.

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

The **Cloud coverage density** slider presents a VERY important roll 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 textures. Select **Detailed clouds** for full functionality of REX cloud textures.

The **Cloud coverage density** slider presents a VERY important roll 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. Each screenshot represents the same EXACT weather, the only difference is the **Cloud coverage density** slider setting.

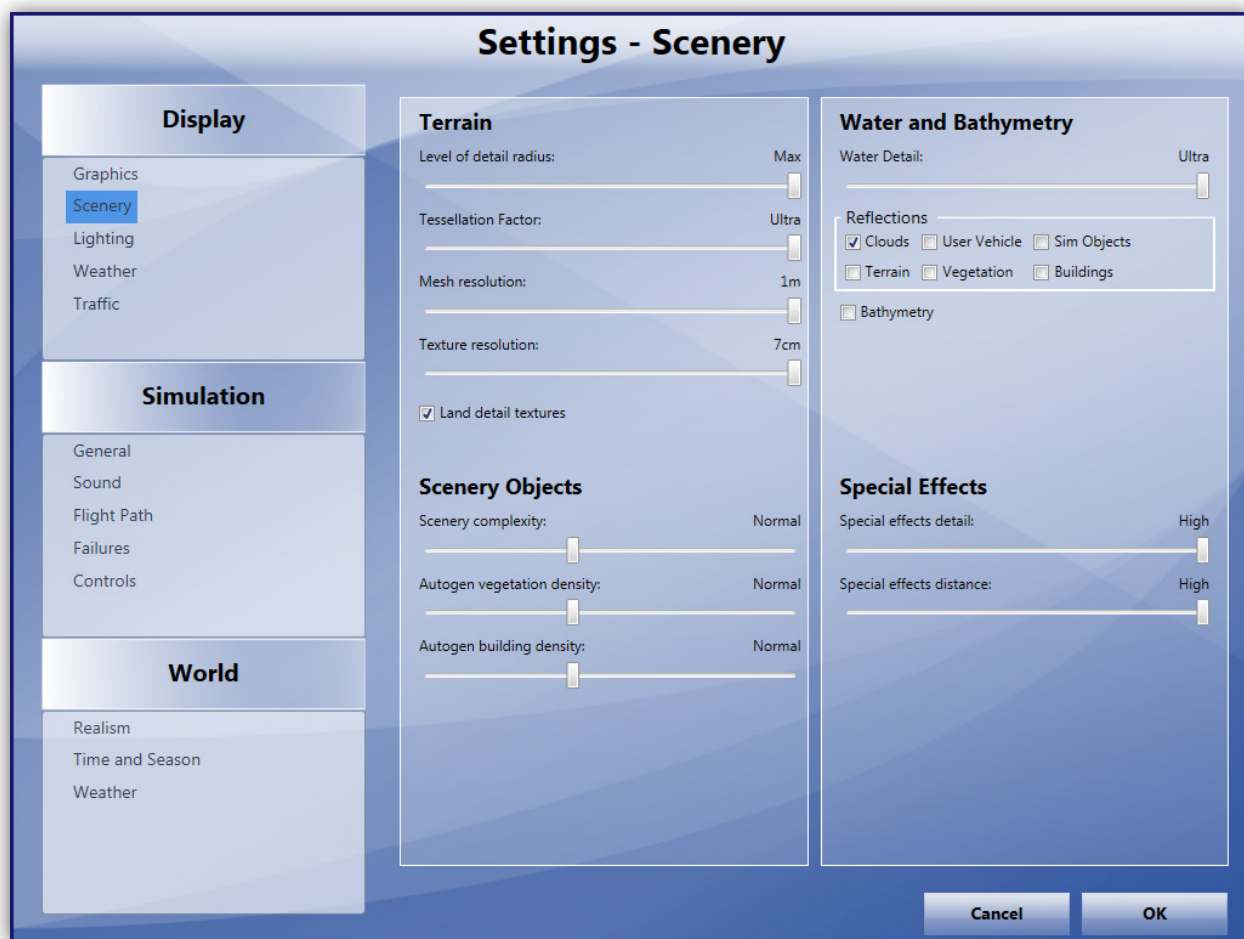




We recommend the following settings:

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

Cloud coverage density presents a VERY important roll in terms of visuals. Pages 6 and 7 display a visual demonstration what each setting represents. Note: this functions the same in FSX and P3D. Each screenshot represents the same EXACT weather, the only difference is the **Cloud coverage density** slider setting.



Water and Bathymetry - While REX is designed to use with all FS setting configurations, we highly recommend setting the **WATER DETAIL** slider to **ULTRA** in order to attain full effect for water.

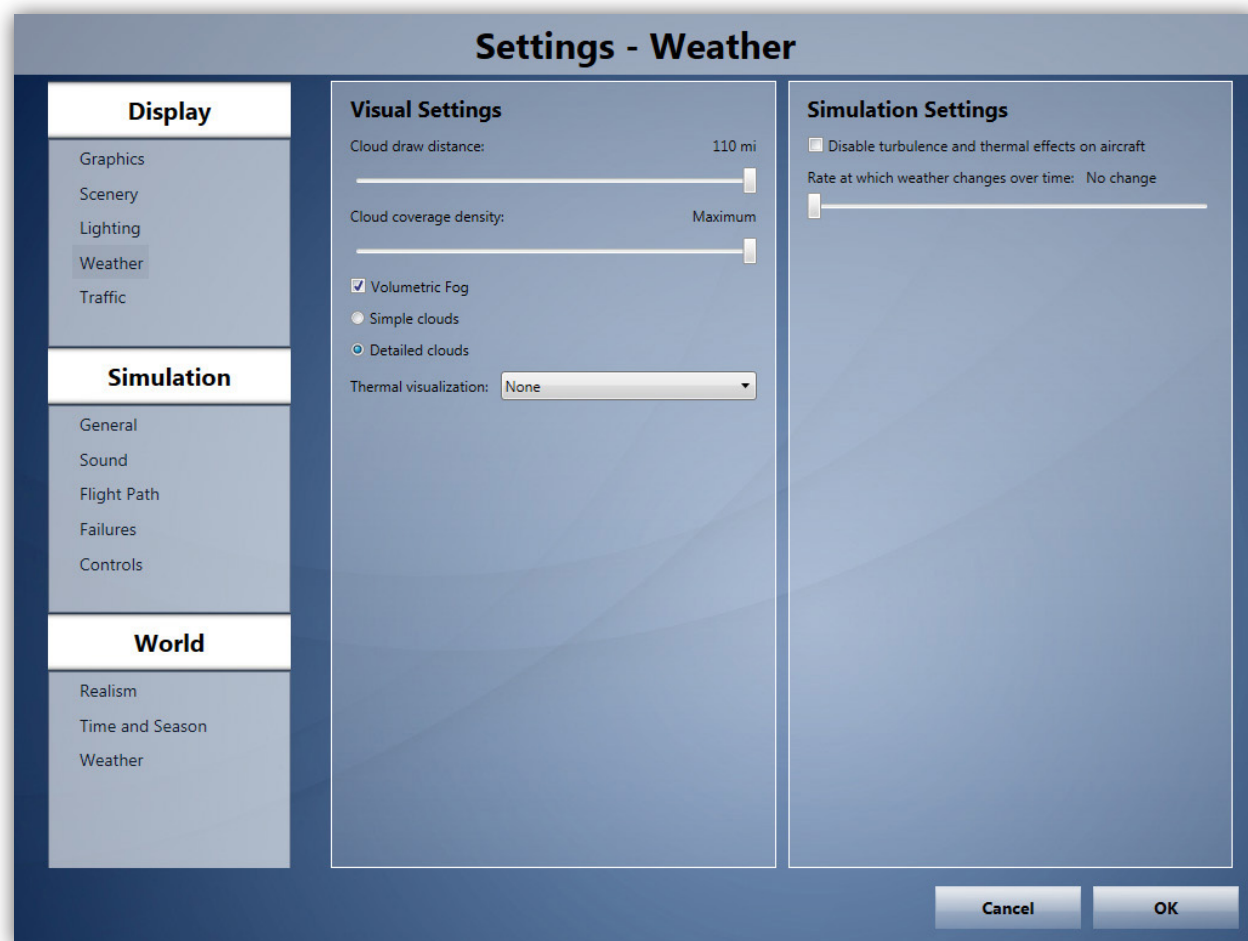
Reflections - Because the sky values are also reflected with the clouds option ON, we highly recommend this setting left selected. We understand that some folks don't like clouds being reflected in water, however, since sky values are also reflected with this option, we feel this is important for proper realism.

Mesh resolution - For proper wave animation effect, the mesh resolution slider must be set to 1m.





HDR Lighting - Whether to use HDR lighting is down to user choice, however we advise using the **HDR Textures** option in REX when selecting this option ON.

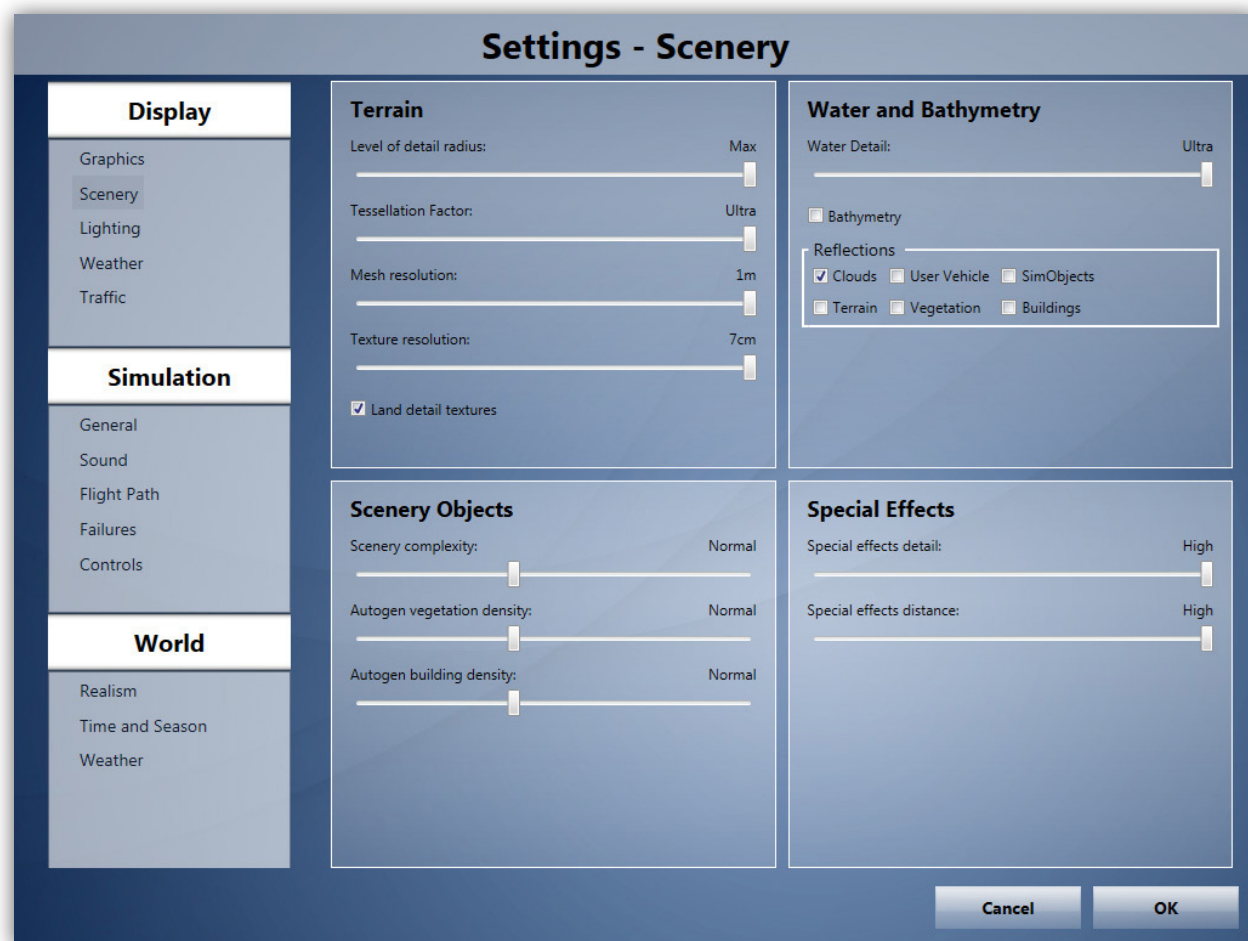


We recommend the following settings:

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

Cloud coverage density presents a VERY important roll in terms of visuals. Pages 6 and 7 display a visual demonstration what each setting represents. Note: this functions the same in FSX and P3D. Each screenshot represents the same EXACT weather, the only difference is the **Cloud coverage density** slider setting.



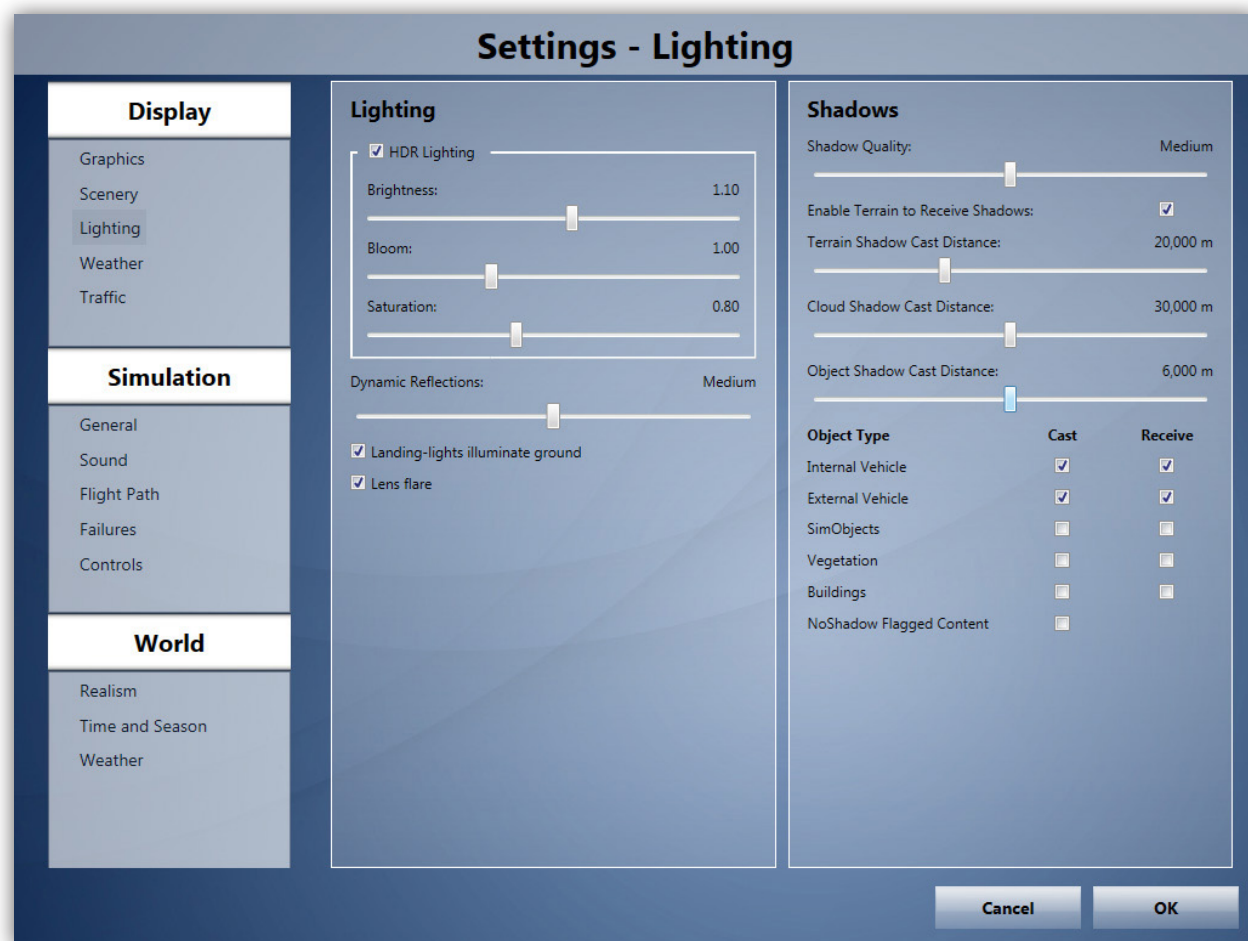


Water and Bathymetry - While REX is designed to use with all FS setting configurations, we highly recommend setting the **WATER DETAIL** slider to **ULTRA** in order to attain full effect for water.

Reflections - Because the sky values are also reflected with the clouds option ON, we highly recommend this setting left selected. We understand that some folks don't like clouds being reflected in water, however, since sky values are also reflected with this option, we feel this is important for proper realism.

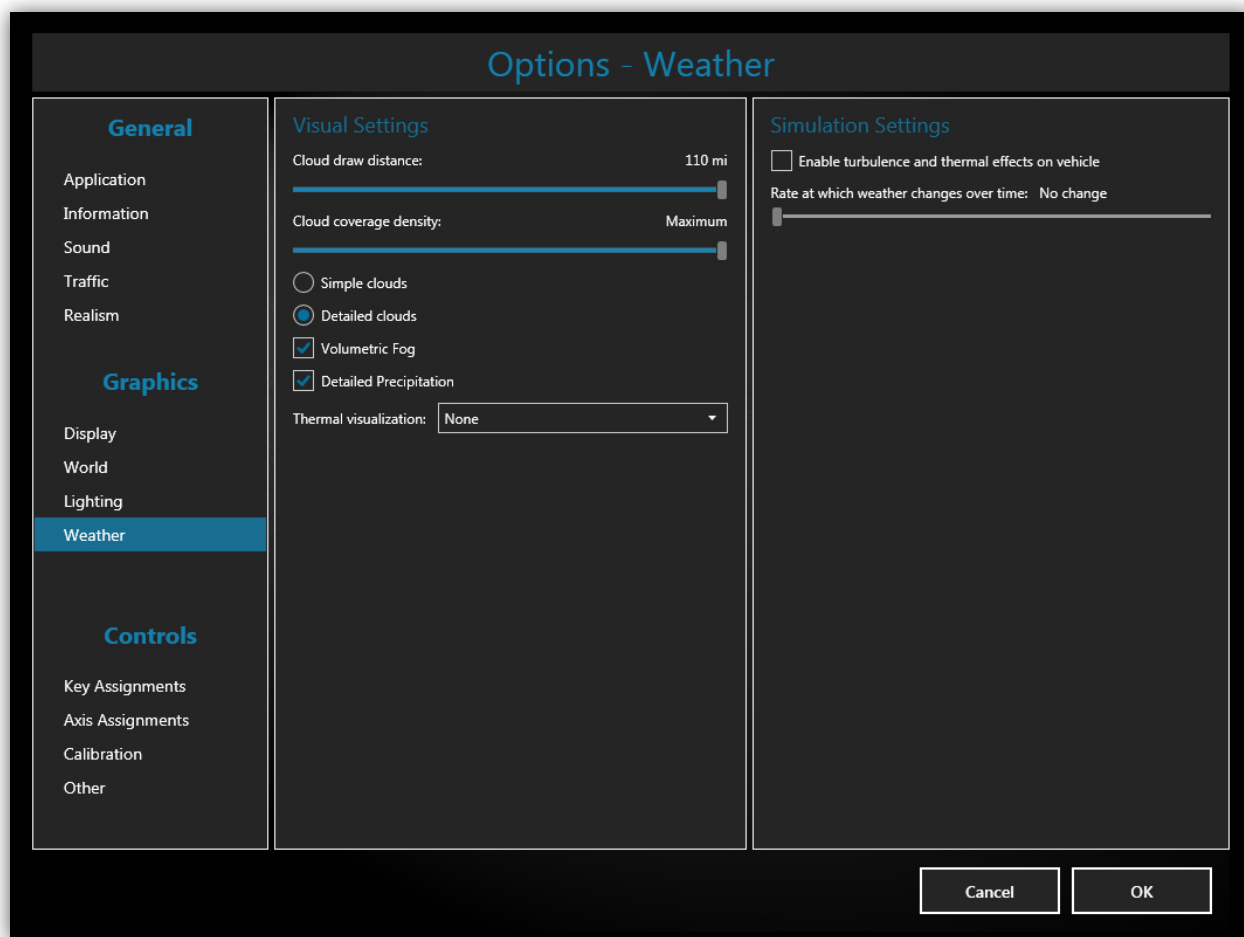
Mesh resolution - For proper wave animation effect, the mesh resolution slider must be set to 1m.





Lighting - Whether to use HDR lighting is down to user choice, however we advise using the **HDR Textures** option in REX when selecting this option ON.

Lens Flare - Whether to display the lens flare is down to user choice, we strongly advise turning this option **ON** to experience the enhanced realism of the REX sun effects.

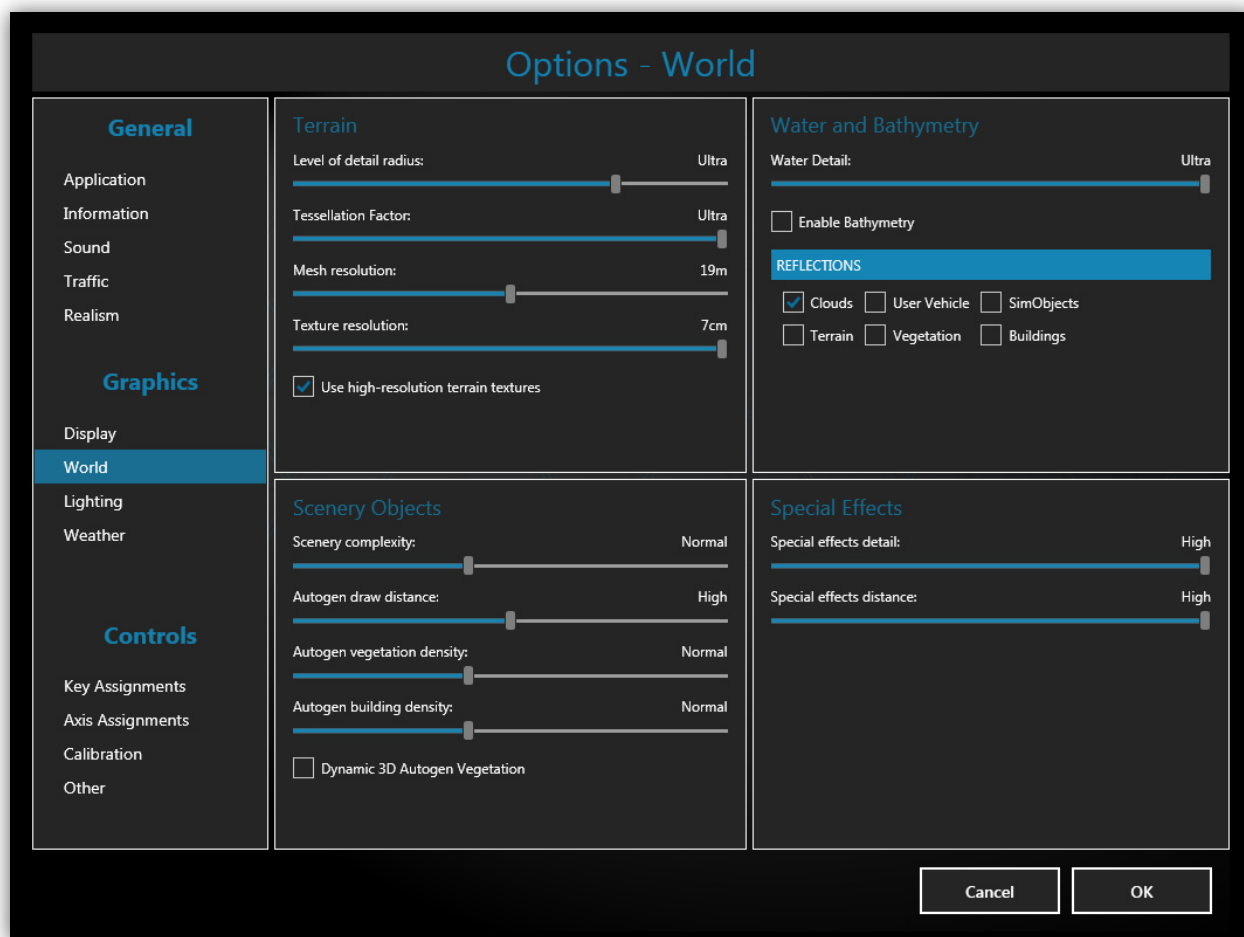


We recommend the following settings:

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

Cloud coverage density presents a VERY important roll in terms of visuals. Pages 6 and 7 display a visual demonstration what each setting represents. Note: this functions the same in FSX and P3D. Each screenshot represents the same EXACT weather, the only difference is the **Cloud coverage density** slider setting.

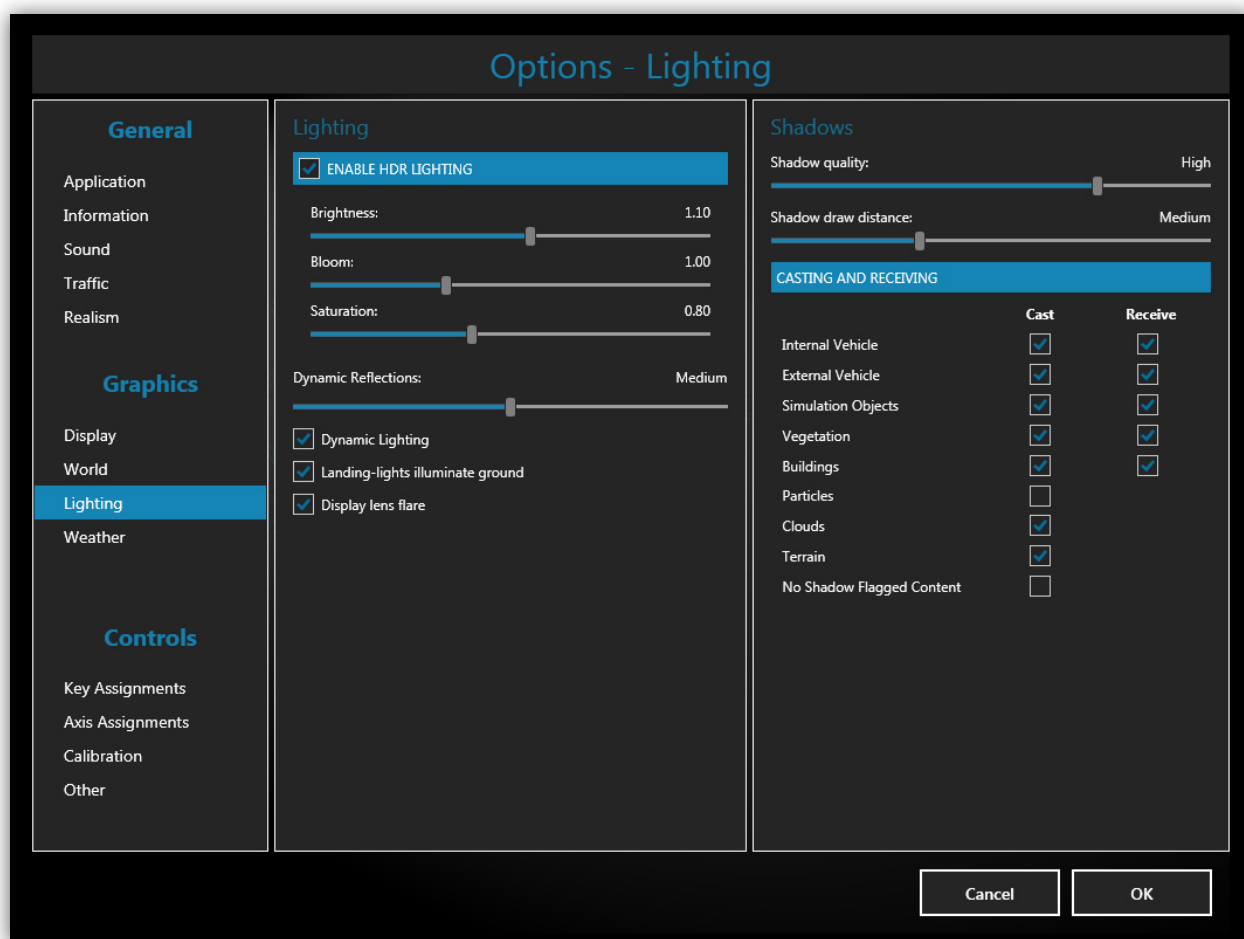




Water and Bathymetry - While REX is designed to use with all FS setting configurations, we highly recommend setting the **WATER DETAIL** slider to **ULTRA** in order to attain full effect for water.

Reflections - Because the sky values are also reflected with the clouds option ON, we highly recommend this setting left selected. We understand that some folks don't like clouds being reflected in water, however, since sky values are also reflected with this option, we feel this is important for proper realism.





Lighting - Whether to use HDR lighting is down to user choice, however we advise using the **HDR Textures** option in REX when selecting this option ON.

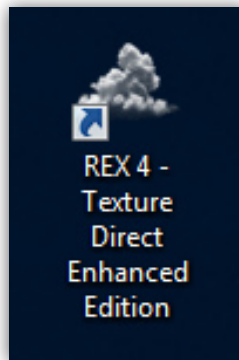
Display Lens Flare - Whether to display the lens flare is down to user choice, we strongly advise turning this option **ON** to experience the enhanced realism of the REX sun effects.

Startup Procedure

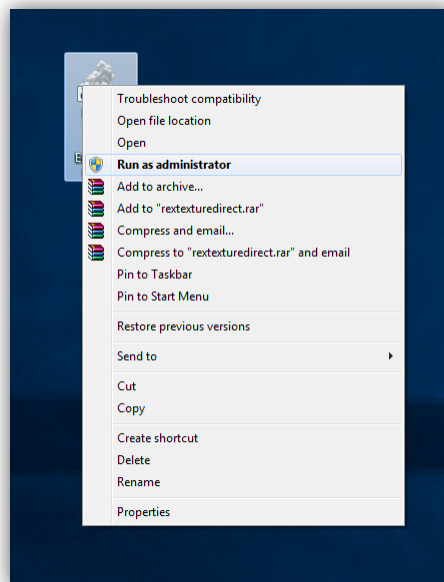
This section is dedicated to the proper startup procedures of REX.

Windows Vista/Win7/Win10

Locate the following icon on your desktop.



Right-click the icon to launch REX and select **Run as administrator**. **NOTE: When running Windows 10, there is no need to right-click and run as administrator.**



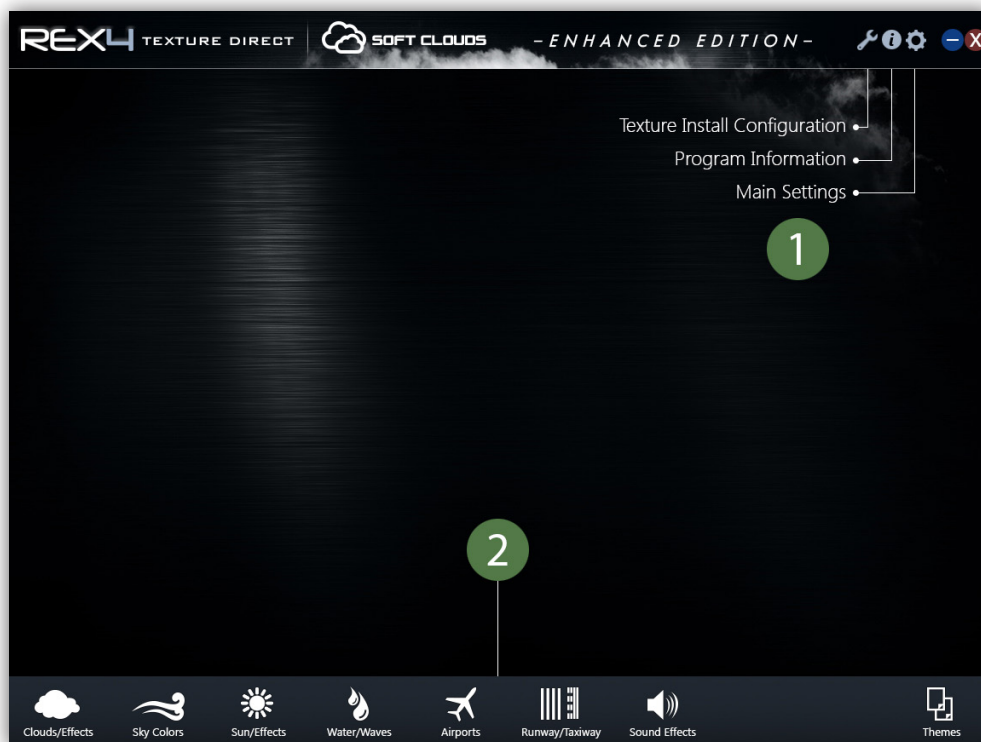
! IMPORTANT

REX4 Texture Direct utilizes an automatic process to check for the latest updates during application start-up. This includes program updates as well as texture enhancement/fixes.

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

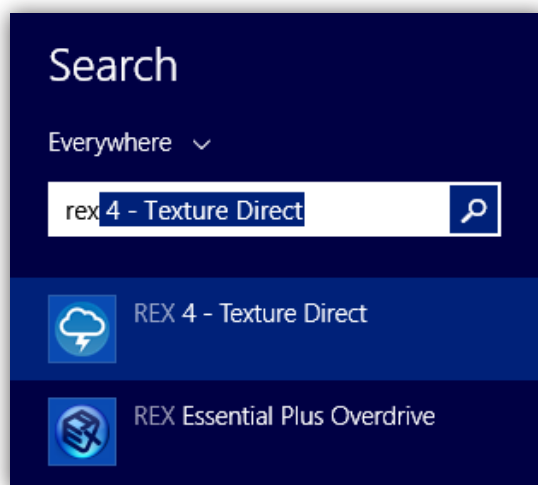


Once the splash screen disappears, the **MAIN** screen fades into view.



Windows 8 and Windows 8.1

On the main **START** window of Windows 8 or 8.1, navigate to the upper right hand corner of the screen and select the **Search Charm**.



Within the text box provided, type "**REX 4 – Texture Direct**".

Right-click on "**REX 4 – Texture Direct**", then select "**Pin to Taskbar**".

This will automatically pin the REX application icon to your desktop taskbar for easy access. Use the Windows Vista/Windows 7 startup procedure to start REX. You may also select "Run as administrator" to start REX immediately.

Navigation Elements

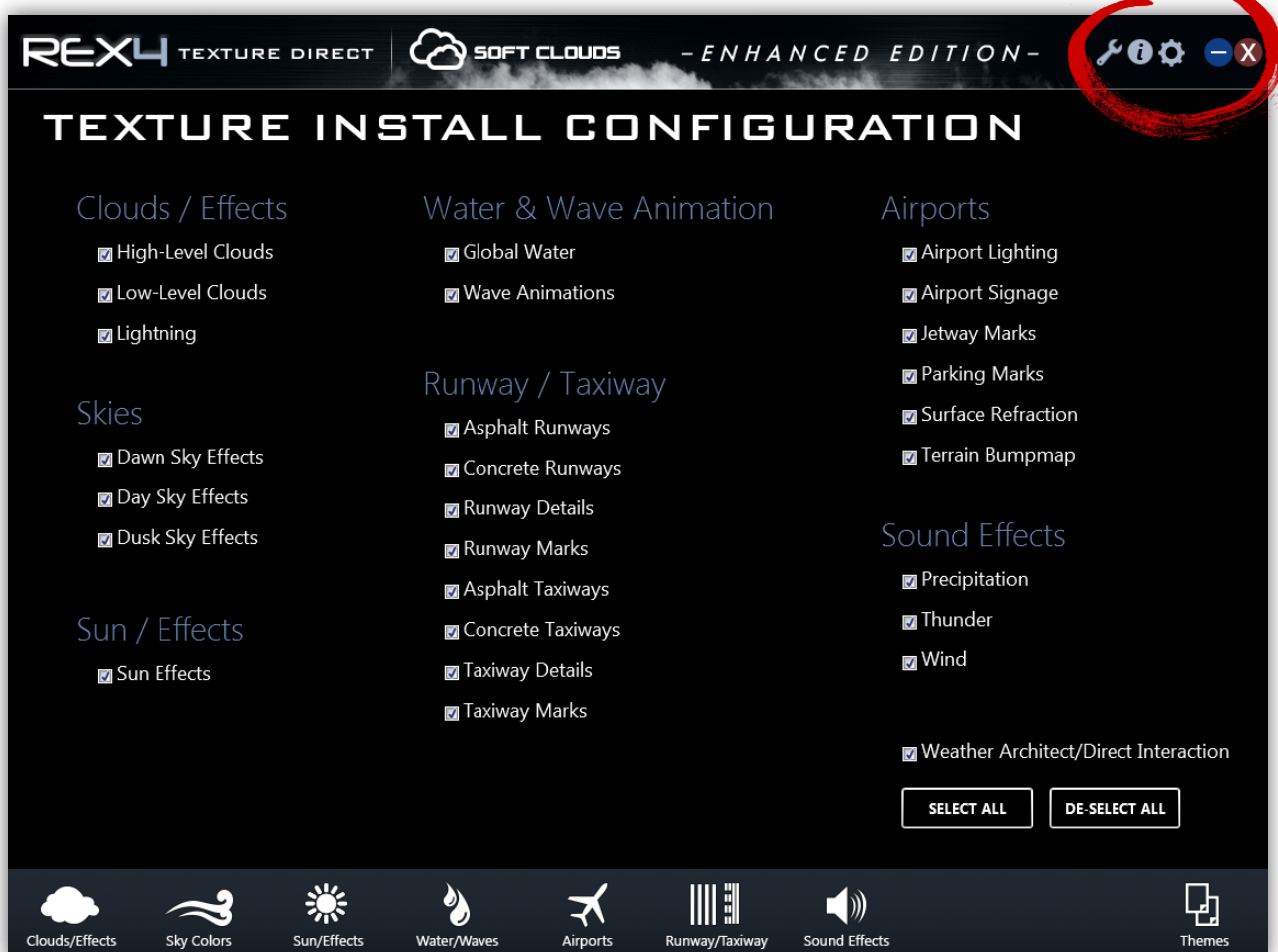
This section describes the key navigational elements of REX.

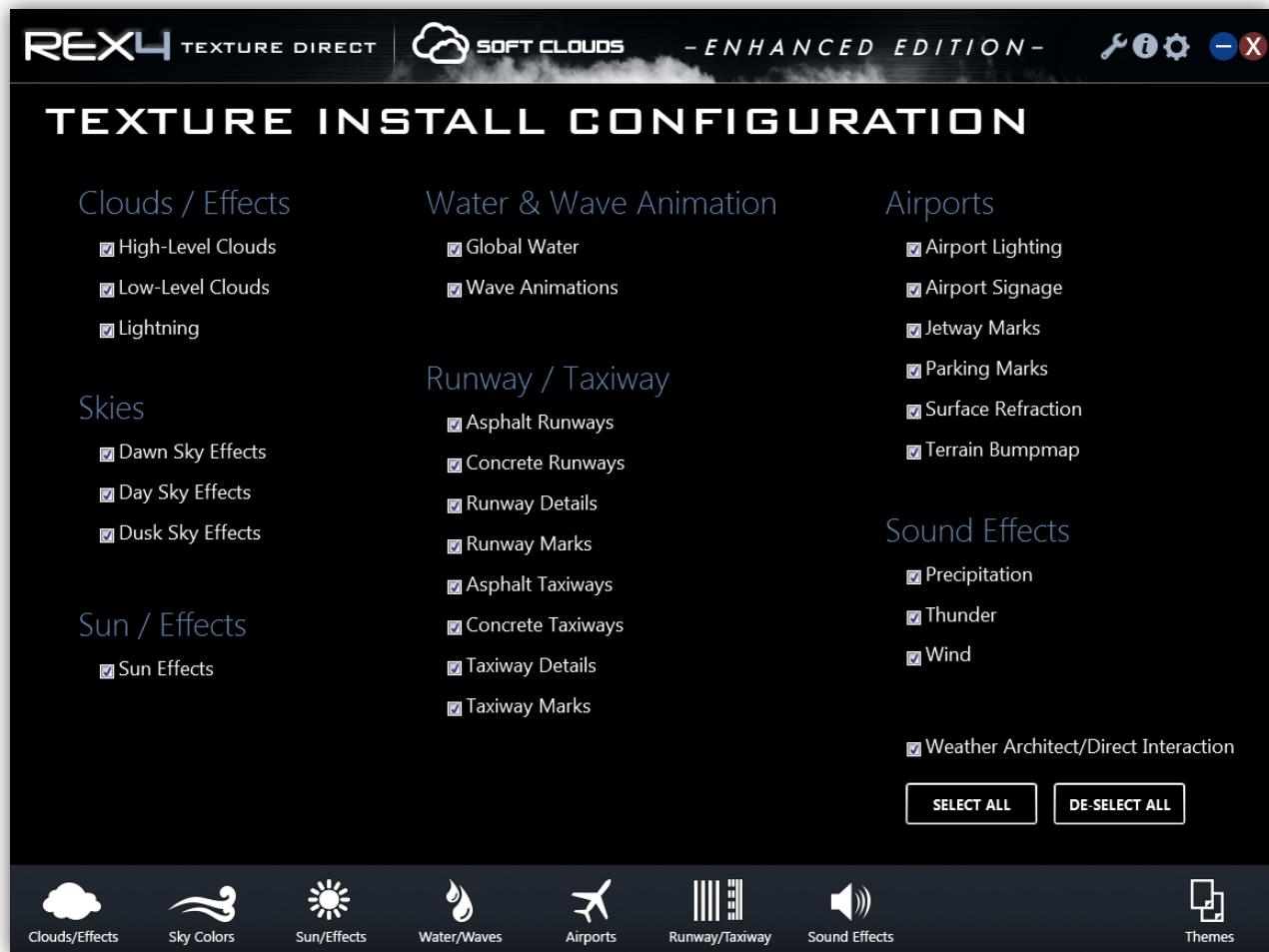
Located at the top right hand corner of the application screen you will notice several different icons. Each icon represents different elements as described below.



Texture Install Configuration

Selecting the  symbol navigates to the **Texture Install Configuration** window.





Texture Install Configuration

This feature allows you to control which textures are installed into FSX or P3D. The **SELECT ALL** and **DE SELECT ALL** buttons allow you to easily and quickly select/deselect all settings within this menu.

Any changes performed here will not take affect until the textures are loaded into the simulator. DO NOT install textures into flight simulator while it's running!

Weather Architect/Direct Integration


This option enables the ability for Weather Architect and/or Weather Direct to communicate with Texture Direct and vice versa, without having to open Texture Direct.

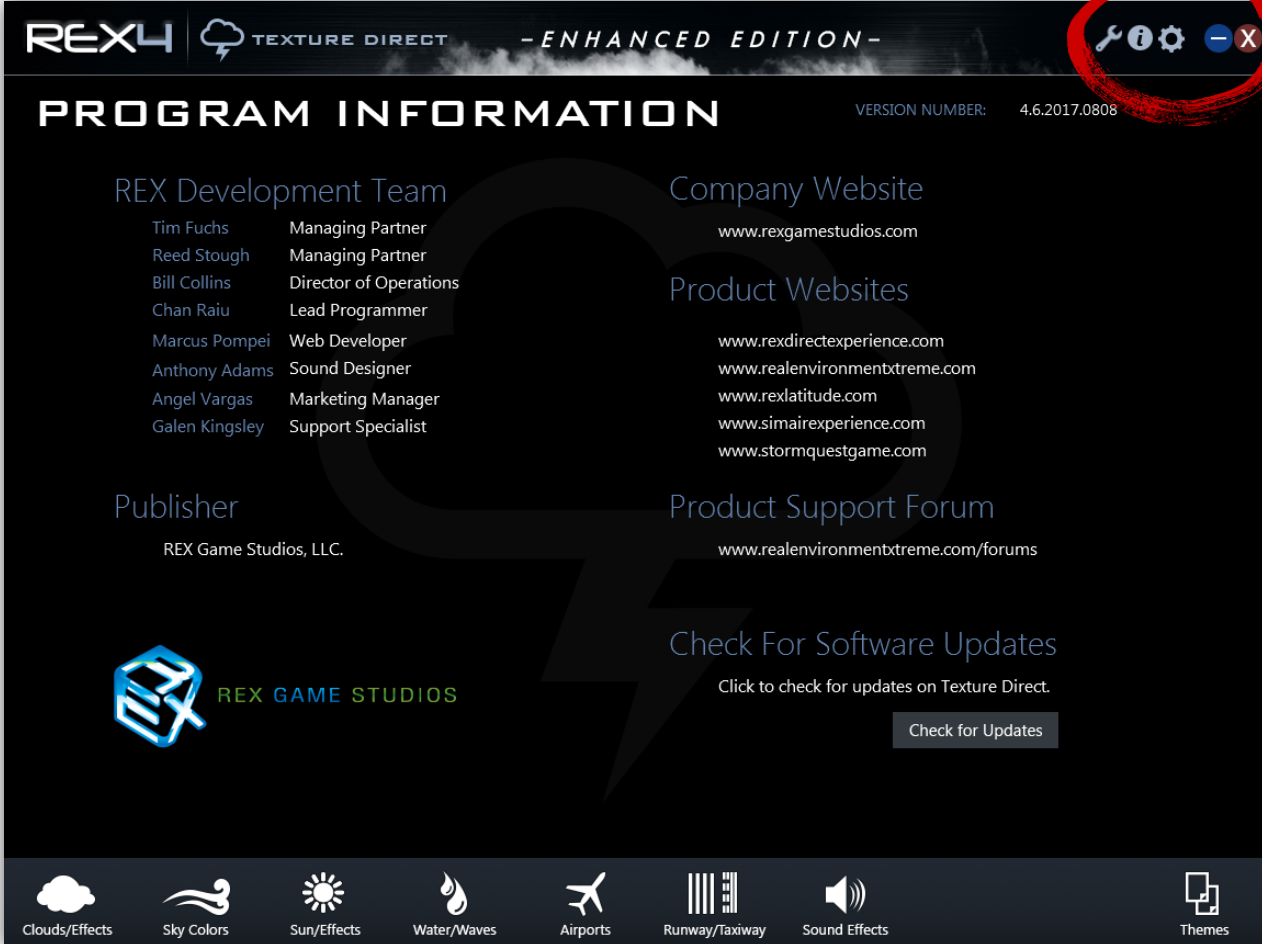
IMPORTANT


Once textures have been loaded into FSX/P3D, **de-selecting a category does NOT cause textures to be uninstalled.** It means you may de-select that box and REX won't install them again in the future.



Program Information

Selecting the  symbol navigates to the **Program Information** window. On this screen you can view important support, product, and contact information.



REX4 |  TEXTURE DIRECT | - ENHANCED EDITION -

VERSION NUMBER: 4.6.2017.0808

PROGRAM INFORMATION

REX Development Team

Tim Fuchs	Managing Partner
Reed Stough	Managing Partner
Bill Collins	Director of Operations
Chan Raiu	Lead Programmer
Marcus Pompei	Web Developer
Anthony Adams	Sound Designer
Angel Vargas	Marketing Manager
Galen Kingsley	Support Specialist


Company Website
www.rexgamestudios.com

Product Websites
www.rexdirectexperience.com
www.realenvironmentxtreme.com
www.rexlatitude.com
www.simairexperience.com
www.stormquestgame.com

Publisher
REX Game Studios, LLC.

Product Support Forum
www.realenvironmentxtreme.com/forums

Check For Software Updates
Click to check for updates on Texture Direct.
[Check for Updates](#)

 **REX GAME STUDIOS**

Clouds/Effects | Sky Colors | Sun/Effects | Water/Waves | Airports | Runway/Taxiway | Sound Effects | Themes

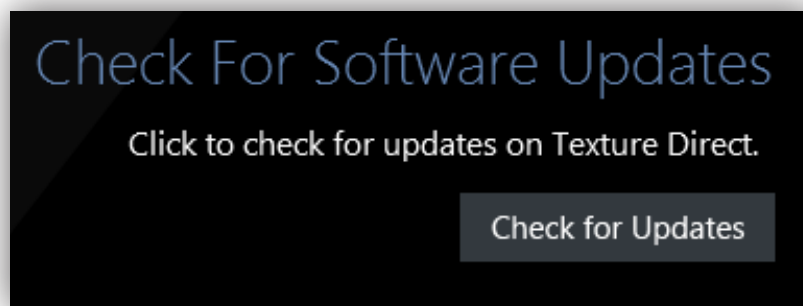


There are two important functions within the Program Information window:


Product Support Forum – A direct link to the REX Game Studios support forum, in case you require assistance. Clicking on the url will automatically open your web browser and navigate to the REX Support Forum.




Check For Software Updates – Clicking the “**Check for Updates**” button will check to see if the latest version of REX4 Texture Direct is installed. If not, you will be prompted to download and install the latest version.



Minimizing REX

Selecting the  symbol will minimize the application to the taskbar.

Closing REX

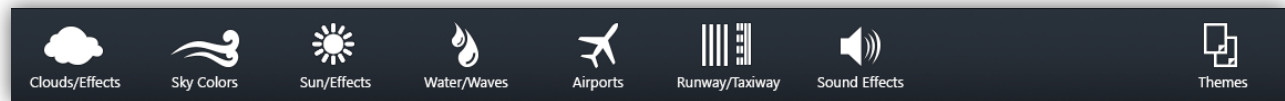
Selecting the  symbol will quit the application.

! IMPORTANT

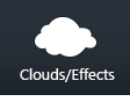





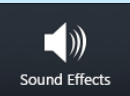
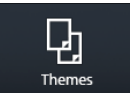
When exiting the application, you are prompted to backup the REX theme database. If you select **OK**, the theme database file is automatically stored in your My Documents/REX 4 Direct/Texture Direct folder. If the need arises for a complete REX re-install, or you lose your saved texture themes, you can now easily restore them. **See page 28 for instructions on how to RESTORE saved theme data.**

Main Navigation Menu


Located at the bottom of the REX application screen are various icons that represent groupings of textures that may be installed individually and/or included within a master texture theme.

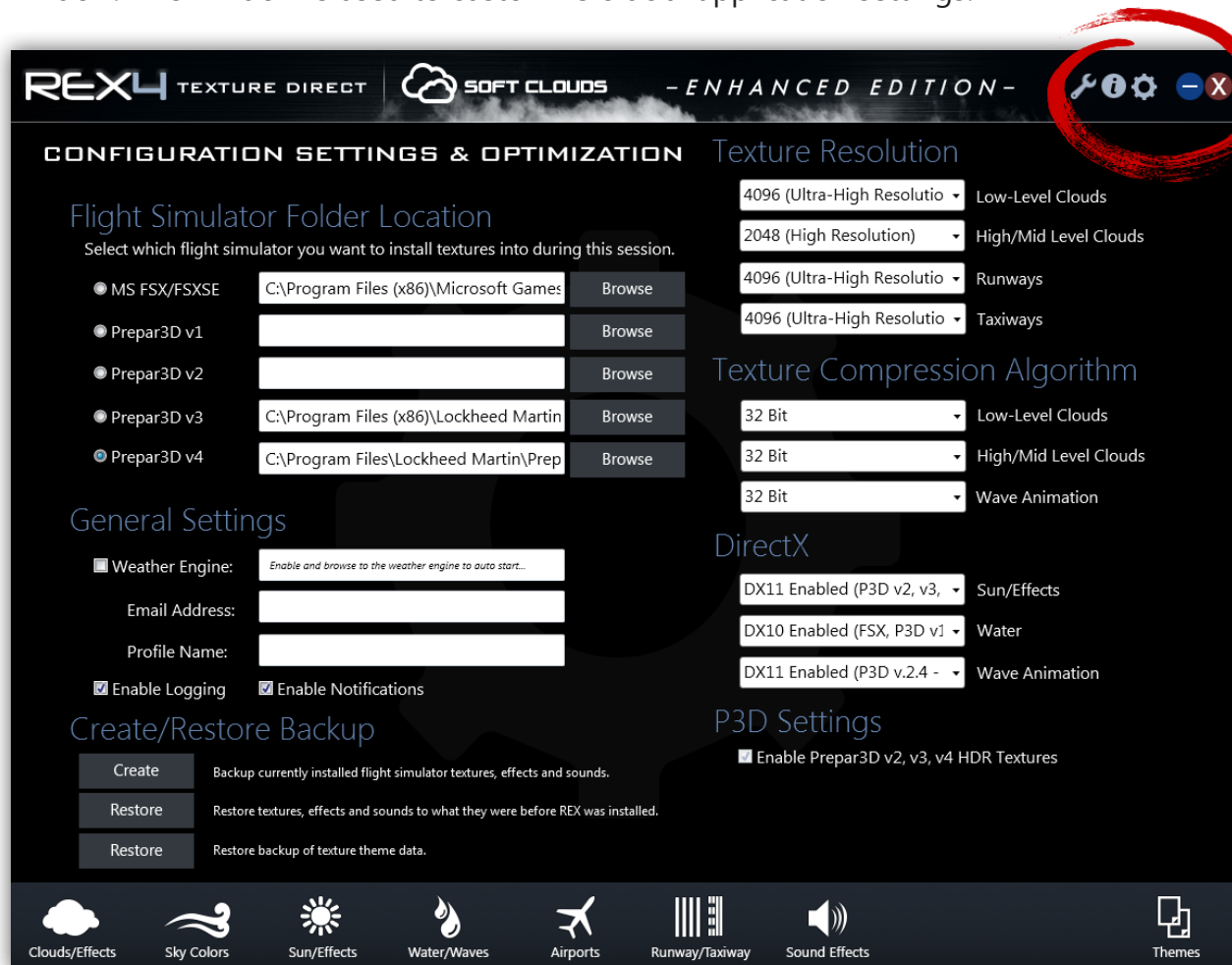


The following represents which specific texture banks are included within each section:

	The Cloud/Effects grouping includes textures for High/Mid-Level Clouds, Low-Level Clouds and Lightning Effects
	The Sky Colors grouping includes textures for Sky Dawn, Sky Day and Sky Dusk
	The Sun/Effects grouping includes textures and effects for the representation of the SUN within the flight simulator
	The Water/Waves grouping includes textures for Water (inland, ocean and tropical) and Wave Animations
	The Airports grouping includes textures for Airport Lighting, Airport Signage, Jetway Marks, Parking Marks, Surface Refraction and Terrain Bumpmapping
	The Runway/Taxiway grouping includes textures for Asphalt & Concrete Runways, Runway Detail, Runway Marks, Asphalt & Concrete Taxiways, Taxiway Detail & Taxiway Markings
	The Sound Effects grouping includes selections for various environmental weather sounds, including Precipitation, Thunder and Wind
	The Themes button gives access to the user created themes, community shared themes, as well as creating weather based themes

Configuration Settings and Optimization

Selecting the  symbol navigates to the “**Configuration Settings & Optimization**” window. This window is used to customize crucial application settings.



Flight Simulator Folder Location

REX automatically reads the system registry locating any simulator application folders and will auto-populate appropriate fields. If the fields are blank, click **BROWSE** and locate the MAIN FOLDER of the corresponding flight simulator. Select the round button next to the name of the simulator to set as the sim of choice to install REX into.

Flight Simulator Folder Location

Select which flight simulator you want to install textures into during this session.

<input checked="" type="radio"/> MS FSX/FSXSE	C:\Program Files (x86)\Microsoft Games	Browse
<input type="radio"/> Prepar3D v1		Browse
<input type="radio"/> Prepar3D v2		Browse
<input type="radio"/> Prepar3D v3	C:\Program Files (x86)\Lockheed Martin	Browse
<input type="radio"/> Prepar3D v4	C:\Program Files\Lockheed Martin\Prep	Browse

In this example, PREPAR3D v4 is set as the simulator for use.

General Settings

The descriptions for the **General Settings** area are listed in the table below.

General Settings

☒ Weather Engine: Enable and browse to the weather engine to auto start...

Email Address:

Profile Name:

☒ Enable Logging ☒ Enable Notifications

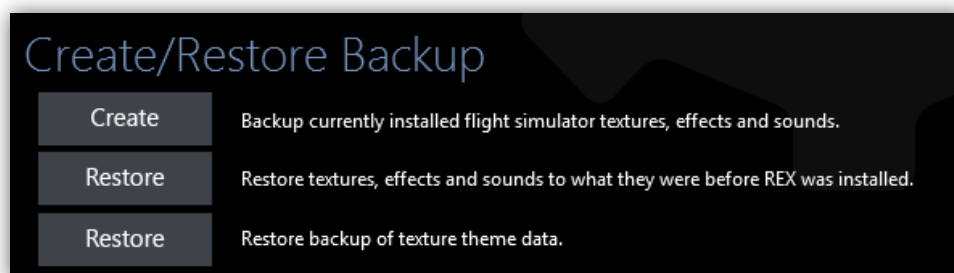
ITEM	DESCRIPTION
Weather Engine	By enabling this option, REX auto-starts your weather engine preference. Click BROWSE and locate the weather engine exe file
Email Address	Enter a valid email address for use with community submitted themes. (This information is NOT visible to the public and only used for server-based features)
Profile Name	Enter a user profile name to attach to community submitted themes
Enable Logging	Enables the logging system to confirm proper installation of files
Enable Notifications	Enables the program to alert you of newly shared community themes



Create/Restore Backup

Create allows you to create a backup of the most current textures within the selected flight simulator. By selecting which simulator you wish to apply a backup for within the **Flight Simulator Folder Location** area above, you are giving REX permission to carry out a backup process that will save the current simulator textures.

By initiating the top-most **Restore** button, REX will restore the textures within the selected flight simulator, via the **Flight Simulator Folder Location**.



The bottom **Restore** button allows you the ability to restore the local texture theme database. **The purpose of this process is to prevent you from losing your saved texture themes, in case of a re-installation of REX!**

Steps to restoring the texture theme database:

1. Select **Restore** to restore the backup of the texture theme data.
2. Select **OK**.
3. On successfully updating, select **OK** to continue.

! IMPORTANT

The initial **Create** procedure does not create an ongoing archive of backups, as it only creates the most recent backup of your installed textures within the flight simulator(s).

The top-most **RESTORE** function will ONLY restore your most recent backup of textures.

REX creates separate backups based upon which simulator option is selected within the FLIGHT SIMULATOR FOLDER LOCATION.



Texture Resolution

This section allows you to optimize texture selections before replacing flight simulator files. Texture resolutions can be selected between 512, 1024, 2048, and 4096 textures.

Any changes made to this area will not take affect within the simulator UNTIL the textures are INSTALLED into the flight simulator!



CATEGORY	TEXTURE RESOLUTION
Low-Level Clouds	512, 1024, 2048, 4096
High/Mid-Level Clouds	512, 1024, 2048
Runways	1024, 4096
Taxiways	1024, 4096



IMPORTANT

Because each system configuration is different, we strongly recommend you start with lower settings and increase the resolution until you reach a happy medium of quality vs. performance.



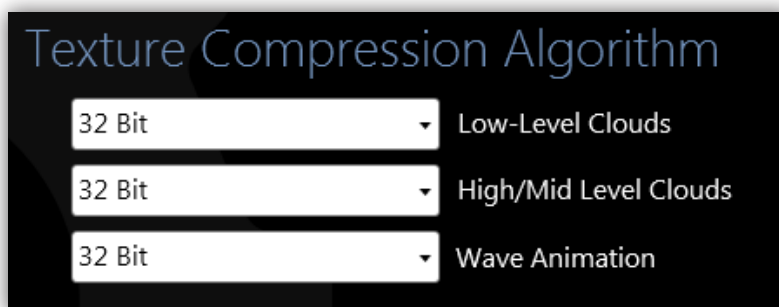
WARNING

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



Texture Compression Algorithm

This area allows you to optimize REX textures BEFORE replacing flight simulator files. There are selections for 32bit, DXT5 or DXT1. **NOTE: Any changes made to this area will not take affect within the simulator UNTIL the textures are INSTALLED into the flight simulator!**



CATEGORY	TEXTURE COMPRESSION
Low-Level Clouds	32bit or DXT5 compression
High/Mid-Level Clouds	32bit or DXT5 compression
Wave Animation	32bit or DXT 1 compression

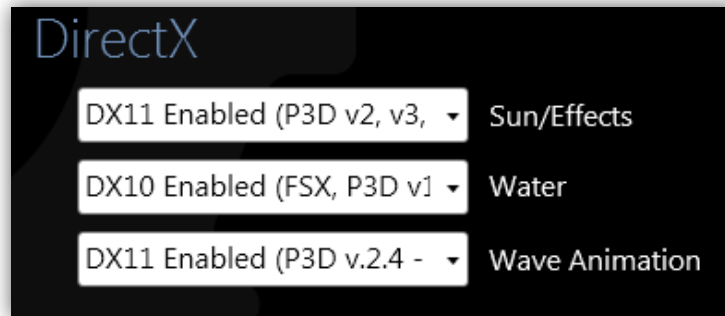
! IMPORTANT

We HIGHLY recommend the use of the DXT5 compression algorithm for clouds. DXT5 is the most flexible general purpose compression codec, so if problems are experienced using REX clouds at higher resolution, select the DXT5 setting. The same goes for the Wave Animation setting. 32-bit is much more demanding on the GPU, thus if problems arise with the use of the 32-bit setting, select the DXT1 option.



DirectX

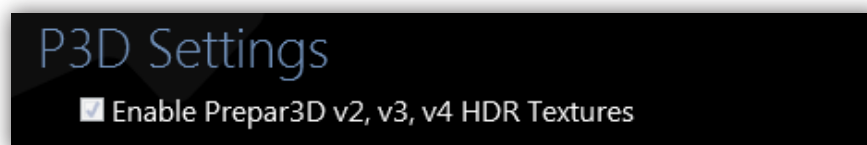
This area allows you to optimize textures BEFORE replacing flight simulator textures. There are selections for DX9, DX10 and DX11. **NOTE: Any changes made to this area will not take affect within the simulator UNTIL the textures are INSTALLED into the flight simulator!**



CATEGORY	TEXTURE COMPRESSION
Sun/Effects	Standard DX9 (FSX) DX10 Enabled (FSX, P3D v.1.4) DX11 Enabled (P3D v.2, v.3, v.4)
Water	Standard DX9 (FSX) DX10 Enabled (FSX, P3D v.1.4 - P3D v.4)
Wave Animation	Standard DX9 (FSX) DX10 Enabled (FSX, P3D v.1.4) DX11 Enabled (P3D v.2.0 - v.2.3) DX11 Enabled (P3D v.2.4 - P3D v.4)

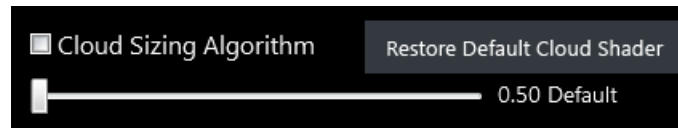
P3D HDR Textures

This area allows you to enable specialized Prepar3D HDR enhanced textures for use in Prepar3D v.2 - v.4. **NOTE: If HDR is turned ON within Prepar3D, this option should be selected. If you notice any adverse changes within the simulator you may de-select this option and reinstall textures. Any changes made to this area will not take affect within the simulator UNTIL the textures are INSTALLED into the flight simulator.**



Cloud Sizing Algorithm

The **Cloud Sizing Algorithm** feature was mainly put into place to help alleviate the popcorn (*or smaller than normal*) clouds present within Prepar3D. Basically this feature allows you to increase the size of the clouds within the simulator. Depending on your computer, increasing this value beyond the 0.50 default value could come with a cost in FPS (*frames per second*). **The simulator MUST be closed prior to utilizing this feature!**



! IMPORTANT

This feature becomes active once Prepar3D 3.X is selected within the **Flight Simulator Folder Location** area. Proper use of this feature requires REX to reset the shaders within Prepar3D. This is not a harmful process, however on first run within Prepar3D there will be a slight texture loading lag noticeable. This will only happen the first time Prepar3D is started and only AFTER changing the **Cloud Sizing Algorithm**. **Using this feature will NOT place clouds within the simulator. You must utilize the weather system within Prepar3D or an external weather engine for weather.**

THIS FEATURE IS DISABLED IN PREPAR3D V.4!

To enable, change and apply the Cloud Sizing Algorithm:

1. Select Prepar3D 3.X from the **Flight Simulator Folder Location** area.
2. Check **Cloud Sizing Algorithm** ON (*Once this feature is enabled, the currently used cloud.fx file from the Prepar3D folder structure is automatically backed up*).
3. Move the slider left or right adjusting the size of all low-level clouds (*non-cirrus*).
4. Once you have selected your desired value, a dialog box will appear reassuring the change. Clicking **OK** will automatically inject the change into Prepar3D. Clicking **CANCEL** will enable the change to take affect during your next texture install.
5. Click **OK** to apply the change. Click **OK** within the final **Success** dialog.

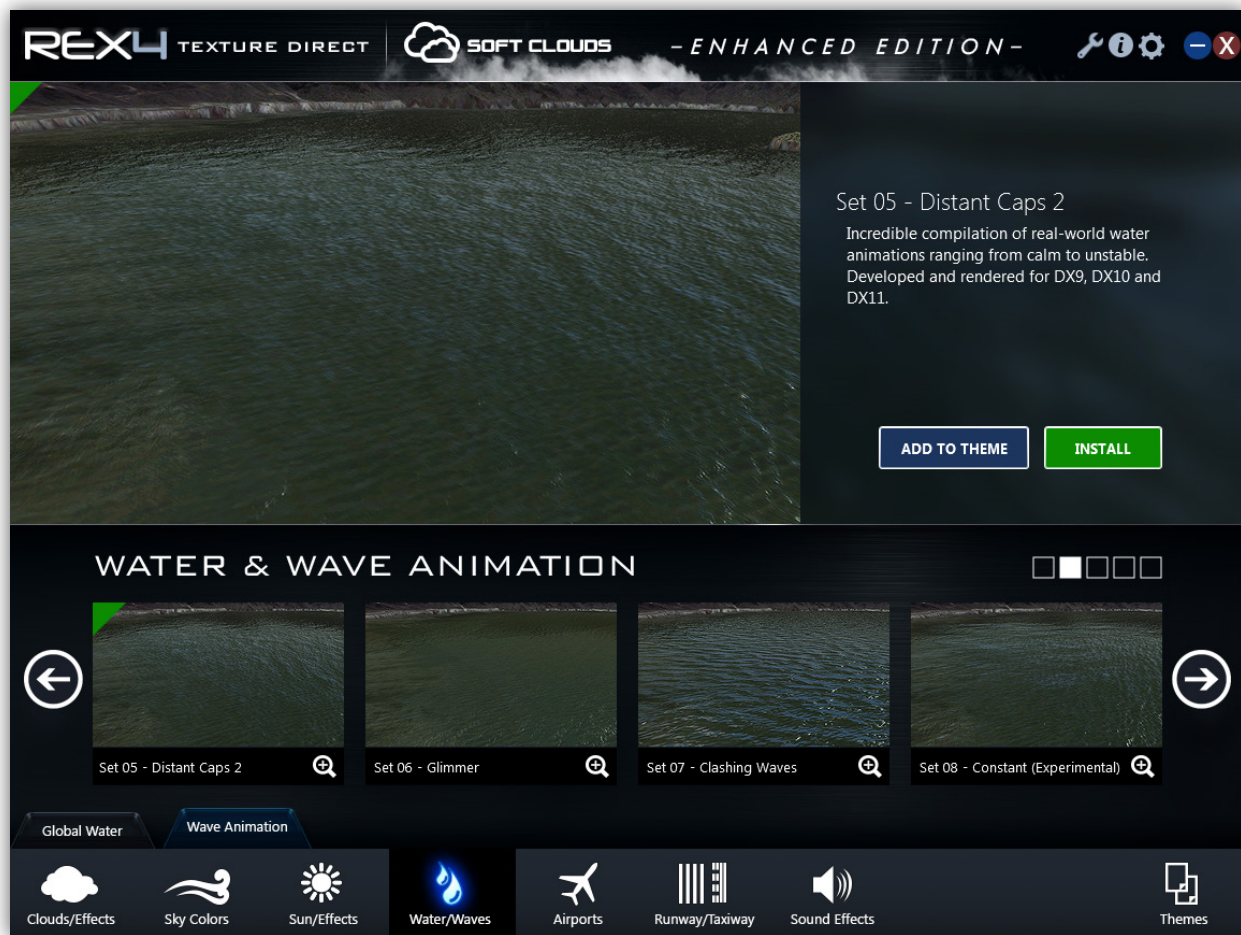
Restore Default Cloud Shader

This feature installs the original factory cloud.fx shader file, thus resetting the cloud sizes to the original values provided by Lockheed Martin's Prepar3D.



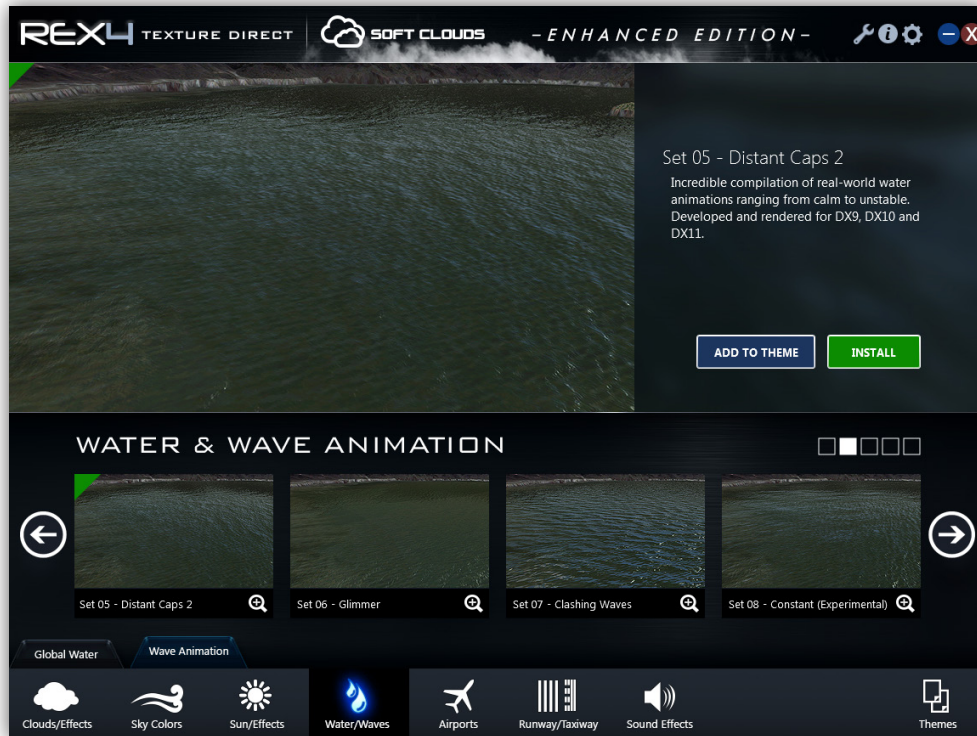
Texture Selection

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



Tabs Represent Individual Texture Banks

The TABs located just above the main navigation menu represent individual categories of textures associated within each main texture section.





For example, selecting the **Wave Animation** tab will provide the **texture ribbon** for **Wave Animation** textures.

Texture Ribbon

The texture ribbon consists of all textures associated with a specific category from the tab selected. Four (4) textures can be displayed at a time within each bank.



Clicking  navigates to the next texture banks within the selected category.

Clicking  navigates to the previous texture banks within the category selected.



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 and offers the ability to add it to a master theme.**

The texture selected 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

Selecting a texture image does NOT automatically install the texture.

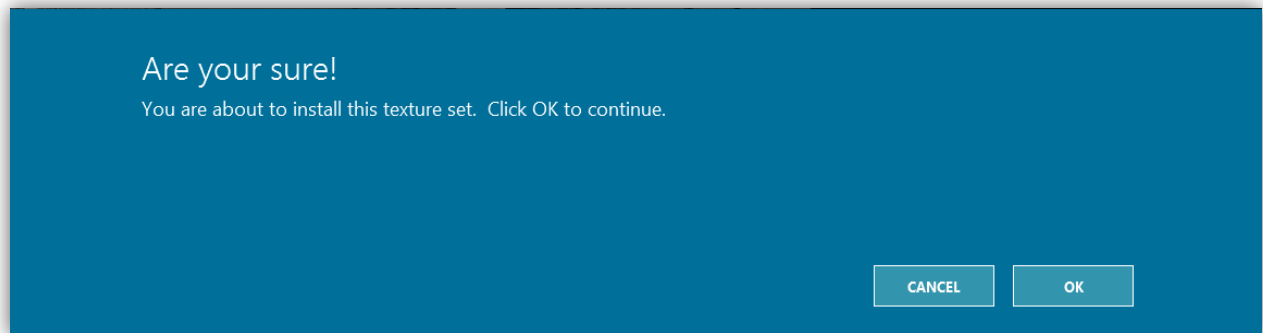


Add To Theme / Install

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 individually, or add the texture to a master texture theme.



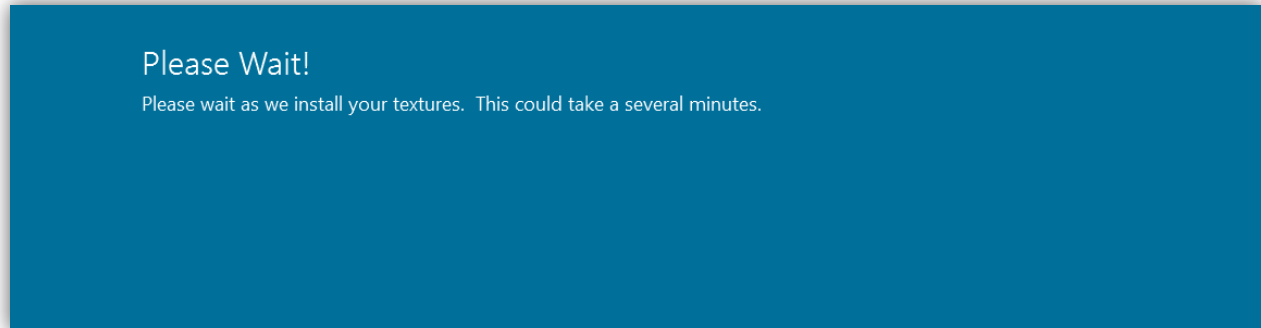
Clicking the **INSTALL** button will alert you, confirming your action of installing the texture into flight simulator.



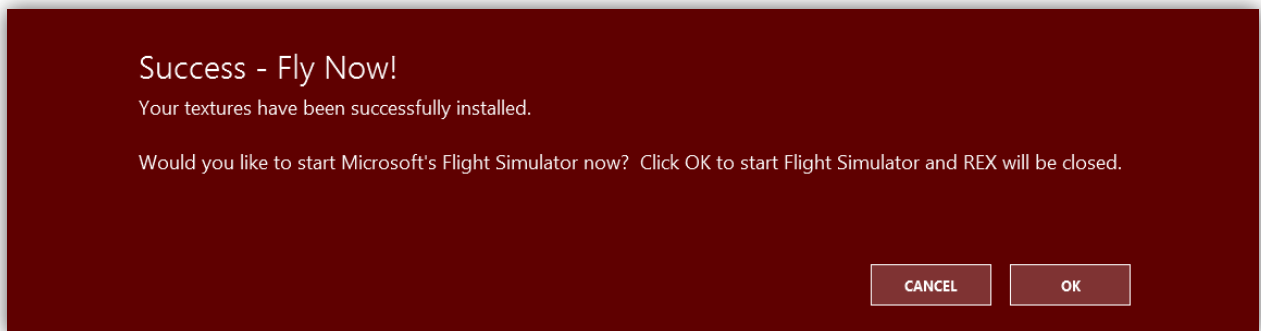
After selecting the **OK** button within the alert window, the texture is installed.



Depending on the texture selected, the installation process of individual textures should be relatively fast. In the meantime, you are presented with an installation alert until the installation is complete.



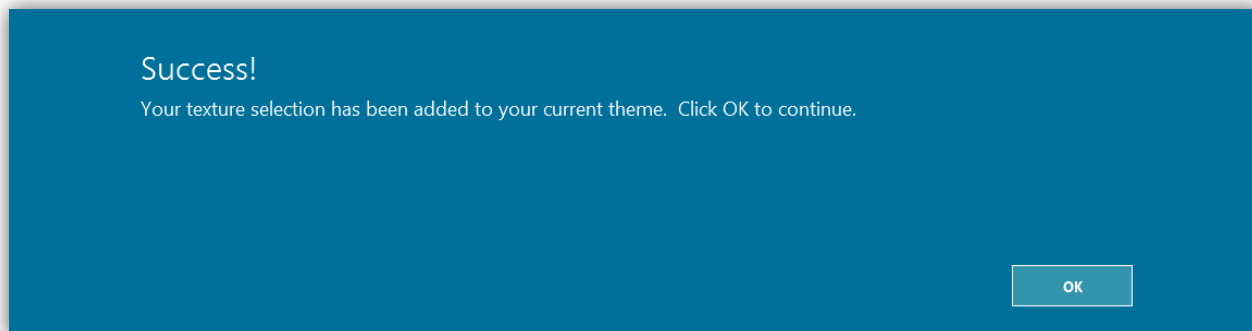
Once the texture(s) have been installed you will be presented with the option to automatically start the flight simulator.



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.



Clicking the **ADD TO THEME** button on the texture preview window will cause the texture to be assigned to a master theme template. This process will not install the texture until the theme template has been saved and installed as a whole. A confirmation alert will be provided to confirm this action.



Additional confirmation of your selected texture will be represented on the main preview section. The **ADD TO THEMES** button will be changed to a green check mark and text stating "**Saved to Themes!**"

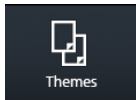


Themes

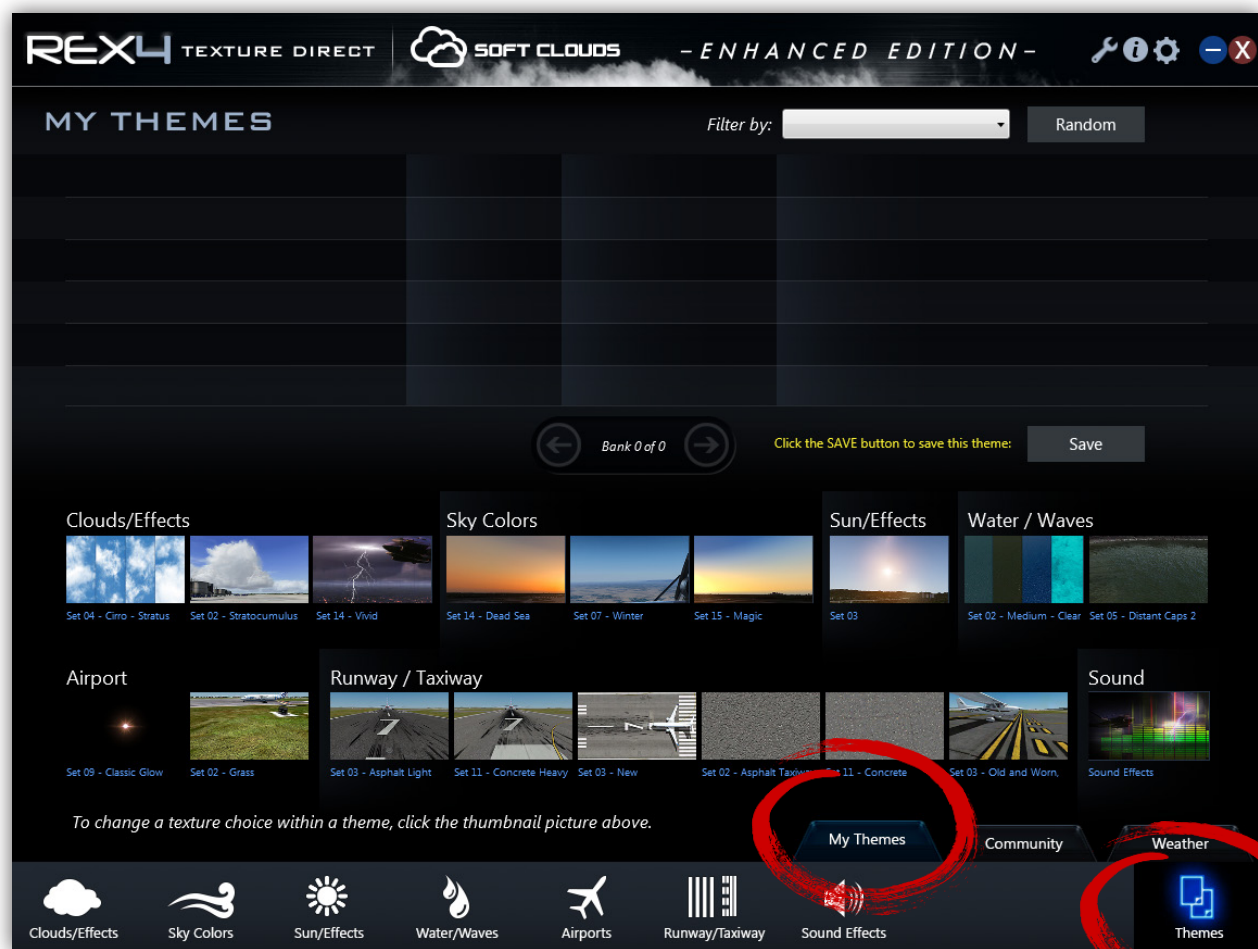
This section covers the various theme windows, their purpose, and how to create, edit, install, share, delete and rate themes.

My Themes

The **My Themes** section allows the creation of your own template texture themes, save them for later use, edit or share them with fellow REX users from around the world.

To access the **My Themes** area, click the  button.

Next, click the **My Themes** tab and the following screen will appear.



Selection Grid

The top portion of the **My Themes** area displays a grid of themes that were created by you. At any time, you may edit, install, share, or delete a saved theme.

MY THEMES				Filter by: <input type="text"/>			Random
8	Rainy Series I	All	Created By: 8/11/2017	Install	Share	Delete	
7	El Reno	Dust Storm	Created By: 8/11/2017	Install	Share	Delete	
6	Winter Wonderland	Snowy Weather	Created By: 8/11/2017	Install	Share	Delete	
5	Partly Cloudy in the Desert	Fair Weather	Created By: 8/11/2017	Install	Share	Delete	
4	Snowy New York	Snowy Weather	Created By: 8/11/2017	Install	Share	Delete	
3	Tornadic Weather	Thunderstorm	Created By: 8/11/2017	Install	Share	Delete	
<div> ← Bank 1 of 1 → </div>				Click the SAVE button to save this theme:			Save

My Theme Actions - ID

Clicking the blue theme ID # loads all textures of the theme. **However, this does NOT install the textures.** It simply allows you to modify and create a new theme based upon your originally created theme.

8	Rainy Series I	All	Created By: 8/11/2017	Install	Share	Delete
---	----------------	-----	-----------------------	---------	-------	--------

My Theme Actions - Install

Clicking the **INSTALL** button will install textures associated with this theme into flight simulator. An alert box will be presented asking to confirm the action of overwriting currently installed textures.

Click the **OK** button to continue the installation process or click the **CANCEL** button to stop this action.

Are you sure?

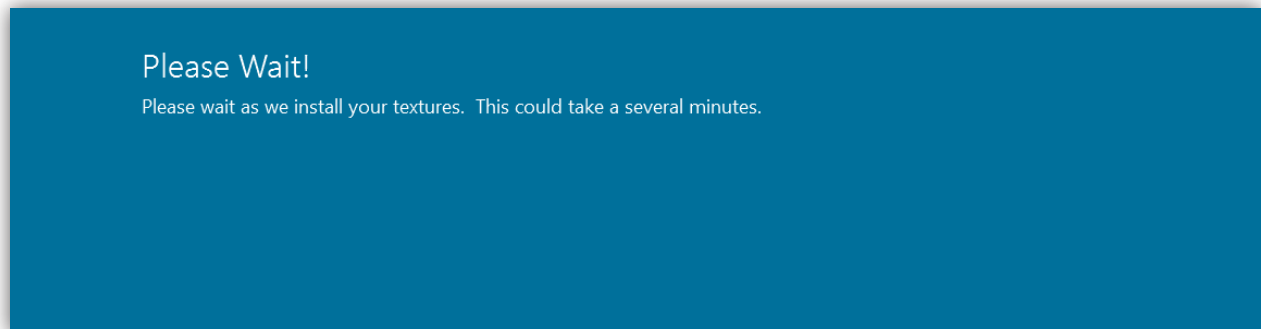
You are about to install this texture theme combination which will overwrite the textures within your flight simulator. Click OK to install this theme.

CANCEL

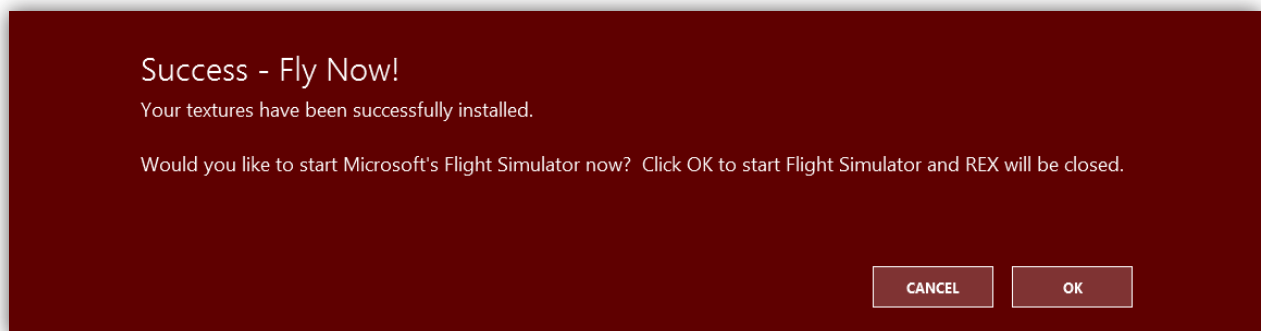
OK



During the installation process, a screen appears indicating that the texture theme is being installed.



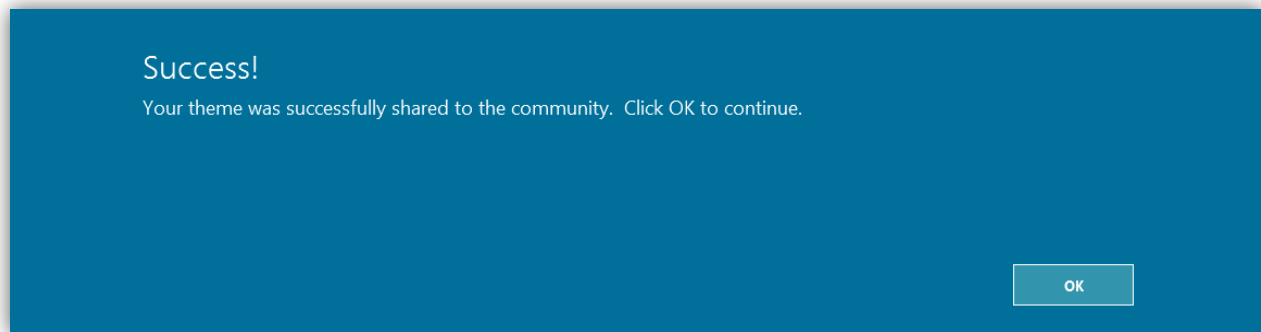
Once the texture(s) have been installed you will be presented with the option to automatically start the flight simulator.



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.

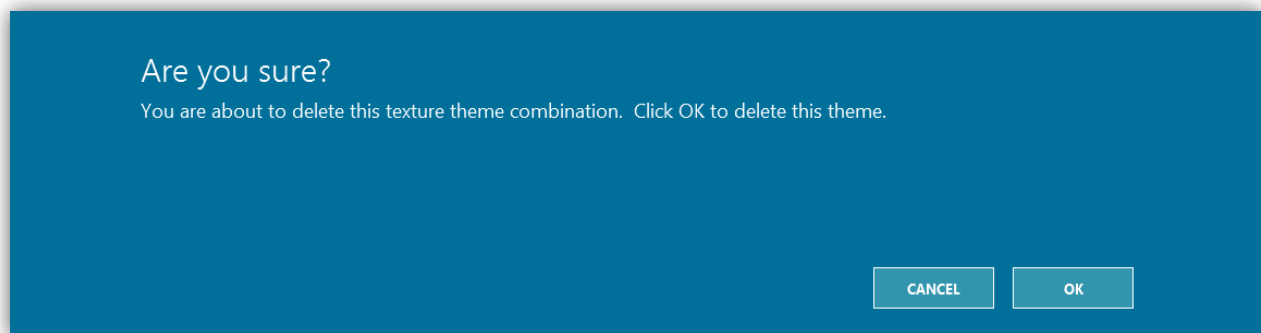
My Theme Actions - Share

Clicking the **SHARE** button will automatically upload the parameters of your texture theme to the REX community so others may view, rate or install the texture theme. This allows other REX users to experience your creation. Once the data has been successfully uploaded, the following confirmation window appears.



My Theme Actions - Delete

Clicking the **DELETE** button will delete the texture theme. However, you will be presented with an option to confirm your action before removal.



Click the **OK** button to delete the theme or **CANCEL** to cancel the removal process.



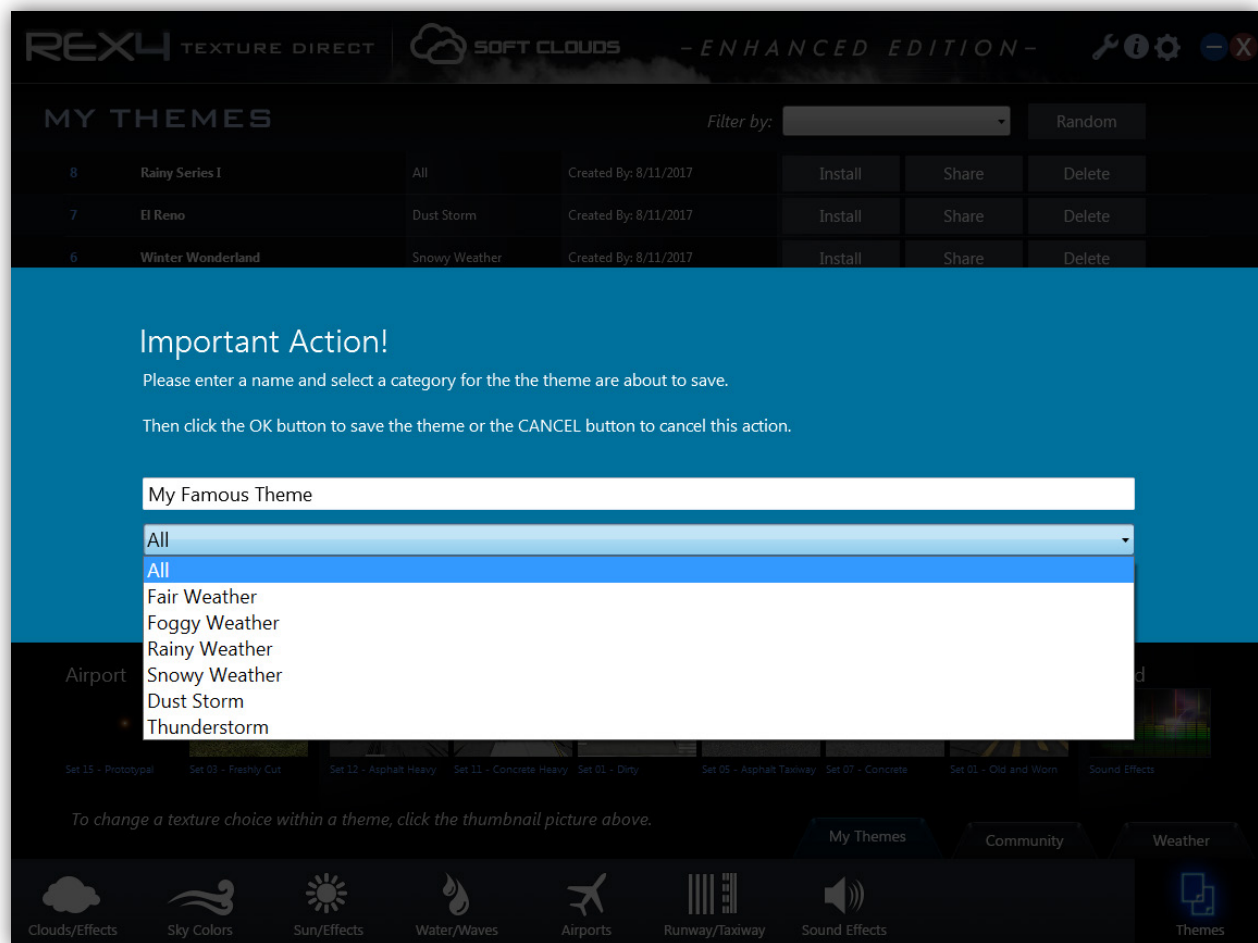
Random Themes

RANDOM allows Texture Direct to automatically create a texture theme, so that your experience within flight simulator remains fresh each time you fly.

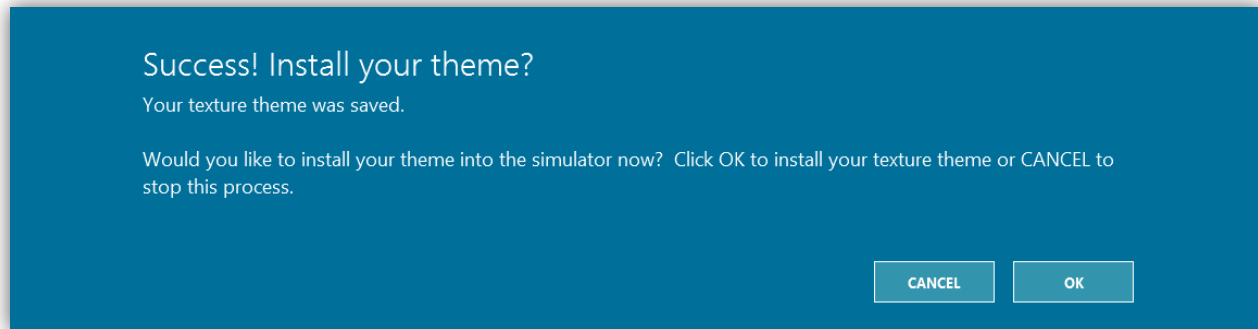
To create a random texture theme, click the **Random** button.

Once the random texture theme template has been created, click **Save**

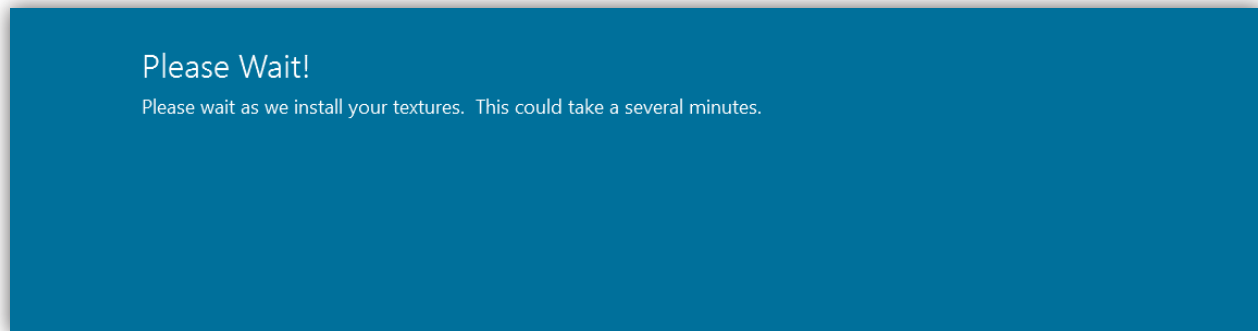
Upon clicking **SAVE**, you are presented with a dialog window to name and categorize the texture theme.



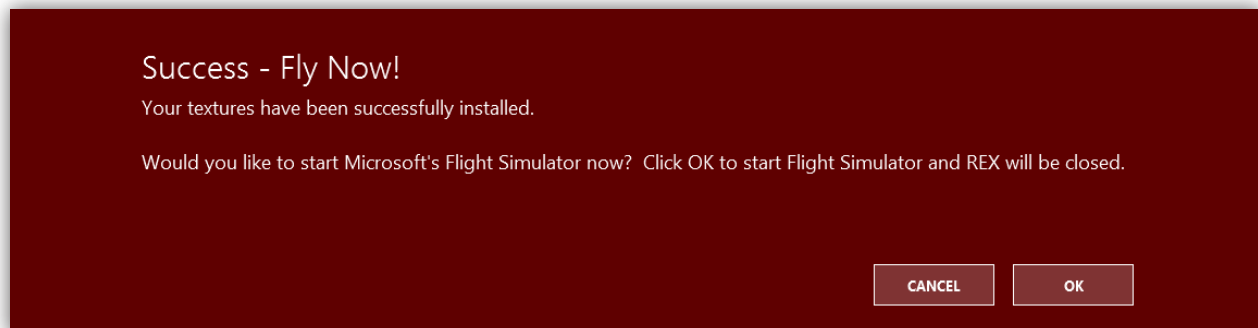
After the texture theme has been saved, you are given the opportunity to install it.



During the installation process, a screen appears indicating the texture theme is currently being installed.



Once the texture(s) have been installed you will be presented with the option to automatically start the flight simulator.

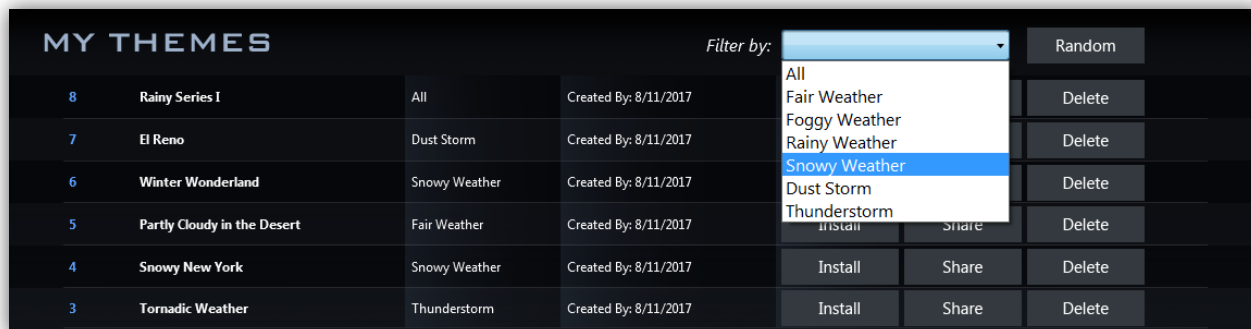


Click the **OK** button to start your simulator automatically, or click the **CANCEL** button to proceed with other texture selection choices. Upon selecting **OK**, REX will be closed and the flight simulator will automatically start.



My Theme - Filter

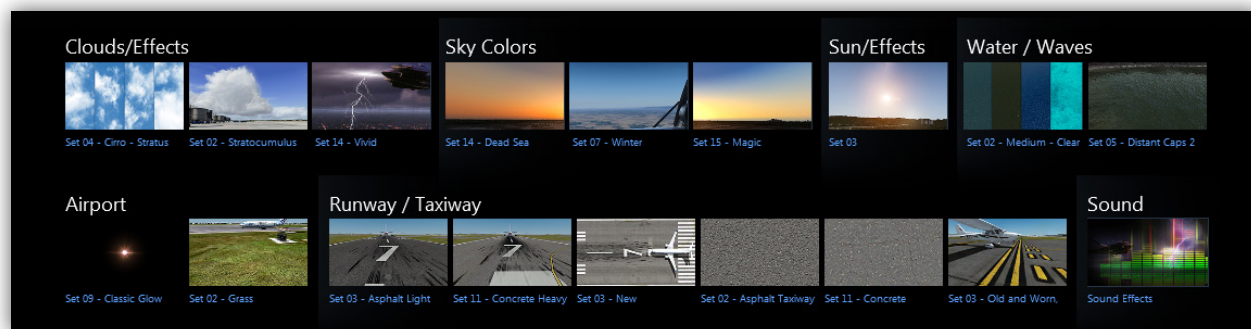
The theme filter drop-down menu allows you to limit the theme grid results based upon the category you select. The drop down consists of the same list of categories that you selected to initially save your theme.



Once the grid has been filtered you have the option to modify, install, share, or delete the themes from that category.

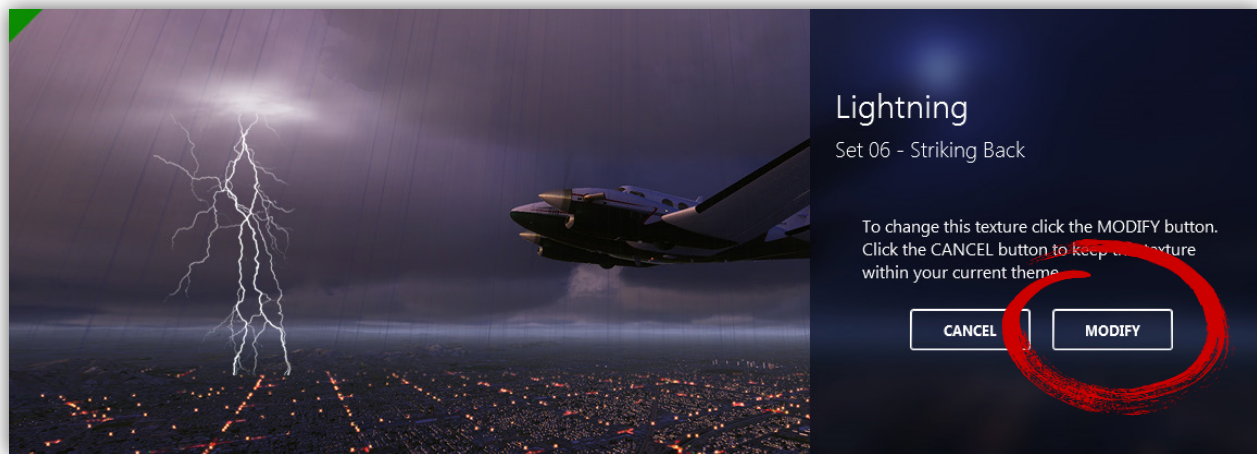
Modifying Your Theme

The process of modifying themes is quite easy. Below you will notice a grid of images. This represents your latest default texture template, or a theme that you have selected from your **My Themes** or **Community Themes** windows.



To modify one of the textures within the current texture theme, click on the individual image within the desired category. You are presented with a large main preview of that image, its description, and options to modify this selection.

Click the **MODIFY** button if you would like to change this texture item. This will automatically take you back to the texture bank associated with this texture item.



From the texture bank, you can page through the texture ribbon to select the new texture you would like to replace the previous choice. Click the **ADD TO THEME** button to replace the old texture with the new.

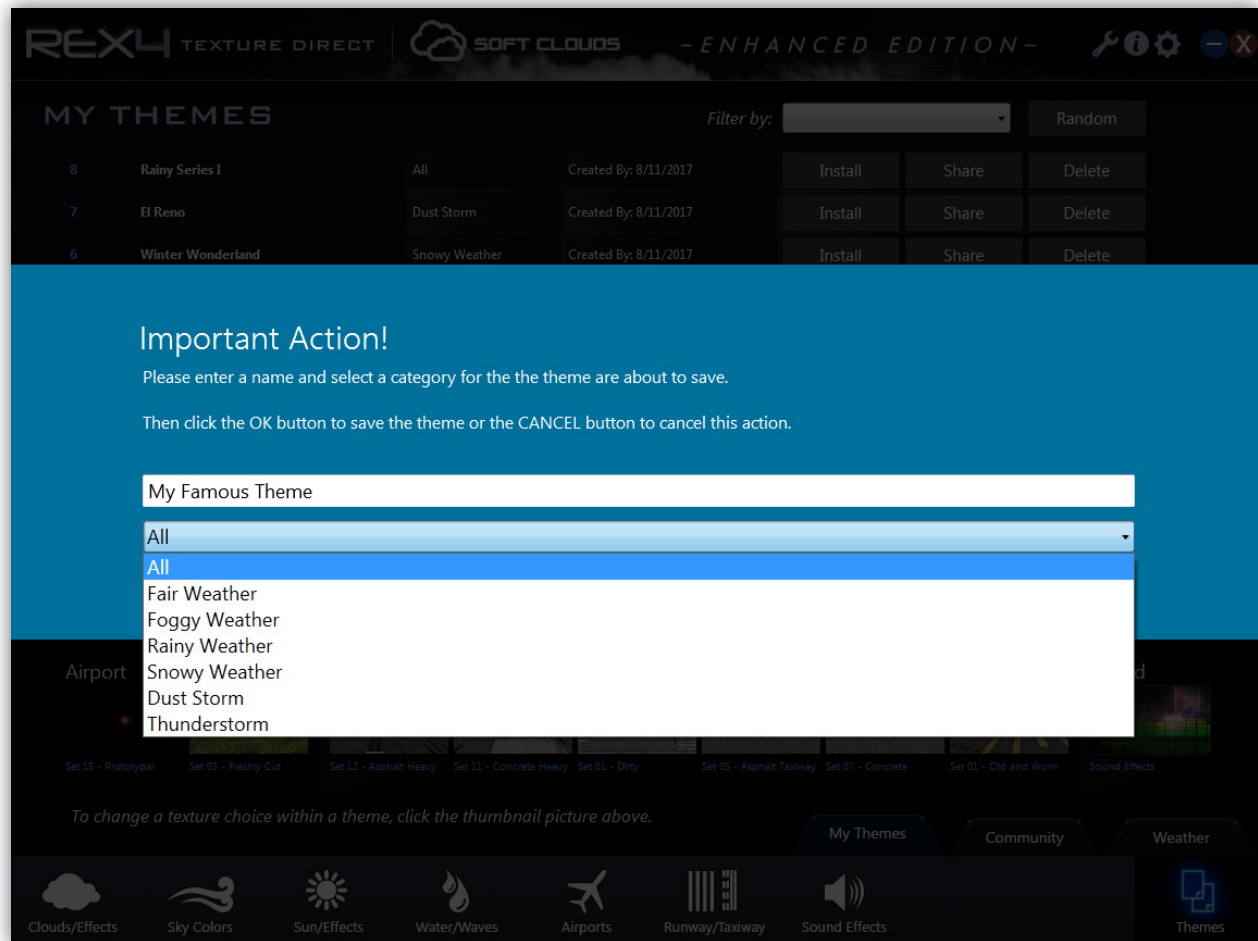




In the example above we changed out the original texture "Set 06 – Striking Back" with the new "Set 02 – Menacing". Click the **Themes** button on the bottom right to take you back to your texture theme template.

Click the  button to save your theme template.

Upon clicking the **SAVE** button, you are presented with a dialog window to give the theme a name, as well as categorize it.

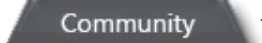


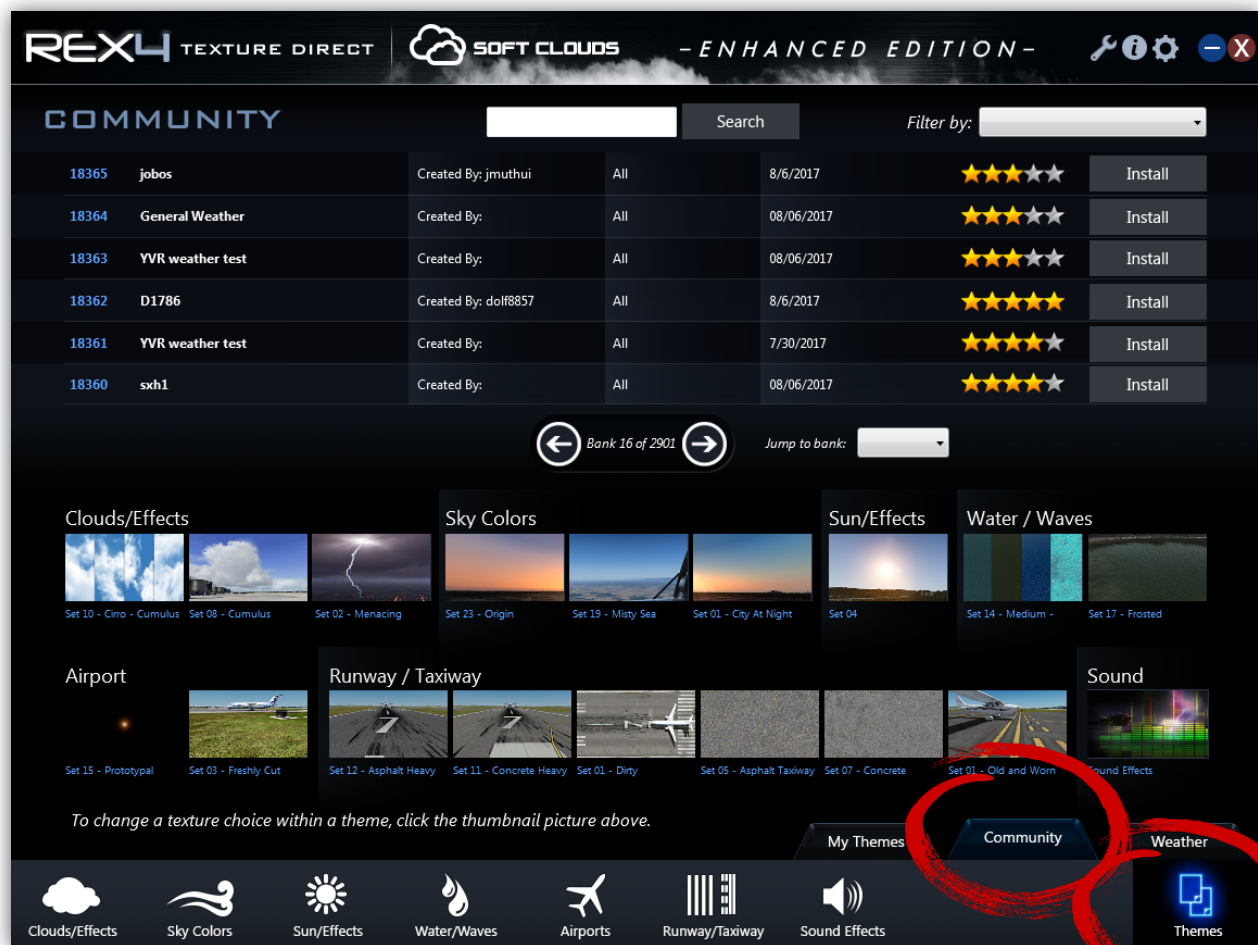
After the theme has been saved, you will be given the opportunity to install it.

Community Themes

The **Community Themes** section is where you can review, rate, and install all available texture themes created by fellow REX users from around the world.

To access the **Community Themes** area, click the  button.

Next, click the  tab and the following screen will appear.



REX4 TEXTURE DIRECT **SOFT CLOUDS** - ENHANCED EDITION -

COMMUNITY Search Filter by:

ID	Name	Created By	Category	Date	Rating	Action
18365	jobos	Created By: jmathui	All	8/6/2017	★★★★★	Install
18364	General Weather	Created By:	All	08/06/2017	★★★★★	Install
18363	YVR weather test	Created By:	All	08/06/2017	★★★★★	Install
18362	D1786	Created By: doll8857	All	8/6/2017	★★★★★	Install
18361	YVR weather test	Created By:	All	7/30/2017	★★★★★	Install
18360	sxh1	Created By:	All	08/06/2017	★★★★★	Install

Bank 16 of 2901 Jump to bank:

Clouds/Effects
Set 10 - Cirro - Cumulus Set 08 - Cumulus Set 02 - Menacing

Sky Colors
Set 23 - Origin Set 19 - Misty Sea Set 01 - City At Night

Sun/Effects
Set 04

Water / Waves
Set 14 - Medium - Set 17 - Frosted

Airport
Set 15 - Prototypal Set 03 - Freshly Cut

Runway / Taxiway
Set 12 - Asphalt Heavy Set 11 - Concrete Heavy Set 01 - Dirty Set 05 - Asphalt Taxiway Set 07 - Concrete Set 01 - Old and Worn

Sound
Sound Effects

To change a texture choice within a theme, click the thumbnail picture above.

My Themes **Community** Weather

Clouds/Effects Sky Colors Sun/Effects Water/Waves Airports Runway/Taxiway Sound Effects Themes

Selection Grid

The top portion of the **Community Themes** area displays a grid of themes that have been shared by fellow REX users across the world. At any time, you may install, modify, or rate a community theme.

COMMUNITY

Search

Filter by:

18365	jobos	Created By: jmathui	All	8/6/2017	<div><div></div><div></div><div></div><div></div><div></div></div>	Install
18364	General Weather	Created By:	All	08/06/2017	<div><div></div><div></div><div></div><div></div><div></div></div>	Install
18363	YVR weather test	Created By:	All	08/06/2017	<div><div></div><div></div><div></div><div></div><div></div></div>	Install
18362	D1786	Created By: doll8857	All	8/6/2017	<div><div></div><div></div><div></div><div></div><div></div></div>	Install
18361	YVR weather test	Created By:	All	7/30/2017	<div><div></div><div></div><div></div><div></div><div></div></div>	Install
18360	sxh1	Created By:	All	08/06/2017	<div><div></div><div></div><div></div><div></div><div></div></div>	Install

Bank 16 of 2901

Jump to bank:

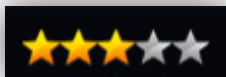
Community Theme Actions - ID

Clicking the blue theme ID # loads all textures of the theme. **However, this does NOT install the textures.** It simply allows you to modify and create a new theme based upon the shared theme.

18365	jobos	Created By: jmathui	All	8/6/2017	★★★★★	Install
-------	-------	---------------------	-----	----------	-------	---------

Community Theme Actions – Rating a Theme

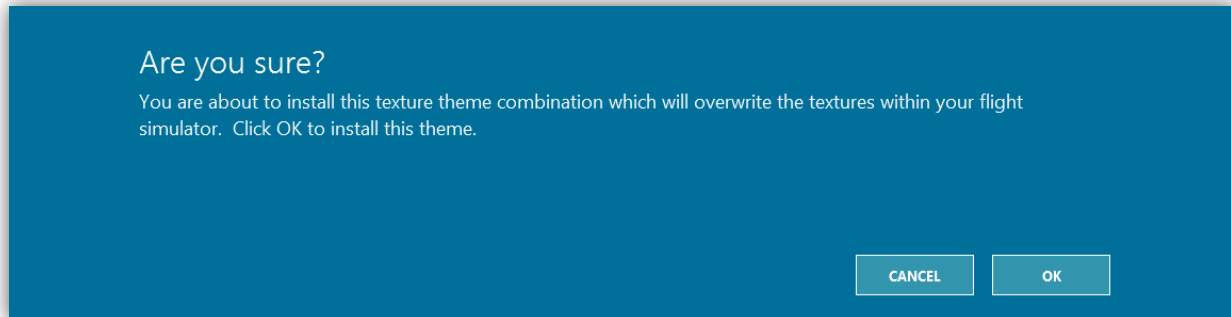
Rate community shared themes! To rate, simply hover over the desired stars and select the appropriate rating. The result is immediately reflected with other user ratings and an average rating will be assigned.



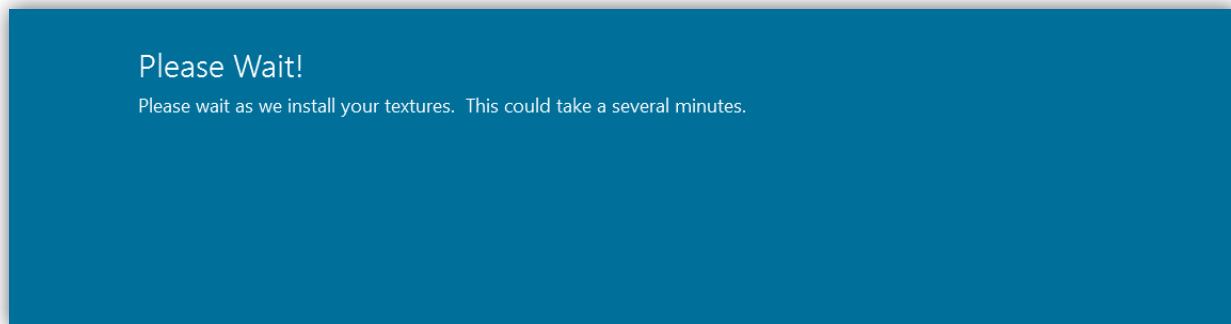
Community Theme Actions - Install

Clicking the **INSTALL** button will install textures associated with this theme into flight simulator. An alert box will be presented asking to confirm the action of overwriting currently installed textures.

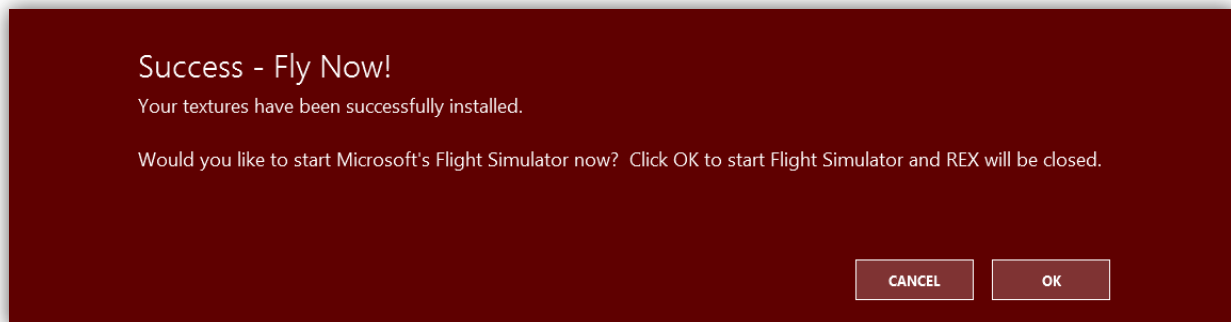
Click the **OK** button to continue the installation process or click the **CANCEL** button to stop this action.



During the installation process, a screen appears indicating that the texture theme is being installed.



Once the texture(s) have been installed you will be presented with the option to automatically start the flight simulator.



Click the **OK** button to start flight 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.



Community Theme Search or Filter

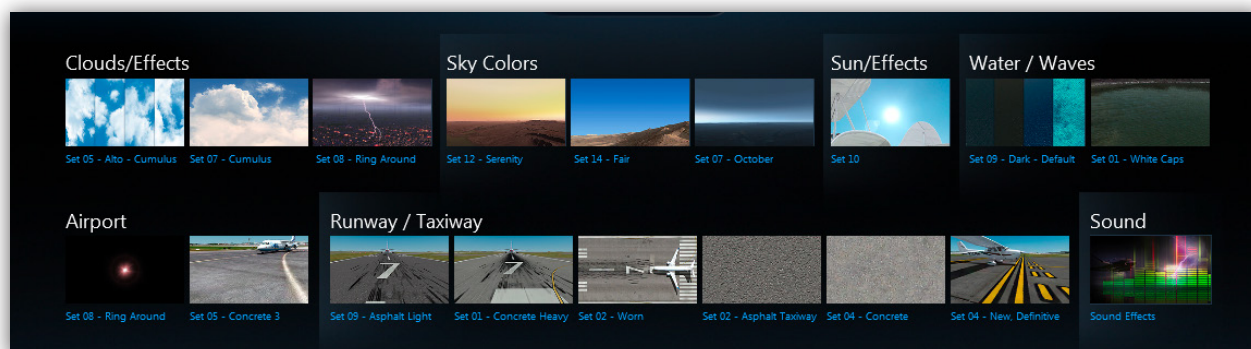
Different from the **My Themes**, the **Community Theme** window allows you to search for shared themes created by another user or theme title.

Further filter the search criteria by selecting a category from the **Filter By** drop down menu. After the grid has been populated, you have the option to modify, rate, or install the texture themes from the corresponding filter and category.



Modifying a Community Theme

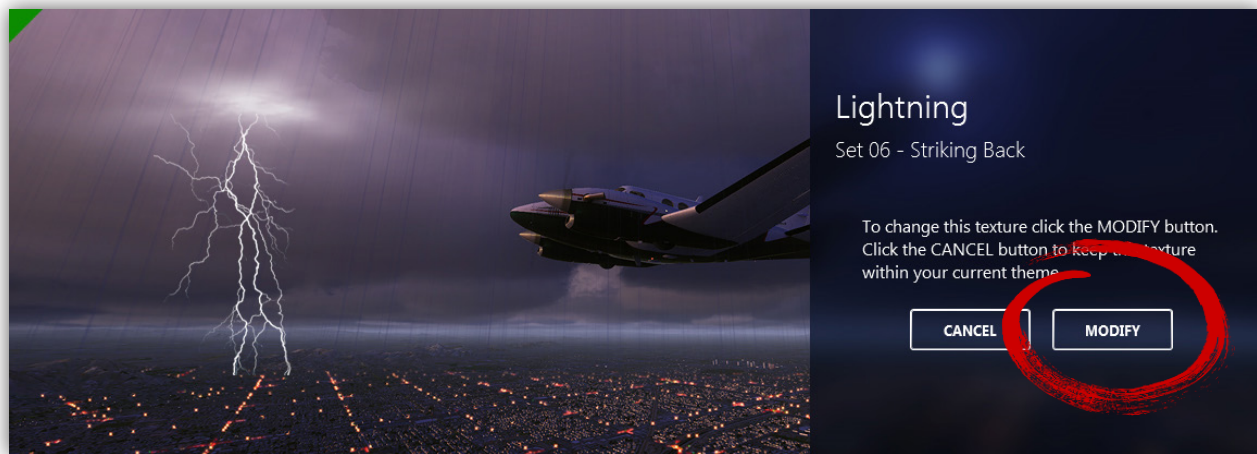
You can select a community shared texture theme by ID # and modify it. Below you will notice a grid of images. This represents your texture selections once an ID # is selected.



To modify one of the textures within this texture theme, click on the individual image within the desired category. You are presented with a large main preview of that image, its description, and options to modify this selection.



Click the **MODIFY** button if you would like to change this texture item. This will automatically take you back to the texture bank associated with this texture item.



From the texture bank, you can page through the texture ribbon to select the new texture you would like to replace the previous choice. Click the **ADD TO THEME** button to replace the old texture with the new.

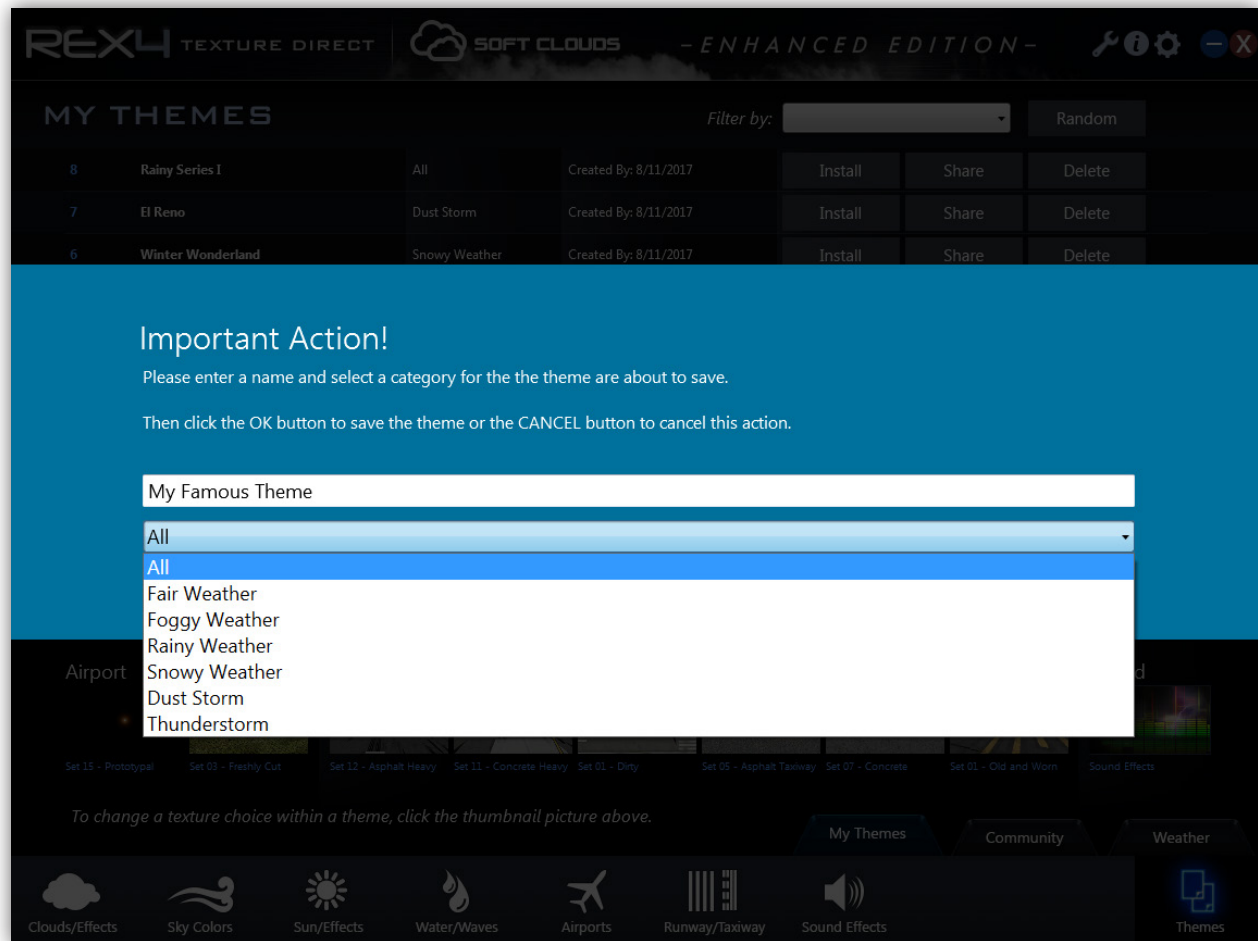




In the example above we changed out the original texture "Set 06 – Striking Back" with the new "Set 02 – Menacing". Click the **Themes** button on the bottom right to take you back to your texture theme template.

Click the  button to save your theme template.

Upon clicking the **SAVE** button, you are presented with a dialog window to give the theme a name, as well as categorize it.

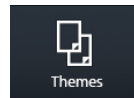


After the theme has been saved, you will be given the opportunity to install it.

Weather Themes

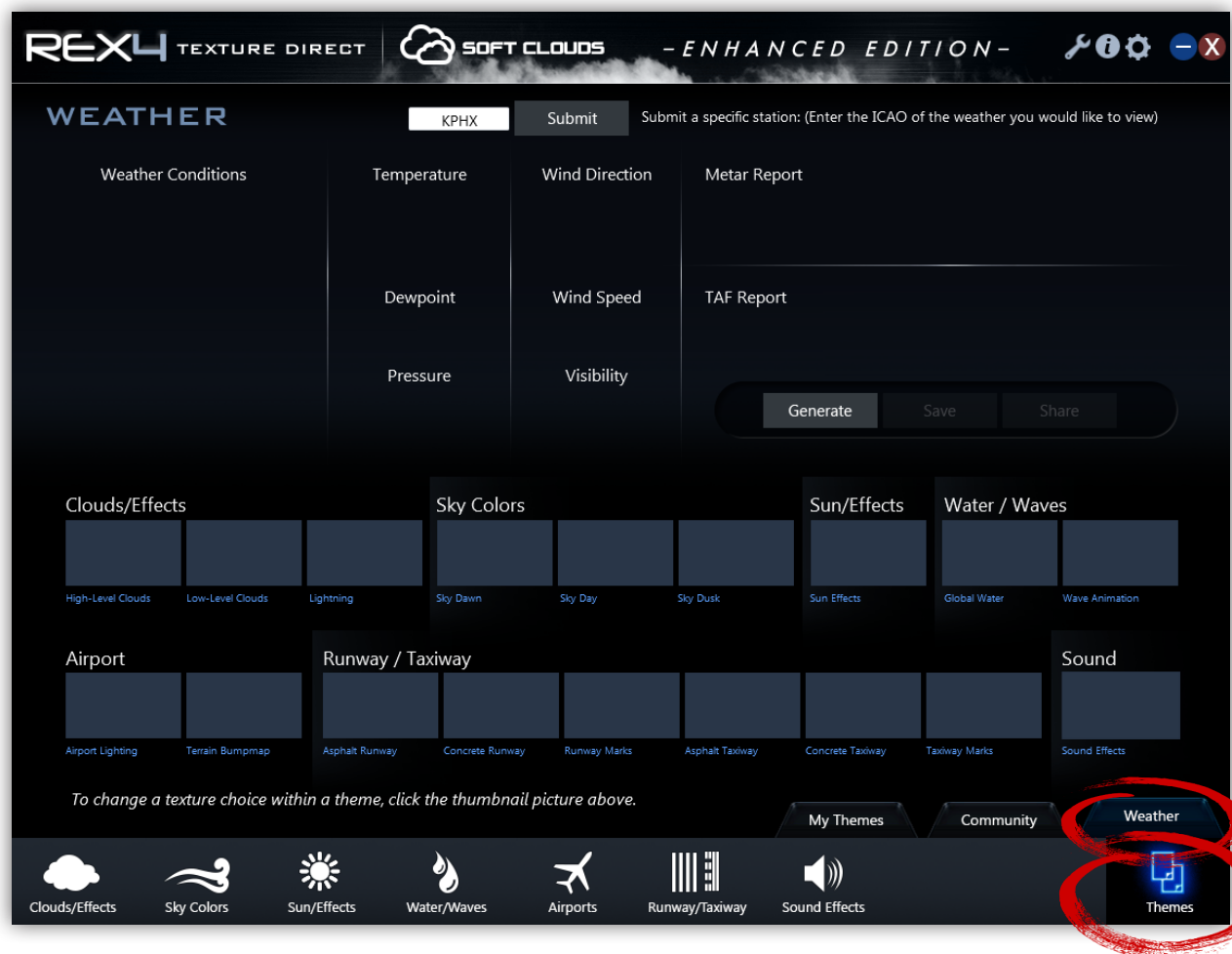
The **Weather Themes** section of REX is used to create complete texture themes based upon real-time weather conditions from around the world. **REX4 Texture Direct is NOT a weather engine!**

To access the **Weather Themes** area, click the



button.

Next, click the **Weather** tab and the following screen will appear.



Weather Theme Actions – Submit Airport Code

The first step in creating a weather texture theme based upon real weather conditions is by entering the 4 letter ICAO code of the desired airport.

In the example below, notice the ICAO code KSTL. Data is returned from our REX servers with the latest weather data. This data includes metar, decoded metar, and a terminal aerodrome forecast (if available).

WEATHER Aug 12 2017 Submit a specific station: (Enter the ICAO of the weather you would like to view)

Weather Conditions

Moderate Thunderstorm

Temperature
14 C
Dewpoint: 13
Pressure: 1029

Wind Direction

270
Wind Speed
14 KTS
Visibility
2 SM

Metar Report
KLVS 120000Z AUTO 27014KT 2 1/2SM VCTS +RA BR FEW030 BKN060 OVC075 14/13 A3040 RMK AO2 LTG DSNT E-SW PRESRR P0003 T01390128

TAF Report
KLVS 112334Z 1200/1224 35008KT P6SM VCSH SCT040 BKN090 TEMPO 1200/1202 VRB030 4SM TSRA BKN025 OVC040CB FM120200 06008KT 6SM -SHRA SCT010 BKN025 FM120900 VRB06KT 3SM BR VCFG SCT001

Weather Theme Actions – Generate

After the weather data has been retrieved, click the button to generate a texture theme based upon the weather conditions retrieved.



Once the generate process has completed, a new texture theme template will be loaded into the image sets below.

This process does not install the theme template into your flight simulator folders. You must proceed to save the theme, then INSTALL.

The screenshot displays the REX4 Texture Direct Weather interface. At the top, it features the REX4 logo, 'TEXTURE DIRECT', 'SOFT CLOUDS', and '- ENHANCED EDITION -'. The main section is titled 'WEATHER' and shows the date 'Aug 12 2017' and station 'KLVS'. It includes a 'Submit' button and a text input for 'Submit a specific station: (Enter the ICAO of the weather you would like to view)'. The weather conditions are 'Moderate Thunderstorm' with a cloud and lightning icon. Key data points include Temperature: 14 C, Dewpoint: 13, Pressure: 1029, Wind Direction: 270, Wind Speed: 14 KTS, and Visibility: 2 SM. It also displays a Metar Report and a TAF Report. Below these are sections for 'Clouds/Effects', 'Sky Colors', 'Sun/Effects', 'Water / Waves', 'Airport', 'Runway / Taxiway', and 'Sound'. Each section contains thumbnail images representing different texture sets. At the bottom, there are tabs for 'My Themes', 'Community', and 'Weather', and a 'Themes' button with a cloud icon.

REX4 TEXTURE DIRECT | **SOFT CLOUDS** | - ENHANCED EDITION -

WEATHER Aug 12 2017 **KLVS** Submit Submit a specific station: (Enter the ICAO of the weather you would like to view)

Weather Conditions
Moderate Thunderstorm

Temperature
14 C
Dewpoint 13
Pressure 1029

Wind Direction
270
Wind Speed
14 KTS
Visibility 2 SM

Metar Report
KLVS 120000Z AUTO 27014KT 2 1/2SM VCTS +RA BR FEW030 BKN060
OVC075 14/13 A3040 RMK AO2 LTG DSNT E-SW PRESRR P0003 T01390128

TAF Report
KLVS 112334Z 1200/1224 35008KT P6SM VCSH SCT040 BKN090 TEMPO
1200/1202 VRB18G30KT 4SM TSRA BKN025 OVC040CB FM120200 06008KT
6SM -SHRA SCT010 BKN025 FM120900 VRB06KT 3SM BR VCFG SCT001

Generate Save Share

Clouds/Effects
Set 14 - Cirro - Stratus Set 07 - Cumulus Set 01 - Dual Strike

Sky Colors
Set 12 - Serenity Set 23 - Polluted Set 09 - Pacific Sunset

Sun/Effects
Set 06

Water / Waves
Set 17 - Medium - Set 17 - Frosted

Airport
Set 19 - Halogen Burst Set 05 - Concrete 3

Runway / Taxiway
Set 11 - Asphalt Heavy Set 14 - Concrete Heavy Set 01 - Dirty Set 04 - Asphalt Taxiway Set 11 - Concrete Set 02 - Old

Sound
Sound Effects

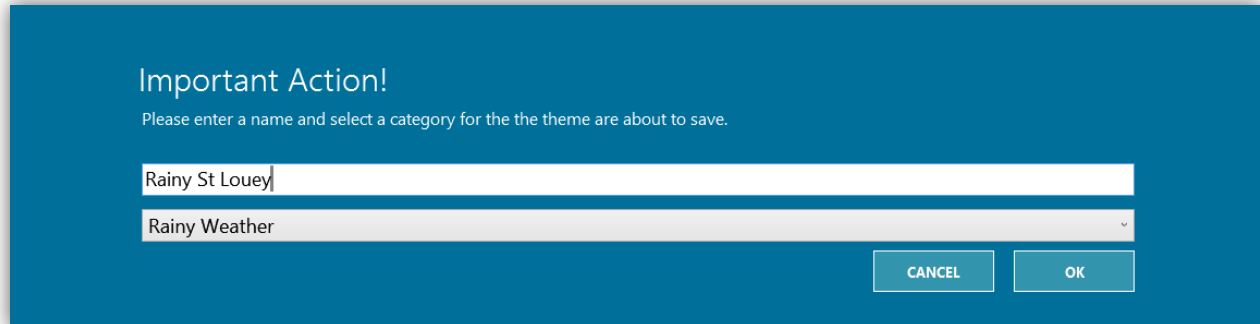
To change a texture choice within a theme, click the thumbnail picture above.

My Themes Community Weather

Clouds/Effects Sky Colors Sun/Effects Water/Waves Airports Runway/Taxiway Sound Effects Themes

Weather Theme Actions – Save

After the weather based texture theme has been generated, the next option would be to **SAVE** it.



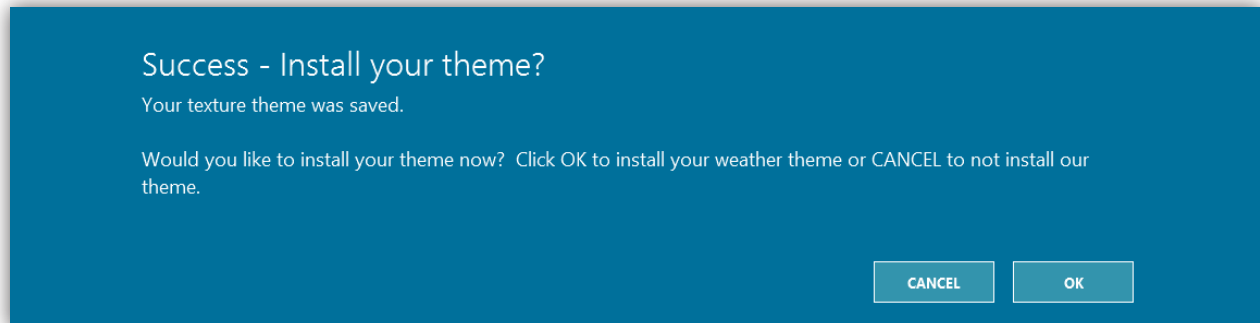
Important Action!
Please enter a name and select a category for the the theme are about to save.

Rainy St Louey

Rainy Weather

CANCEL OK

After saving your texture theme, you are prompted to install it into flight simulator. Click the **OK** button to install your newly created weather based texture theme.

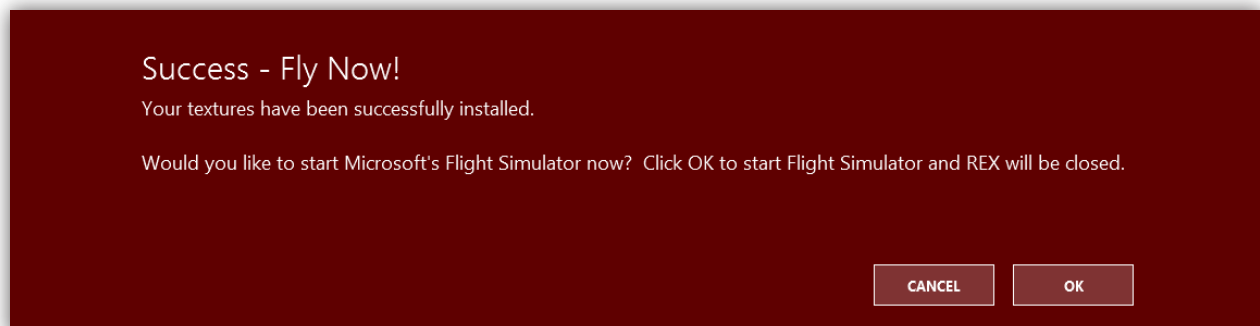


Success - Install your theme?
Your texture theme was saved.

Would you like to install your theme now? Click OK to install your weather theme or CANCEL to not install our theme.

CANCEL OK

Once the textures have been installed, you are presented with the option to automatically start the flight simulator.



Success - Fly Now!
Your textures have been successfully installed.

Would you like to start Microsoft's Flight Simulator now? Click OK to start Flight Simulator and REX will be closed.

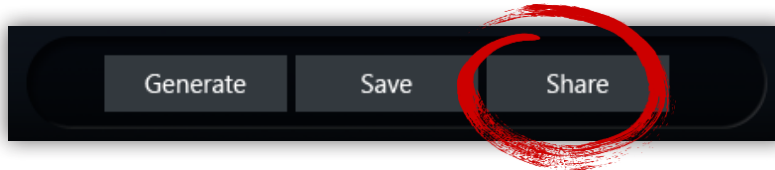
CANCEL OK

Click the **OK** button to automatically start the flight simulator, or click the **CANCEL** button to proceed. Upon selecting **OK**, REX will be closed and the flight simulator will automatically start.



Weather Theme Actions – Share

If you decide not to start your flight simulator, you have the option to share your newly created theme with the world. Click the **SHARE** button to make your weather based texture theme available to the REX community.



Support and Assistance

If you need additional assistance, please contact our support staff on our support forum.

<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.



EULA

END-USER LICENSE AGREEMENT FOR Real Environment Xtreme™ (REX 4 | Texture Direct) Enhancement Add-on For Microsoft Flight Simulator X and Lockheed Martin PREPAR3D®

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 4 | Texture Direct 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 t_fuchs@realenvironmentxtreme.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 realenvironmentxtreme.com/forums

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 of 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 4 | Texture Direct, Real Environment Xtreme, REX Edge, and REX Soft Clouds are brands of REX Game Studios, LLC.

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

PREPAR3D® is a Registered trademark of Lockheed Martin Corporation

