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Rex 5 sky force 3d free download

23. joukuluuta 2020 kello 14.00 - #REXNEWS - Weather Force 2020 Technical Update 1.2.1 has been disabled. This build resolves a compatibility issue with the latest update for Microsoft Flight Simulator 2020. For more information, go to: Cloud System Implementation flight simulator 2004 introduced a new way to display cloud sprites that simulated 3D clouds. This system is still used in FSX, FSX:Steam, and Prepar3D. With the current cloud model system there are many limitations related to how clouds and full-fledged weather systems are displayed properly. For example: - All current cloud models use randomly placed sprites. These sprites are randomly rendered inside simulations, so most cloud types must be incorrectly represented in all weather scenarios. It also greatly reduces the frame rate due to this unnecessary cloud sprite system. - According to real-world cloud specifications, cloud thickness is missing all types of clouds, including position and overall representation. You periodically notice upside down clouds and inaccurate cloud formations. - Overcast is not really represented and is in open places, or holes. - Limited view of thunderstorms and no actual severity level, nor are there images of precipitation, such as rain shafts.- 5/8, 6/8 and 7/8 conditions are mistakenly presented. - Limited cloud-type rendering. - It is not possible to add a certain classification of the cloud, for example, rain shaft, wall cloud, shelf clouds, etc. REX Simulation has invested years in redesigning the entire cloud model system FSX, FSX:Steam and Prepar3D. We have successfully developed superior cloud and weather formations that contain an accurate definition for each type of cloud. We can now implement soft and reliable detailed clouds structured in the same session. Now we quadruple that amount to 32. This allows for more diversity during the flight session, increasing overall realism. Cloud representation is automatically updated without user interaction, making the flying experience more realistic and enjoyable. True cloud thickness and formation realism. The current cloud model system mistakenly provides the correct, real-world cloud classification cloud thickness and formations in the simulator. In most cases, the randomly created cloud sprites that are injected will cause a strong frame rate, especially a denser cloud cover. As a result of this in 2007, we see upside down clouds in strange and unreal positions, cloud bases that are presented with repetitive patterns and are not real all of which are affected by realism during flight. REX Sky Force 3D fixes these problems (and more) and even increases the frame rate by eliminating unnecessary cloud sprites for all cloud types. 3D cloud structures are now displayed correctly and accurately, and detailed clouds will never appear upside down. In addition, we added new types of clouds to the flight simulator, including: altocumulus, stratocumulus, humilis, mediocre, overflowing, tower cumulus, cumulonimbus calvus/supercell rain shaft, tornado, stratus, nimbostratus, altostratus and cirrus class. Weather sync with Current Metar in real time via Flight Simulator. The representation of thunderstorms in the flight simulator is very lacking. We not only redesigned the structures of the clouds, introduced dinner cells and their own level of air severity. During the flight you will now be able to experience light or heavy precipitation in super cells, depending on the real-time metar. This includes the entire super cell, walls, funnel, shelves, rain shaft and tornado structure. Our super cell representation reaches up to 75K feet, making your flight more complex and realistic by real-world standards. This includes one super box, a flawed line and multiple cells. Calvus clouds have also been greatly improved and are at their own rainfall level as well. Development based on the real-world cloud classification. Each of the structures of the 3D cloud model was designed in comparison with their real-world counterpart, with their specifications, positions and heights. Now you can even experience cloud streets with specific types of clouds, super cells, wall clouds, funnel, shelf, rain shaft and tornado! Cloud textures for each type of cloud . TEXTURE PAIRING: The simulator has limited cloud texture types for a particular scene, which has created problems to present different types of weather systems in one session. We've created an air system that pairs text with the correct cloud types and forms four times the current amount. This will prevent incorrect cloud formations in small cloud types and vice versa. TEXTURE VARIATION FOR FLEXIBILITY: The variation of texture has been significantly increased by creating a more versatile and flexible cloud structure system. To add, we also include the cloud textures of photographic cirrus and organized them into the appropriate meteorological categories for use in our built-in weather analysis engine. Realistic Overcast, Gap Free and Consistent Flyable Frame Rates. Other weather engines are forced to synthesize several cloudy layers to try to disguise holes that are contained in a flawed cloudy model system. In most cases, these solutions destroy the frequency of shots in a dense cloud cover. With our new modeling system, completely overcast conditions have been greatly improved. No gap is noticeable in completely cloudy conditions at any level. Sub cloud types by severe weather cloud categories. REX Sky Force 3D has the ability to sub debase type existing cloud types. For example, supercell clouds can be high or low rainfall, making supercell high or standard. These processes apply to all types of heavy air clouds in the simulator. Synchronized with real-world Metar. If requested, all types of clouds can be automatically selected, admitted and exchanged to the flight simulator in real time during flight. From fair weather conditions to extreme weather conditions, this process is smooth and dynamically achieved according to the current metar. Our advanced weather engine reads and interprets live model data to taste the atmosphere, so it syncs the right cloud structures to provide the most accurate experience in flight. Clouds, realistic natural sky, sun and atmospheric effects, moon, lightning and sound perception. Included in Sky Force 3D are 20GB textured clouds, weather systems, sky painting, solar and atmospheric special effects, moon and lightning presentation, as well as sound perception. Our previous methods have been expanded to create much smoother, realistic and natural celestial color mixing during dusk and dawn times, as well as new methods of visibility and fog. With our new techniques called VBlend and steam in the sky, we have achieved a more realistic horizontal and vertical day, dawn and dusk fog generation and the mixing of celestial visibility. Now the effects of conveying the sun's atmosphere will be noticeable through the virtual booth, creating even more realism. Solar atmospheric imaging together with HDR elements included in prepar3D. Also included in our powerful 10-day cycle of sky textures category. With the installation of a Sky Force 3D 10-day cycle, the simulator will dynamically load a different sky-colour shift from sunrise to sunset every day. Environmental force synchronization. Sky Force 3D makes full use of rex environmental forces. Integration with WX Advantage Weather Radar. The Sky Force 3D is fully compatible with the REX/Milviz WX Advantage Weather Radar System. Thanks to new cloud model structures, Sky Force 3D will notice accurate precipitation reviews in large Supercell thunderstorms. Sky Force 3D: Weather Engine Friendly. The Sky Force 3D includes its very robust air engine, which makes full use of all the features to provide the best experience in our new cloud/weather system. However, we have made Sky Force 3D work with all other air engines on the market. If you choose, you can still use your favorite textures or weather engine from other packages. Real-time In-Sim weather synchronization and weather search integration. Incorporated into Sky Force 3D is a powerful real-time weather engine with the added ability to automatically sync our new 3D cloud model structures in real time. This synchronization process takes place in a simulator to seamlessly and dynamically match the current weather conditions in your area. Sky Force examines the IPI report and air textures and patterns to match the upcoming weather current location while in-sim. It not only selects the best clouds and sky textures that match current weather conditions in real time, but also newly formulated cloud patterns. So cloud models actually meet the weather conditions. The correct type of cumulus, stratus, nimbo-stratus or cumulonimbus clouds will be selected according to the real weather conditions in real time. With our EDGE weather servers, real-time weather data is downloaded at 6x per hour to get the latest data. For example, if Metar reports storms with light rain, proper cloud patterns will be synchronized in flight in the right place. If metar reports a tornado or funnel, the system will automatically synchronize the right cloud patterns to reflect the tornado on the ground, etc. The cloud structures themselves also change automatically. Sky Force looks at Metar data, as well as real-time mesoas analysis data, to determine CAPE (convection available potential energy) and has raised indices to determine how unstable the atmosphere is. As the atmosphere becomes more unstable, Sky Force will automatically sync the right cloud patterns to determine whether thunderstorms should be 25,000 or 70,000 feet. M.

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