

REALISTIC AIRPORT TEXTURE & MODEL ENHANCEMENT



USER MANUAL UPDATED JUNE 16TH, 2020





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Introducing REX Worldwide Airports HD!

REX Worldwide Airports HD is the most realistic global airport texture & 3D vehicle model enhancement available on the market today. Now you will be able to experience your airports in FSX, FSX:Steam and Prepar3D in TRUE high definition!

REX Worldwide Airports HD is an extensive photoreal global airport graphics package created from real-world airport structures and supporting environments. These environments were authored from **high resolution photography all around the world** from real-world counterparts, and will customize and transform over 24,000+ airports within the simulator.

With over 6GB of highly detailed airport environments, the possibilities are endless. Enjoy new terminals, airport buildings and maintenance facilities, hangars, custom airline hangars, fully coherent airport ground environments, jetways, airport lighting, parking garages and even custom 3D airport ground vehicle models, all user-selectable!

Easily select, install and even save your creations within the included user interface application. For the FPS-conscious simmer, **choose between HD and standard resolution** material, as standard texture fidelity at lower resolution is retained due to high definition authoring.

Compatible with FSX, FSX:Steam and Prepar3D v.1, 2, 3 and 4. One license covers all!



Program Start

In this section we are going to step you through the process of starting REX Worldwide Airports for the first time.

Step 1

To start REX Worldwide Airports, locate the following icon on your desktop (Fig 1.1). Right-click the icon and select **RUN AS ADMINISTRATOR**.



Figure 1.1 - REX Worldwide Airports HD Desktop Icon

Step 2

You will immediately notice the startup splash screen (Fig 1.2), along with a startup airport environment sound. This startup sound can be disabled at any time within the application **SETTINGS** screen.



Figure 1.2 – Startup Splash Screen



Step 1 - Registration

The first time the application opens, you will be presented with the required **REGISTRATION** details (Fig 2.1). It is required that you enter your full name, email address, serial number and store of purchase information correctly. Once the information is correct, click the **NEXT** button.

NOTE: Save the information in a safe place as it is required for reinstallation. This information will be server validated!

Worldwide Airpo		IC AIRPORT TE	XTURE AND M	IDDEL ENHANCE			LATIONS	$\phi - \times$
Main Terminals	MAIN TERMINA							
								Texture
Buildings & Facilities 2	Setup Assistant							locking
	Step 1 - Re	gistrat	tion					
	To validate and register th and store of purchase. An	is product, ple	ase enter you					
	Name		Ser	ial Number				2
	Email Address		Sto	ore of Purchase				
	Note: Upon reinstallation you	must correctly e	nter the same i	nformation.	عتصبر	·		
	Worldwide Airport	ts HTD		Ca	ancel	Next		
GURRENT TH	EME							mes
								Parking Garages
								\odot

Figure 2.1 – Registration

IMPORTANT INFORMATION

You must have an internet connection to validate this product.



Step 2 - Select a Simulator

The program will check your computer systems registry and locate any of the flight simulators installed and automatically fill out the required program paths (Fig 2.2). If the paths are empty or incorrect, click the **BROWSE** button and manually locate the main simulator folder.

Worldwide A	irports I-i E	REALIST				EMENT		$\mathbf{O} - \mathbf{X}$
	MAIN TE	ERMINA						
								Texture
	Setup Assista	ort terminal styles i ant						döcking
	Ctara			Circul	otor			
		2 - Se			alor the textures an	d models int		
	Please select		or you would	like to install		la models inte Browse	0.	
	• F)	SX Steam:			E	Browse		>
	• P	repar3D v1:			B	Browse		
		repar3D v2:			and the second se	Browse		_
		repar3D v3: repar3D v4:	C:\Program Files\Lo	ckheed Martin\Prep		Browse Browse		
	Worldwid	le Airnort				ancel	Next	
						ancer	Next	
GURRENT	тнеме							mes
								Parking Garages
								\otimes

Figure 2.2 – Select a Simulator

IMPORTANT INFORMATION

Some versions of FSX Steam will set the default folder for FSX. Please do not change this setting if it occurs.

IMPORTANT INFORMATION

The information on this screen can be changed at any time within the program's SETTINGS screen via the GEAR icon.



Step 3 - Texture Resolution

Here you are able to select your texture resolution preference for hangars, buildings & facilities as well as the coherent ground environments (Fig 2.3).

Worldwide Ail	rports HD
Marchennak	MAIN TERMINALS
Restaurage de Capitolises I	Texture Set 1 of 15 Internet Internet Internet
Andrew Street Street	😵 Setup Assistant
	Step 3 – Texture & General Settings Please select your texture resolution and make general settings modifications. You can change this preference at any time later within the program via the Settings screen.
Grand Internet	High-Definition Hangars High-Definition Buildings & Facilities High-Definition Ground Environment Ground Environment
	 Disable REX airport vehicles and jetway textures when using GSX. Automatically start Flight Simulator on exit.
Partney George Enterned Arguet Park	Worldwide Airports I-TD Cancel Next
CURRENT	THEME Sand David

Figure 2.3 – Texture Resolution

If you have GSX installed, you can disable REX airport vehicles and jetways here (Fig 2.4).

Disable REX airport vehicles and jetway textures when using GSX.

Figure 2.4 – Disable pushback models when using GSX

Auto-start the simulator following texture/model installation (Fig 2.5).



Figure 2.5 – Automatically start Flight Simulator on exit

IMPORTANT INFORMATION

The information on this screen can be changed at any time within the program's SETTINGS screen.

REX GAME STUDIOS, LLC



Step 4 - Thank You!

You have completed the validation and basic setup process (Fig 2.6). Click the START button.

Worldw	ide Airpo	orts Ha	REALIST				MENT	🕄 REX SIMU	$\mathbf{Q} - \mathbf{X}$
		MAIN TI	ERMINA						
									l Texture
	Facilities 2	Setup Assist	ant terminal styles						docking
		Than	k You	ļ					
				pleted the Set	tup Assistant.				
				ropriate settin from within th		l settings may b	e changed a	t any time	
		We hope yo	u enjoy REX W	/orldwide Airp	orts HD!				
							فسر		
		Worldwia	le Airport	tsHT		Ca	ancel	Start!	
CURR	ENT TH	EME							mes
									Parking Garages
									\otimes

Figure 2.6 – Thank You

IMPORTANT INFORMATION

The Setup Assistant can be activated at any time within the program's SETTINGS screen via the GEAR icon.



Step 1 - Original File Backup

Once you have completed the validation and basic setup process, we strongly recommend that you backup your original textures and models. Click the **OK** button to start the automatic backup process (Fig 3.1).

Worldwide Ai	THOTTS HTD REALISTIC AIRPORT TEXTURE AND MODEL ENHANGEMENT	REX SIMULATIONS	$\phi - \times$
Main Terminals	MAIN TERMINALS		
Buildings & Facilities 1			Texture
Buildings & Facilities 2	Criginal File Backup		ocking
Small Hangars	Important - Please Read!		
Medium Hangars	' We strongly recommend that you backup your original textures and models? Click	the OK	
Large Hangars	button to continue the automatic backup process.		
Ground Environments			
Main Jetways			
Airport Lighting			
Vehicle Models	Cancel	ок	
Parking Garage			
GURRENT	THEME		nes
Main Building Terminals Facilitie			Parking Garages
0			

Figure 3.1 – Original File Backup



Step 2 - Backup Completed

Once the program has completed the backup process, click the **OK** button shown in (Fig 3.2). *Note: The backup process is almost instantaneous, so please do not be alarmed at the speed of this process. You may always double-check that the files were backed up correctly by navigating to the main REX Worldwide Airports and viewing the "Backup" folders.*

Worldwi	ide Airpo	orts H	REALIST	IC AIRPORT TE	XTURE AND M	IDDEL ENHANCE			ULATIONS	$\pmb{\diamond} - \times$
		ENHAN	CED AD	D-DN AI	RPORT	PACKS				
	Facilities 2	Download /								
		Succ	accl							
		Succe	255!							
		Your airport Click OK to o		en installed int	o Microsoft's	Flight Simulato	or X - Steam E	dition.		
										Unginal
							غنيبهر			
Parking Gara								ок	Pestore	Original
	rport Pack-									
CURRI	ENT TH	EME								mes
										Parking Garages
										\otimes

Figure 3.2 – Original File Backup



Navigational Aid

Once the backup process has been completed, you will be presented with a navigation aid overlay (Fig 4.1) which describes the basic steps in operating the program. Click anywhere on this screen to continue.

Worldwide Airports 10	ALISTIC AIRPORT TEXTURE AND MODEL ENHANCEN	REX SIMULAT
Main Terminals	Select a category to start.	To change settings at any time, click the gear icon.
Buildings & Facilities 1 Te, re Set 1	The first time this application opens, you must select a texture from each category.	Add To Theme Install Texture
Highly realistic airport termina Buildings & Facilities 2 graphics. Click the small pictur		pose external terminate the networks with or without docking
Small Hangars	Ctop 2	
Medium Hangars	Step 3 Click "Add To Theme" to select choice. This will automatically texture to a Saved Texture The	add that
Large Hangars	Upon adding a texture to a Then choice will appear below in the a	available slot.
Ground Environments	Your goal is to fill all slots with a	texture choice.
Main Jetways		
Airport Lighting		
Vehicle Models	SATDOCK	
Parking Garage		Step 2 Navigate other texture choices via
CURRENT THEME		the < or > arrows.
Main Buildings & Buildings & Smal Terminals Facilities 1 Facilities 2 Hanga		Main Airport Vehicle Parking Jetways Lighting Models Garages
		0 0 0 0

Figure 4.1 – Navigational Aid

Step 1 - The first time this application opens, **you MUST select a texture from each category.**

Step 2 - Navigate other texture choices via the < or > arrows.

Step 3 - Select "add to theme" to select your texture choice. This will automatically add that texture to a saved texture theme. Upon adding a texture to a theme, that texture choice will appear below in the available slot. Your goal is to fill all slots with a texture choice.



Home Screen

Below is the **HOME SCREEN** (Fig 4.2). Starting on the next page we will quickly discuss all navigational processes on the home screen.

Worldwide Air	norts H T	P REALIST	IC AIRPORT TE	XTURE AND M	ODEL ENHAND		💦 REX SIMU	LATIONS	Q – X
Main Terminals	ΜΑΙΝ Τ	ERMINA	LS						
Buildings & Facilities 1	Texture	Set 1 of 1	5				Add To Theme	Install	Texture
Buildings & Facilities 2					r textures. You may ined within each set.		ninal building texture	s with or without o	docking
Small Hangars									
Medium Hangars									
Large Hangars									
Ground Environments									
Main Jetways					IOP				Í Z
Airport Lighting									
Vehicle Models									
Parking Garage				L.SARI					
Enhanced Airport Packs									
CURRENT T	неме							Saved The	mes
Main Buildings 8 Terminals Facilities 1	a Buildings & Facilities 2	Small Hangars	Medium Hangars	Large Hangars	Ground Environments	Main Jetways	Airport Lighting	Vehicle Models	Parking Garages
									\bigcirc

Figure 4.2 – Home Screen



Main Category Selections

Below is the main category selections (Fig 4.3). Within each category listed, you may select your desired textures/models. On first run of the program, you must select each category and choose a texture choice by clicking the **ADD TO THEME** button.

Main Terminals
Buildings & Facilities 1
Buildings & Facilities 2
Small Hangars
Medium Hangars
Large Hangars
Ground Environments
Main Jetways
Airport Lighting
Vehicle Models
Parking Garage
Enhanced Airport Packs

Figure 4.3 – Main Category Selections



Category Header

Below is the **CATEGORY HEADER** familiar to each category (Fig 4.4). Here we are viewing the **Main Terminals** section. This area displays the category name, the current texture set selected as well as the **ADD TO THEME** and **INSTALL TEXTURE** buttons. On first run of the program, you must select each category and choose a texture choice by clicking the **ADD TO THEME** button.

Any subsequent open of the program you may install single textures by clicking the **INSTALL TEXTURE** button. This will install the texture from the selected category ONLY. This is ideal if you would like to keep all other textures and would like to experiment with another one from a single category.



Figure 4.4 – Category Header

Texture Preview

Below is the **TEXTURE PREVIEW** area (Fig 4.5). Here we are viewing the **Main Terminals** section. This area displays the main preview of the texture selection process. Clicking on the small thumbnail pictures will cause them to appear larger, giving you a clear picture of the textures involved in each set. Clicking on the < or > arrows will navigate you to the next texture choice in the category.



Figure 4.5 – Texture Preview



Current Theme

Displayed below is the **CURRENT THEME** section of the **HOME** screen (Fig 4.6). Here, each texture/model category is listed within an available 'slot' (Fig 4.7). As you add a texture choice to a theme via the **ADD TO THEME** button, the categories in this section will populate the slots with the number of the texture choice selected. Your goal is to fill up all slots associated with the texture categories. Upon completion of the last slot you will be notified to create a name for that theme.



Figure 4.6– Current Theme



Figure 4.7– Slot

Upon completion of the last slot you will be notified to create a name for that theme (Fig 4.8). Once you have given a name to the current airport theme, click **OK**. You will then be given the option to install the theme into the flight simulator. Click **OK**. Textures will be installed quickly, do not be alarmed at the speed of the installation process as it is designed this way. **All textures associated with all airports worldwide will be installed, however, 3rd-party airport addons will not be overwritten, only default airports.**



Figure 4.8 – Save your Theme



Saved Themes

The **SAVED THEMES** button (Fig 5.1) is located on the **HOME** screen for easy access. The **SAVED THEMES** area (Fig 5.2) is where all of your saved themes reside. Click the **SAVED THEMES** button at any time to access the themes area.

CURR	ENT TH	ЕМЕ							Saved Ther	nes
Main Terminals	Buildings & Facilities 1	Buildings & Facilities 2	Small Hangars	Medium Hangars	Large Hangars	Ground Environments	Main Jetways	Airport Lighting	Vehicle Models	Parking Garages

Figure 5.1 – Saved Themes Button

On the **SAVED THEMES** screen you can perform many tasks such as viewing, editing, removing and installing your saved themes.

SAVED THEMES			Search		
KPDX Alternate	****	View	Edit	Delete	Install
Cologne Bonn Airport	****	View	Edit	Delete	Install
General Small Airfields COOL	****	View	Edit	Delete	Install
Open Facilities - White Vehicles	****	View	Edit	Delete	Install
My Home Airport	****	View	Edit	Delete	Install
Nice Tarmac Environment	$\star\star\star\star\star$	View	Edit	Delete	Install
KPDX Alternate					
Main Terminals	ties 1 Buildings & Facilities 2	Small Hangars	Mediu	m Hangars	Large Hangars

Figure 5.2 – Saved Themes



Search

A **SEARCH** function (Fig 5.3) is provided for easy location of saved themes. Simply enter a keyword and click **SEARCH**. If the program locates the keyword entered, that theme will be listed.



Figure 5.3 – Search

Ratings

You can also assign a rating to your saved themes by simply clicking on any of the corresponding stars (Fig 5.4).



Navigating Theme Banks

As you create airport themes, the list will continue to grow and fill up the banks. Each 'bank' contains 6 saved themes. You may navigate these 'banks' by selecting the < or > arrows (Fig 5.5).



Figure 5.5 – Navigating Banks



Viewing a Saved Theme

To view a previously saved theme (Fig 5.6), click the **VIEW** button of the associated theme. This will give a basic visual overview of the textures installed. Upon clicking the **VIEW** button, the bottom of the screen populates the appropriate categories.



Figure 5.6 – Viewing a Saved Theme



Editing a Saved Theme

To edit a previously saved theme (Fig 5.7), click the **EDIT** button of the associated theme. You will notice the following prompt on the screen (Fig 5.8) to notify that the program is in **EDIT MODE**.

Click on one of the category pictures below and you will automatically be navigated to that texture selection screen. Locate your desired texture choice and click the **ADD TO THEME** button to replace your original texture into that theme. You may click any **VIEW** button to close edit mode, however this is not a necessary step.

SAVED THEMES		+ + + - +	Correl		
KPDX Alternate	****	View	Edit	Delete	Install
Cologne Bonn Airport	****	View	Edit	Delete	Install
General Small Airfields COOL	****	View	Edit	Delete	Install
Open Facilities - White Vehicles	****	View	Edit	Delete	Install
My Home Airport	****	View	Edit	Delete	Install
Nice Tarmac Environment	$\star\star\star\star\star$	View	Edit	Delete	Install
KPDX Alternate					
					, 7
Main Terminals	les 1 Buildings & Facilities 2	Small Hangars	Mediu	u m Hangars	Large Hangars

Figure 5.7 – Editing a Saved Theme



Figure 5.8 – Edit Mode



Removing a Saved Theme

To remove a previously saved theme (Fig 5.9), click the **DELETE** button of the associated theme. You will notice the following prompt (Fig 5.10) confirming removal. Click **OK** to remove the theme.



Figure 5.9 – Deleting a Saved Theme



Figure 5.10 – Removal Confirmation



Installing a Saved Theme

To install a previously saved theme (Fig 5.11), click the **INSTALL** button of the associated theme. You will notice the following prompt (Fig 5.12) confirming installation. Click **OK** to install the theme.



Figure 5.11 – Installing a Saved Theme



Figure 5.12 – Installation Confirmation



Home Screen

To navigate back to the home screen at any time, click the **HOME** button located on the bottom of the screen (Fig 5.13).

SAVED THEMES		+ + +	Search		
KPDX Alternate	****	View	Edit	Delete	Install
Cologne Bonn Airport	****	View	Edit	Delete	Install
General Small Airfields COOL	****	View	Edit	Delete	Install
Open Facilities - White Vehicles	****	View	Edit	Delete	Install
My Home Airport	****	View	Edit	Delete	Install
Nice Tarmac Environment	$\star\star\star\star\star$	View	Edit	Delete	Install
	Bank	1 of 2			
KPDX Alternate	Bank	1 of 2			
				m Hangars	Large Hangars
		e1 of 2	s Mediu	m Hangars	Large Hangars

Figure 5.13 – Navigating to the Home Screen



Configuration Settings & Optimization

In this section we will discuss the available settings and options (Fig 6.1).

Selecting the gear icon on the top of the screen at any time will navigate you to the **Configuration Settings & Optimization** window. This window is used to customize crucial application settings.

Worldwide Airports HTD REALISTIC AIRE	PORT TEXTURE AND	MODEL ENHANGEMENT	REX SIMULAT ONS O-X	
CONFIGURATION SETTINGS & OPTIMIZATION PRODUCT VERSION NUMBER: 5.1.2020.0611				
Flight Simulator Folder Location Select which flight simulator you want to install textures into. FSX: FSX Steam: CAProgram Files (x86)(Steam)steamapps).comme	Browse	Texture Resolut select your preferred text High-Definition	ure resolution settings.	
 Prepar3D v1: Prepar3D v2: Prepar3D v3: 	Browse Browse Browse	High-Definition High-Definition General Setting	 Buildings & Facilities Hangars 	
Prepar3D v4: C:\Program Files\Lockheed Martin\Prepar3D v4\ NOTE: Some versions of FSX Steam will set the default folder for FSX. Please do not Restore Backup	Browse change this setting if it occu	Automatically start Eli	hicles and jetway textures when using GSX. ght Simulator on exit.	
Restore Restore textures to what they were before F Restore Restore your saved themes. Backup Backup your original textures.	REX was installed.	Product Suppo www.rexsimulations.com,		
Check For Software Updates Check for Updates Click to check for software updates.		REX SIN	MULATIONS Home	

Figure 6.1 – Configuration Settings & Optimization



Flight Simulator Folder Location

REX automatically reads the system registry to locate the simulator application folders and will auto-populate the appropriate fields (Fig 6.2). If these fields are blank, click the **BROWSE** button and locate the MAIN FOLDER of the corresponding flight simulator. Check the radial button next to the name of the Flight Simulator to set as the simulator of choice to install textures into. **IMPORTANT NOTE: SOME VERSIONS OF FSX STEAM WILL SET THE DEFAULT FOLDER FOR FSX. PLEASE DO NOT CHANGE THIS SETTING IF IT OCCURS.**

Flight Simulator Folder Location	
Select which flight simulator you want to install textures into.	
• FSX:	Browse
FSX Steam: C:\Program Files (x86)\Steam\steamapps\commo	Browse
Prepar3D v1:	Browse
Prepar3D v2:	Browse
Prepar3D v3:	Browse
Prepar3D v4: C:\Program Files\Lockheed Martin\Prepar3D v4\	Browse

Figure 6.2 – In this example, Prepar3D v4 is set as the simulator to receive REX Textures

Backup

BACKUP (Fig 6.3) allows you to create a backup of the most current textures and models within the selected flight simulator. By selecting which simulator you wish to apply a backup for within the Flight Simulator Folder Location area, you are giving REX permission to carry out a backup process that will save the current simulator textures and models.



Restore

By initiating the top-most **RESTORE** button (Fig 6.4), REX will restore the original backed up textures and models within the selected flight simulator, via the **Flight Simulator Folder Location**.



Figure 6.4 – Restore originally backed up textures and models



Restore

The bottom **RESTORE** button (Fig 6.5) 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 the case of a re-installation of REX Worldwide Airports!**

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.



Figure 6.5 – Restore Saved Themes

IMPORTANT INFORMATION

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.



General Settings

The descriptions for the **General Settings** area (Fig 6.6) are listed within the table below.



Figure 6.6 – General Settings

ITEM	DESCRIPTION
Disable REX airport vehicles and jetways	By enabling this option, the REX pushback vehicles and jetwayss in the simulator will be disabled in favor of the GSX assets.
Automatically start Flight Simulator on exit	By enabling this option, REX auto-starts your flight simulator of choice once texture/model installation concludes. This process will also automatically close REX.
Run startup sound	Disable this option to disable the application startup sound.
Disable grass texture	When checked, REX Worldwide Airports will automatically disable the grass texture from appearing within the simulator and will prevent it from being overwritten in the future. Enable this feature if your 3rd-party airport add-on has been affected with a grass texture where it should not appear.



Texture Resolution

The TEXTURE RESOLUTION section (Fig 6.7) allows you to optimize texture selections before replacing flight simulator files. Texture resolutions can be selected between standard (default) and high definition textures. **Any changes made to this area will not take affect within the simulator UNTIL the textures are INSTALLED into the flight simulator!**

Texture Resolution	on
Select your preferred textur	re resolution settings.
High-Definition	 Ground Environments
High-Definition	 Buildings & Facilities
High-Definition	 Hangars

Figure 6.7 – Texture Resolution

CATEGORY	TEXTURE RESOLUTION
Ground Environments	Standard, High Definition
Buildings & Facilities	Standard, High Definition
Hangars	Standard, High Definition

IMPORTANT INFORMATION

Because the textures are already optimized, we recommend you start with High Definition settings. If you experience FPS issues, lower one category at a time until you are happy with quality vs. performance.

WARNING

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



Check for Software Updates

Clicking the "**Check for Updates**" button (Fig 6.8) will check to see if the latest version of **REX Worldwide Airports HD** is installed. If not, you will be prompted and directed to the download file of the latest version!



Product Support

The Product Support section (Fig 6.9) is a direct link to the REX Game Studios support page, in case you require assistance. Clicking on the url will automatically open your web browser and navigate to the REX Support web page.



IMPORTANT INFORMATION

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 5/REX Worldwide Airports HD 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 25 for instructions on how to RESTORE saved theme data.**



Enhanced Add-On Airport Packs

New in REX Worldwide Airports HD is the introduction of our **Enhanced Add-On Airport Packs**. There are a number of airports within Prepar3D and FSX that were originally developed containing custom airport terminal graphics. Although these airports will now globally benefit from our package, some terminal textures will not be affected. We are re-developing these airports with proper detail and customized textures throughout and as they become available we will automatically update this area. Below is the **ENHANCED ADD-ON AIRPORT PACKS** screen (Fig 7.1). This area may be accessed at any time by navigating to the bottom-most button from the main navigation bar as illustrated below.

Worldwide Airpo		TEXTURE AND MODEL ENHANCEMENT	\Re rex simulations $\phi - X$
Main Terminals	ENHANCED ADD-ON A	NRPORT PACKS	
Buildings & Facilities 1		t were originally developed containing custom airport term I textures will not be affected. We are re-developing these	
Buildings & Facilities 2	throughout, and as they become available we will upda		
Small Hangars	G		
Medium Hangars	SALT LAKE CITY International Airport	REAGAN	\sim
Large Hangars			
Ground Environments	Install Package Restore Original	Install Package Restore Original	Install Package Restore Original
Main Jetways			
Airport Lighting			\sim
Vehicle Models			
Parking Card			Install Package Restore Original
Enhanced Airport Packs		Bank 1 of 1	
CURRENT TH	ЕМЕ		Saved Themes
Main Buildings & Terminals Facilities 1	Buildings & Small Medium Facilities 2 Hangars Hangars	Large Ground Main Hangars Environments Jetways	Airport Vehicle Parking Lighting Models Garages
\otimes \otimes	$\bigcirc \bigcirc \bigcirc \bigcirc$	\circ \circ \circ	$\bigcirc \bigcirc \bigcirc$

Figure 7.1 – Enhanced Add-On Airport Packs

As add-on airport packs are developed and freely available for install, they will automatically be added to the main **ENHANCED ADD-ON AIRPORT PACKS** screen within a given slot, as displayed in Fig 7.1. In this example and as of writing of this updated user manual, KSLC and KDCA are available for immediate and free download and install. **NOTE: Since this new content is delivered via a server-based infrastructure, you must have an internet connection in order to take advantage of this feature.**



How to Install an Enhanced Add-On Airport Pack

When an enhanced add-on airport pack is available, you can install this airport at any time by clicking the **INSTALL PACKAGE** button (Fig 7.2). The installation of the package is automatic and requires no user assistance.



Figure 7.2 – Airport Pack Available for Download/Installation

Once installation has been initiated, the airport pack will automatically start to install (Fig 7.3). *NOTE: Please wait until this process is completed before continuing within the application.*



Figure 7.3 – Status of Downloading/Installing Airport Add-On Pack



Once the download and installation of the airport add-on has been successfully completed, you will be presented with the following screen prompt (Fig 7.4).

🕄 Download / Install Airport Pack - KSLC
Success!
The enhanced airport pack you selected, has been installed into Microsoft's Flight Simulator X. Click OK to continue.
ОК

Figure 7.4 – Successful Airport Add-On Download/Installation

To confirm that the airport installed correctly into your selected flight simulator, you will notice a green LED light accompanied with the word "INSTALLED" in the upper-right-hand corner of the add-on airport (Fig 7.5).



Figure 7.5 – Confirmation of Installed Add-On Airport



How to Restore an Enhanced Add-On Airport Pack

Once an enhanced add-on airport pack is installed, you may restore this airport at any time by clicking the **RESTORE ORIGINAL** button (Fig 7.6). The restoration of the package is automatic and requires no user assistance.



Figure 7.6 – Airport Pack Installed

Once restoration has been initiated, the airport pack will automatically begin the restoration process (Fig 7.7). *NOTE: Please wait until this process is completed before continuing within the application.*



Figure 7.7 – Restoration Process



Once the restoration process of the airport add-on has been successfully completed, you will be presented with the following screen prompt (Fig 7.8).

🕄 Download / Restore Airport Pack - KSLC
Success!
The original airport pack has been restored to Microsoft's Flight Simulator X. Click OK to continue.
ОК

Figure 7.8 – Successful Airport Add-On Restoration

To confirm that the airport restored correctly into your selected flight simulator, you will notice a red LED light in the upper-right-hand corner of the add-on airport (Fig 7.9).



Figure 7.9 – Confirmation of Restored Add-On Airport



Support and Assistance

For product support, please visit our support page: <u>http://rexsimulations.com/support.html</u>





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