Worldwide Airports HD

REALISTIC AIRPORT TEXTURE & MODEL ENHANCEMENT

USER MANUAL

UPDATED JUNE 16TH, 2020

REX SIMULATIONS
FLIGHT SIMULATION SOFTWARE

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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**.
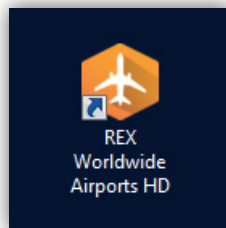

Figure 1.1 - REX Worldwide Airports HD Desktop Icon

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!

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.
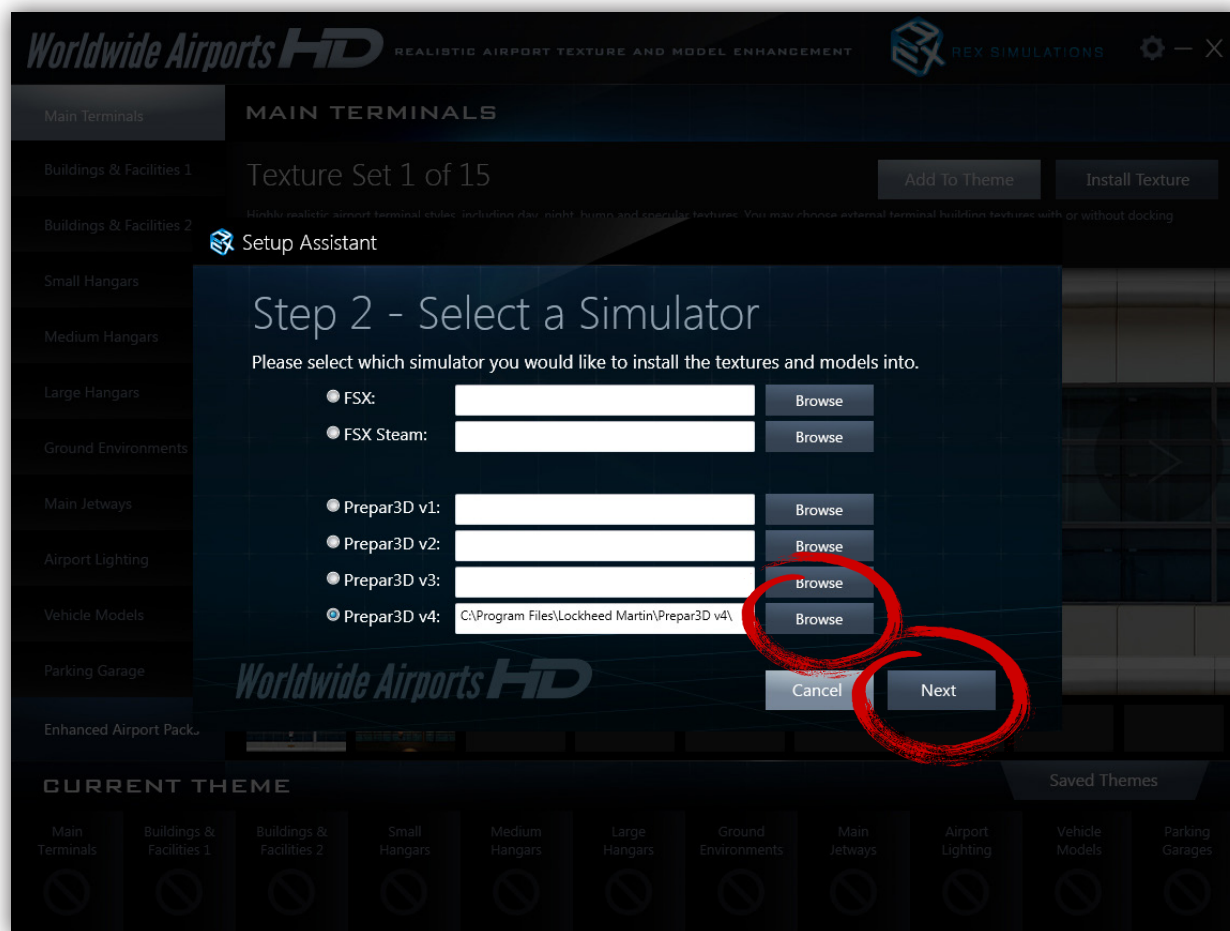

Figure 2.2 – Select a Simulator

! 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).
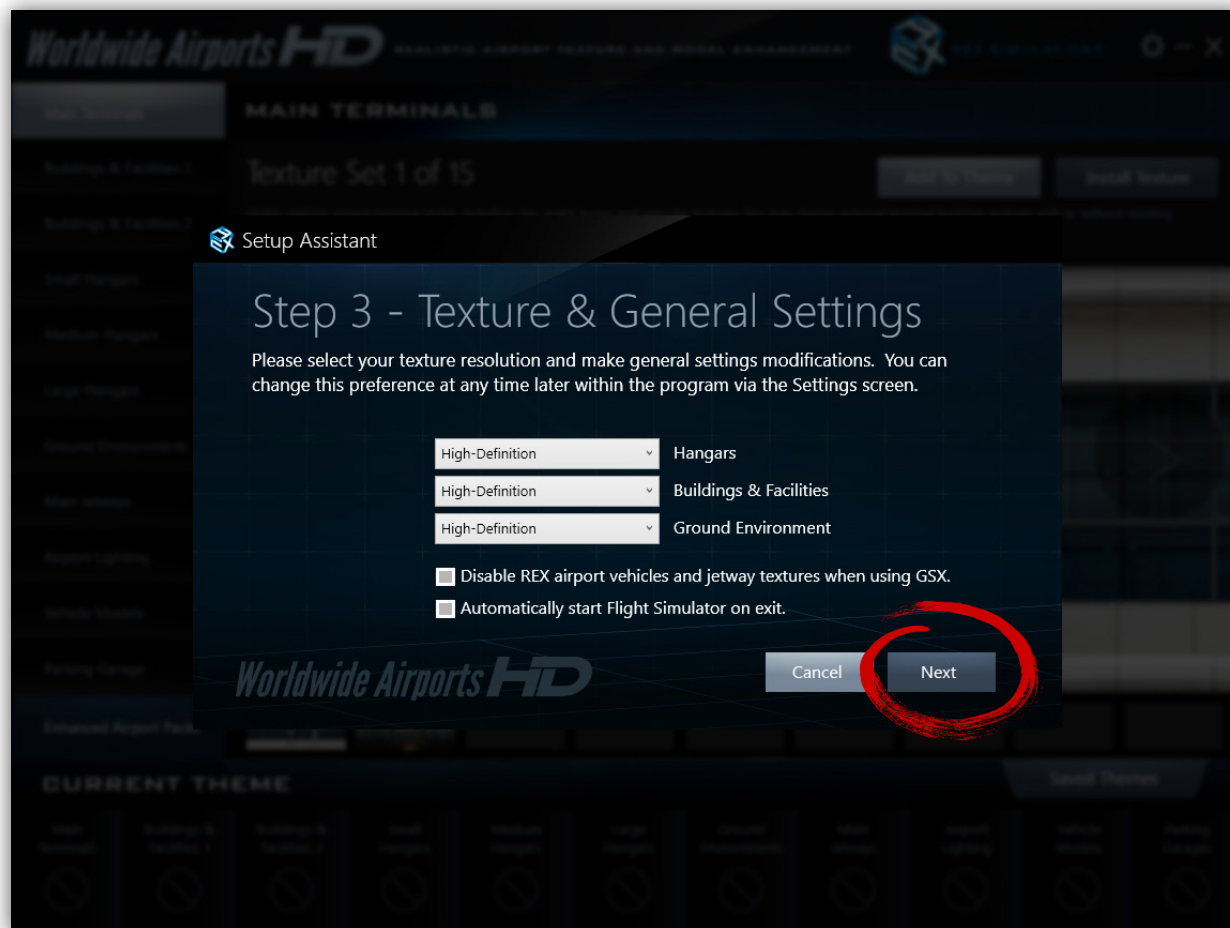
Figure 2.3 – Texture Resolution

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

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.

Step 4 - Thank You!

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

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).
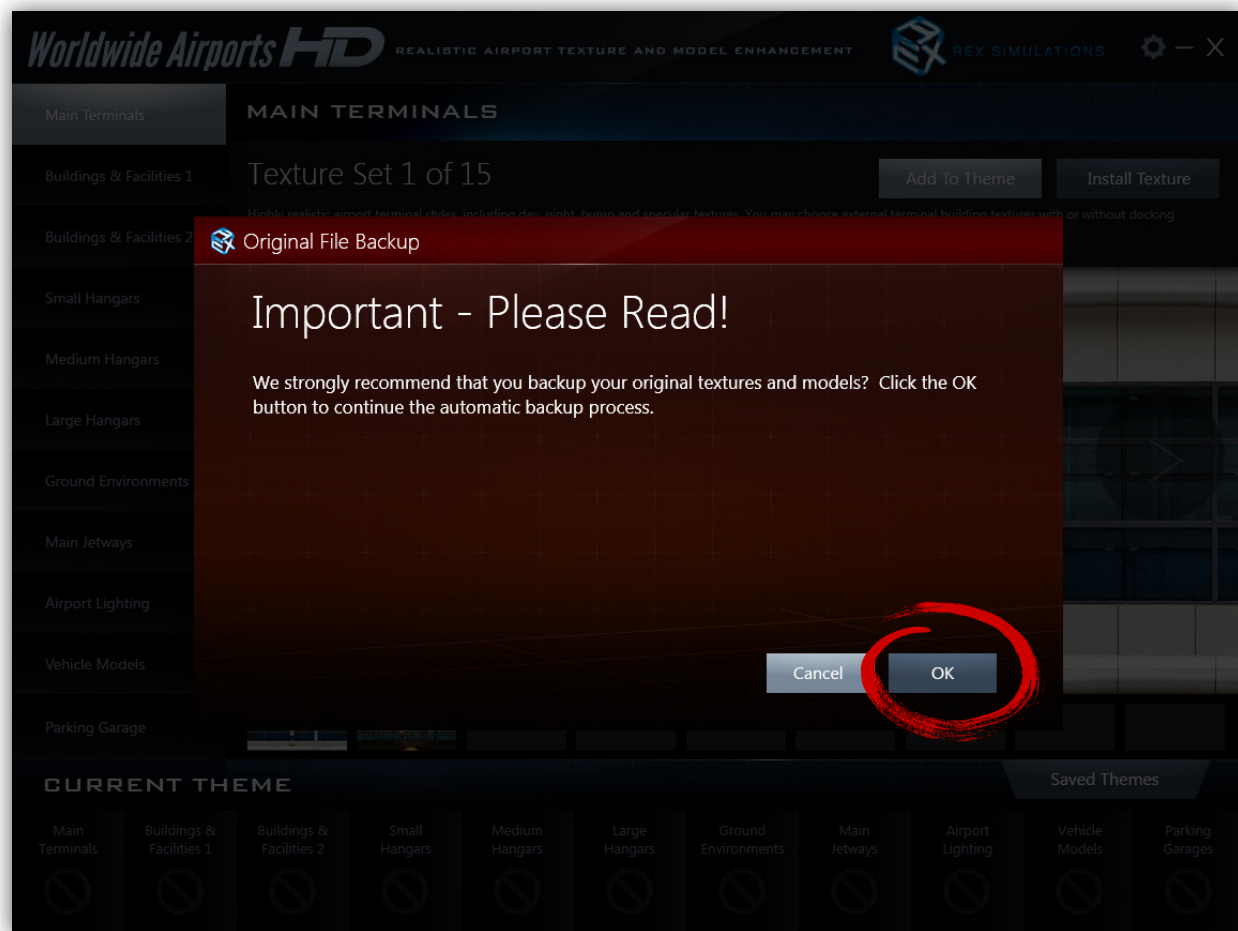
Figure 3.1 – Original File Backup

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.*

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.

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.

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.
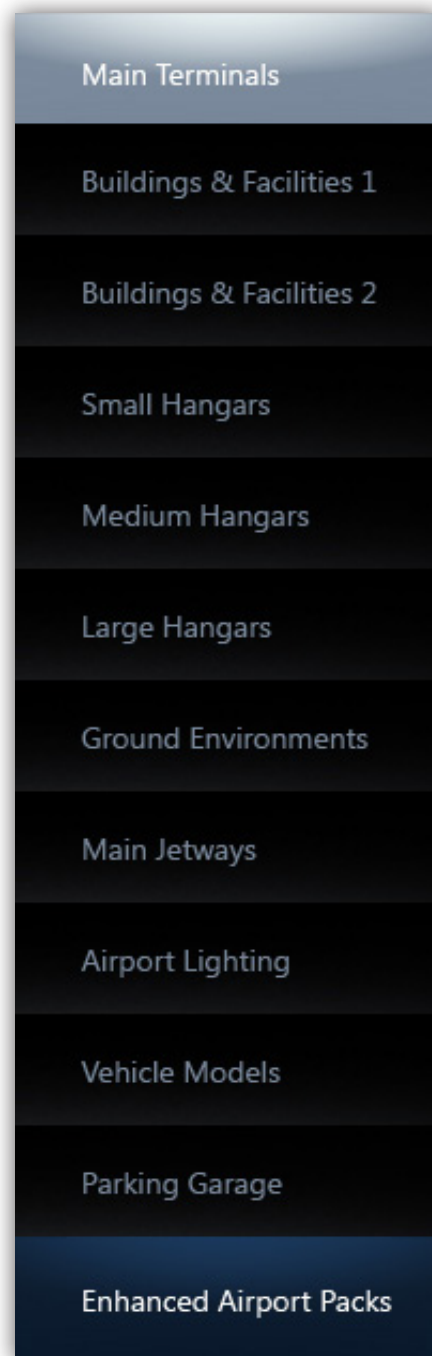

Figure 4.3 – Main Category Selections

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.
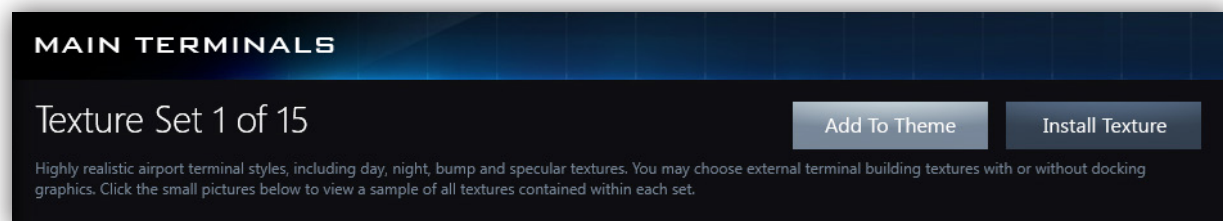

Figure 4.4 – Category Header

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.
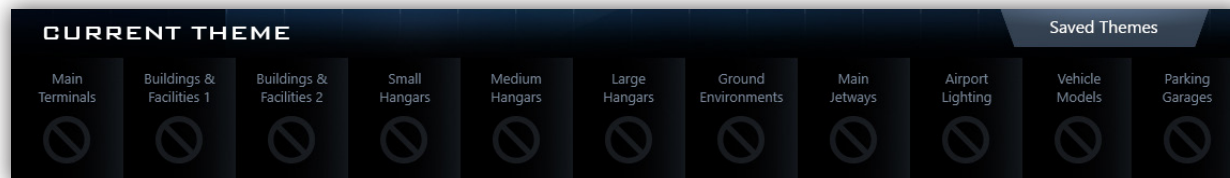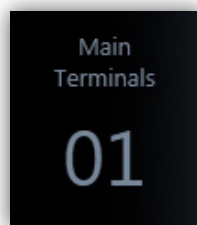

Figure 4.6– Current Theme

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 add-ons will not be overwritten, only default airports.**
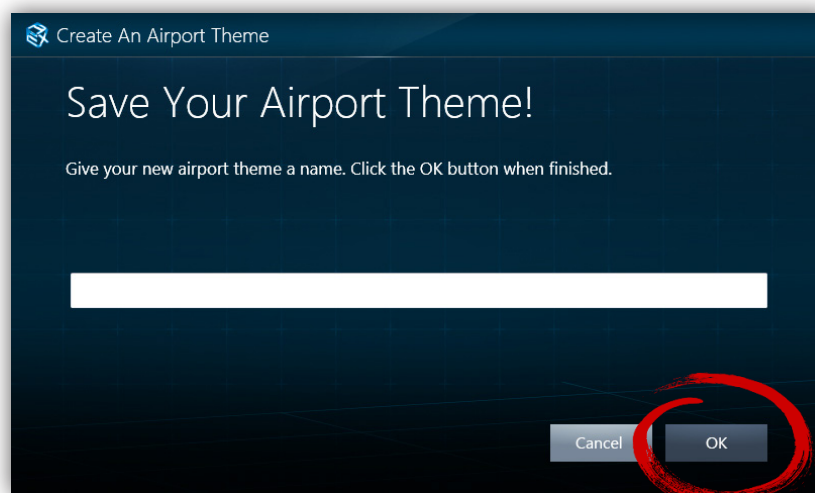

Figure 4.8 – Save your Theme

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.
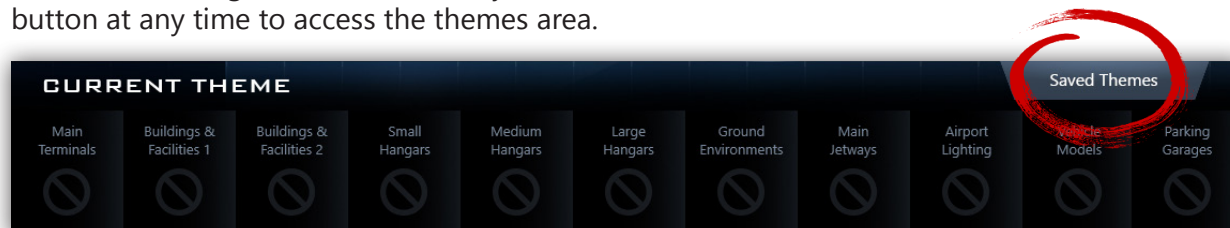

Figure 5.1 – Saved Themes Button

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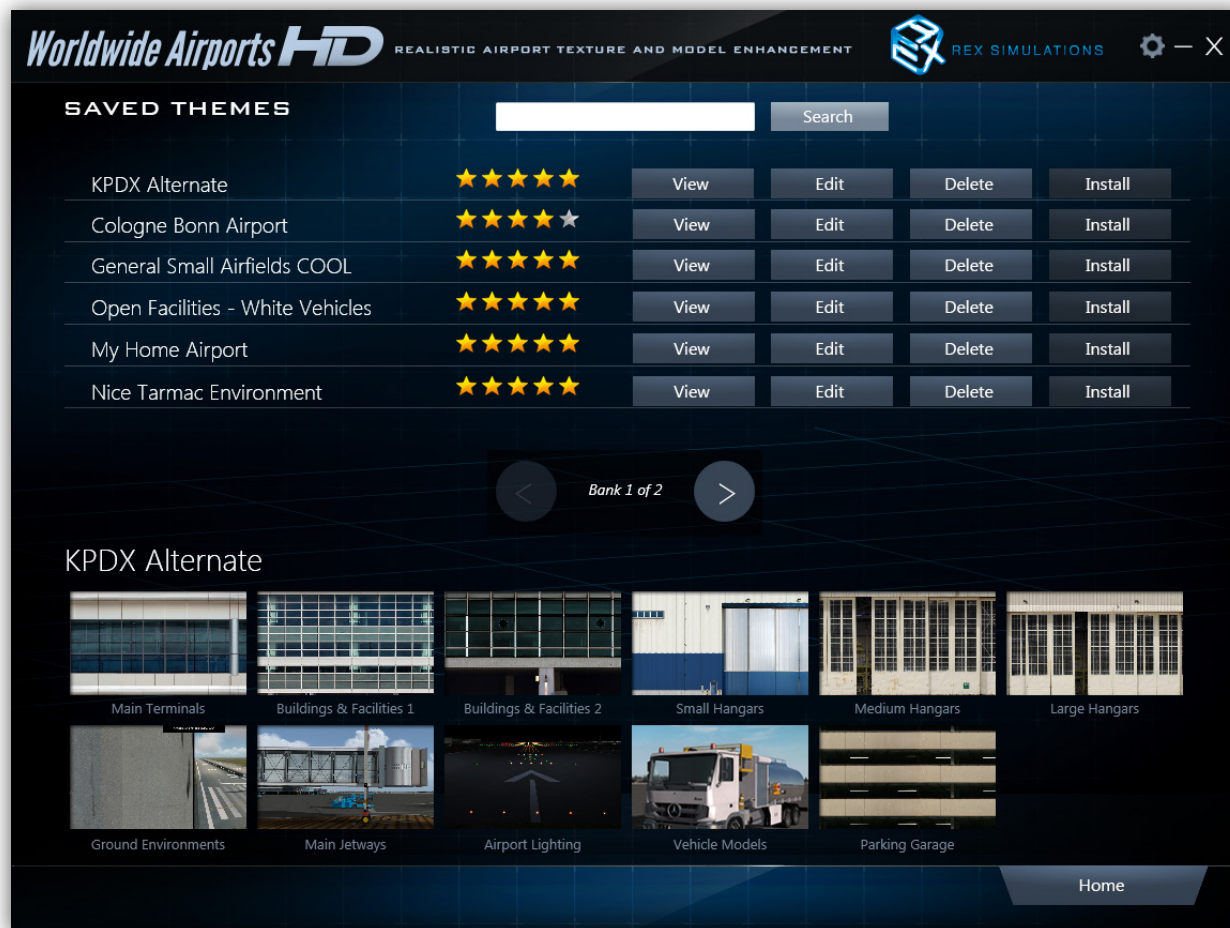

Figure 5.2 – Saved Themes

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).

Figure 5.4 – Ratings

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).
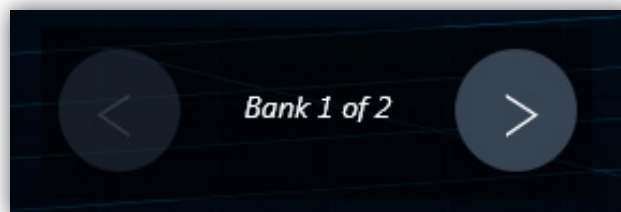

Figure 5.5 – Navigating Banks

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.
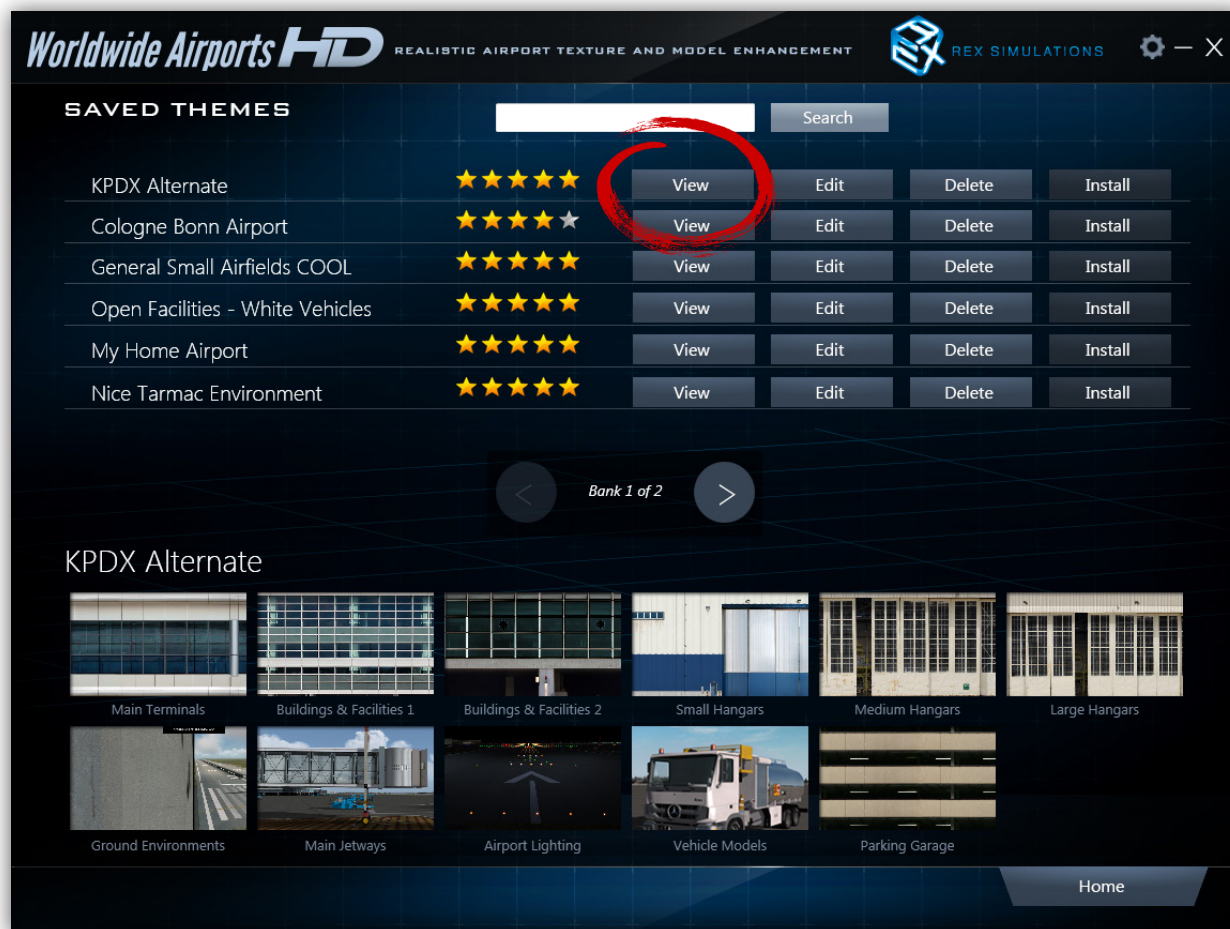

Figure 5.6 – Viewing a Saved Theme

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.
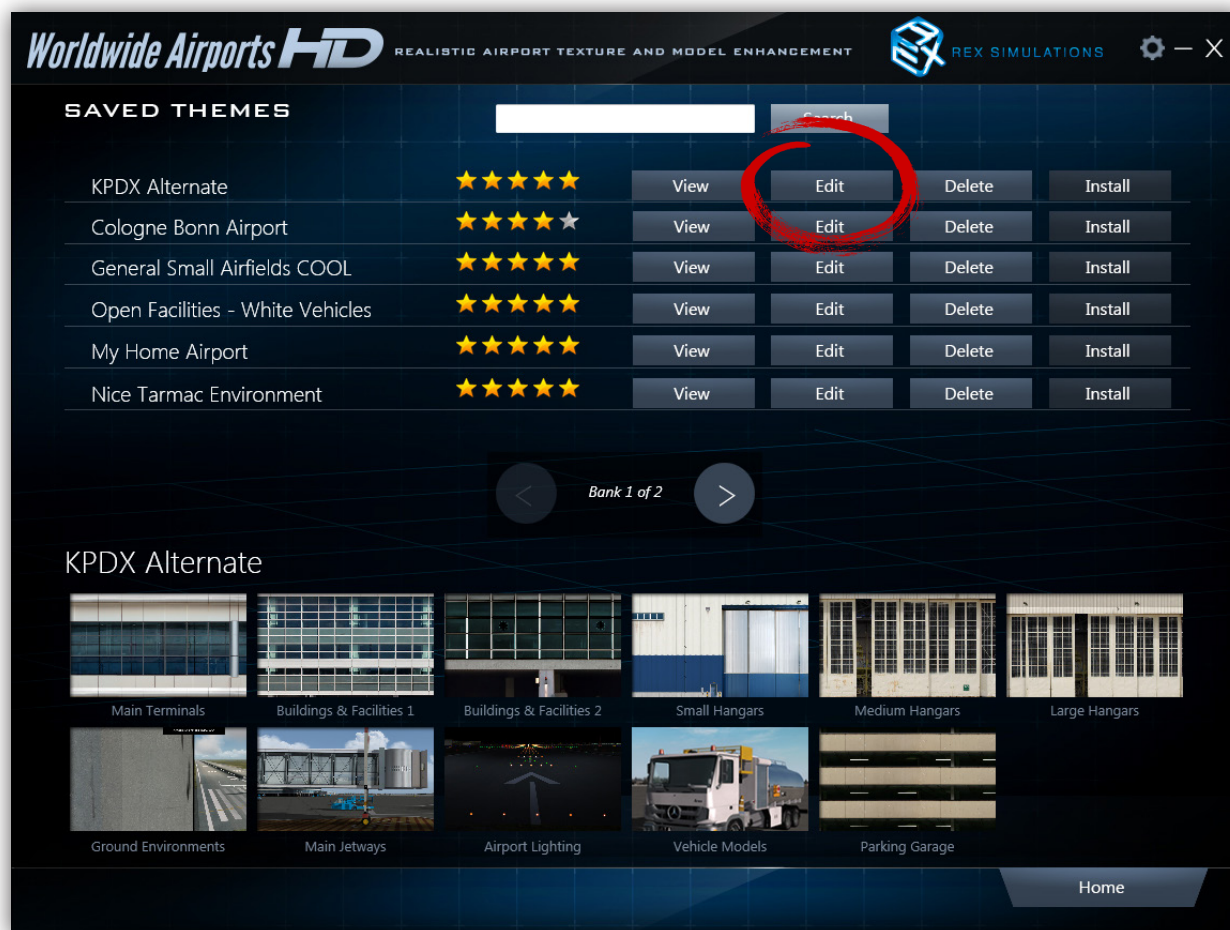

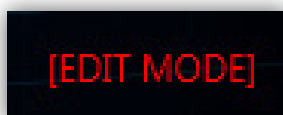*Figure 5.7 – Editing a Saved Theme*

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.
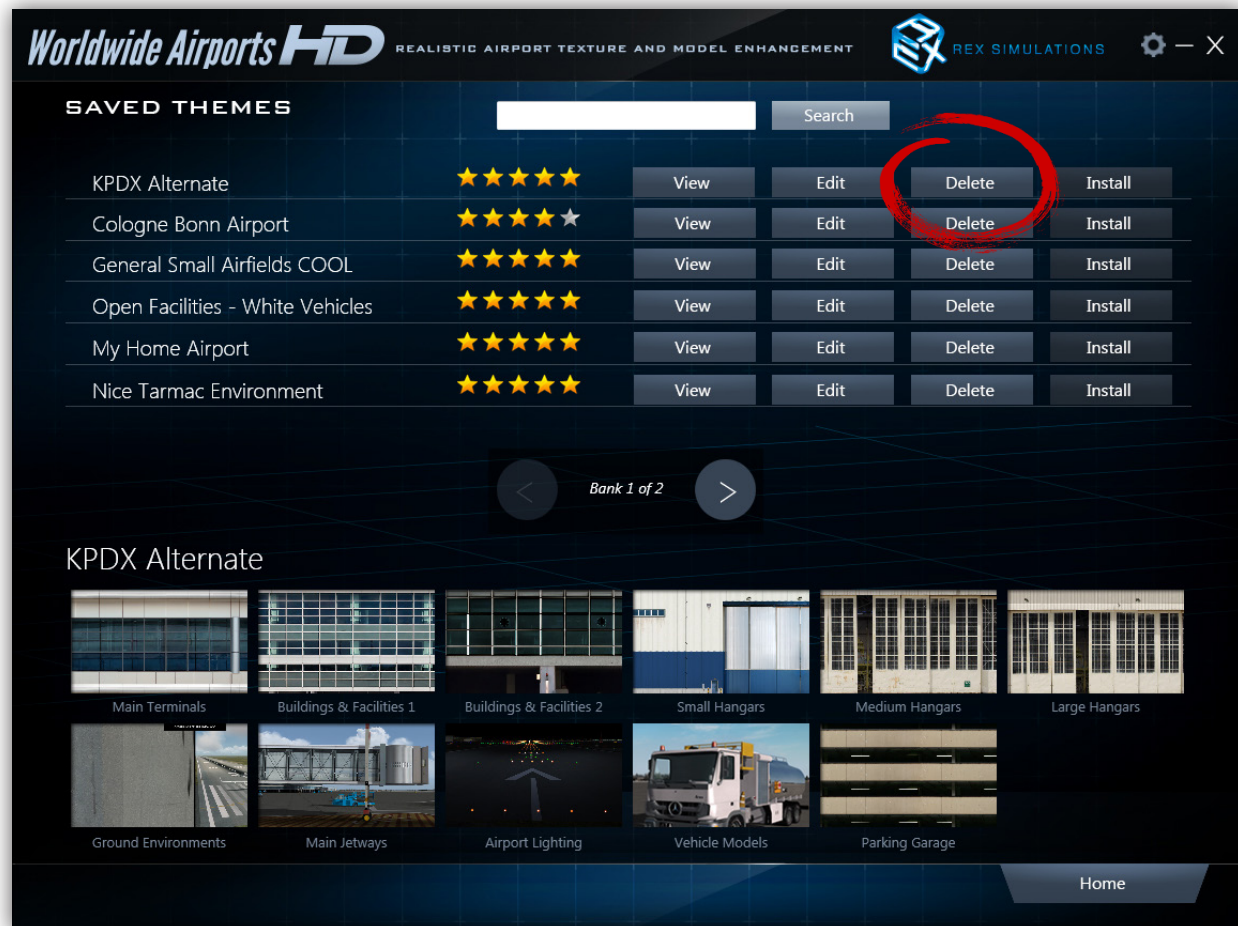
Figure 5.9 – Deleting a Saved Theme
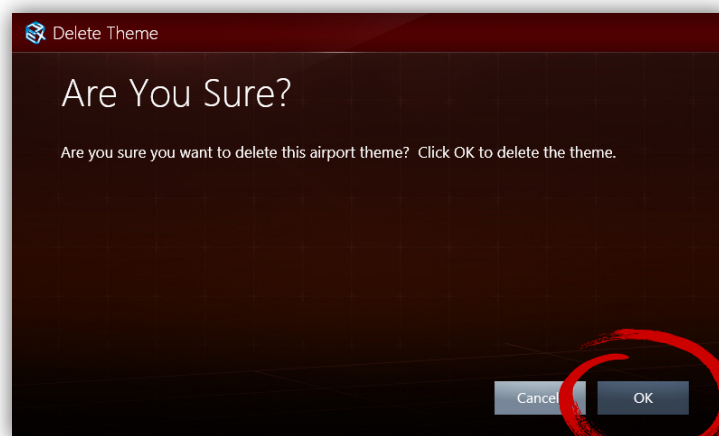
Figure 5.10 – Removal Confirmation

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.
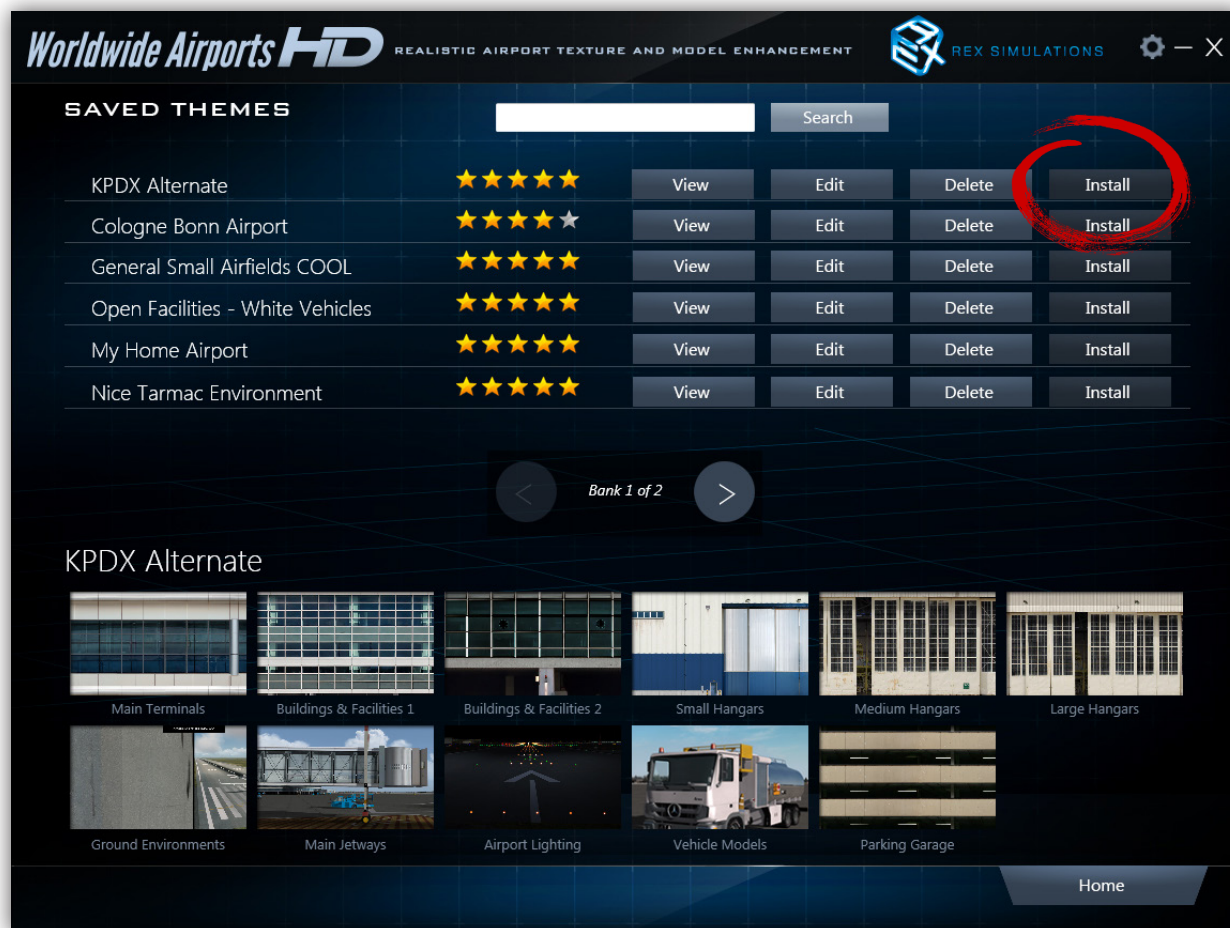
Figure 5.11 – Installing a Saved Theme
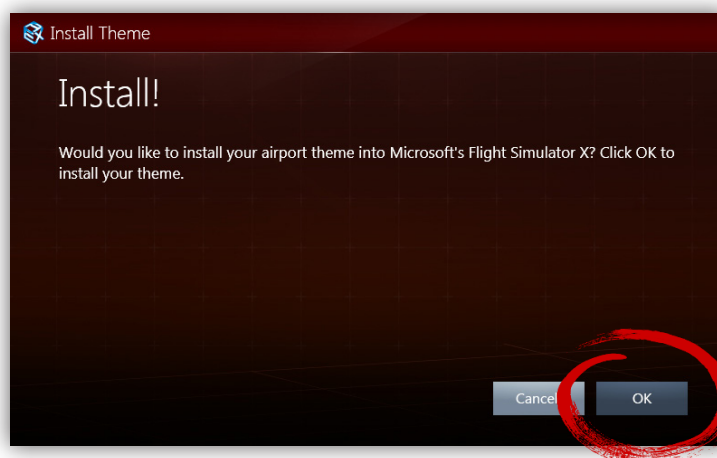
Figure 5.12 – Installation Confirmation

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).
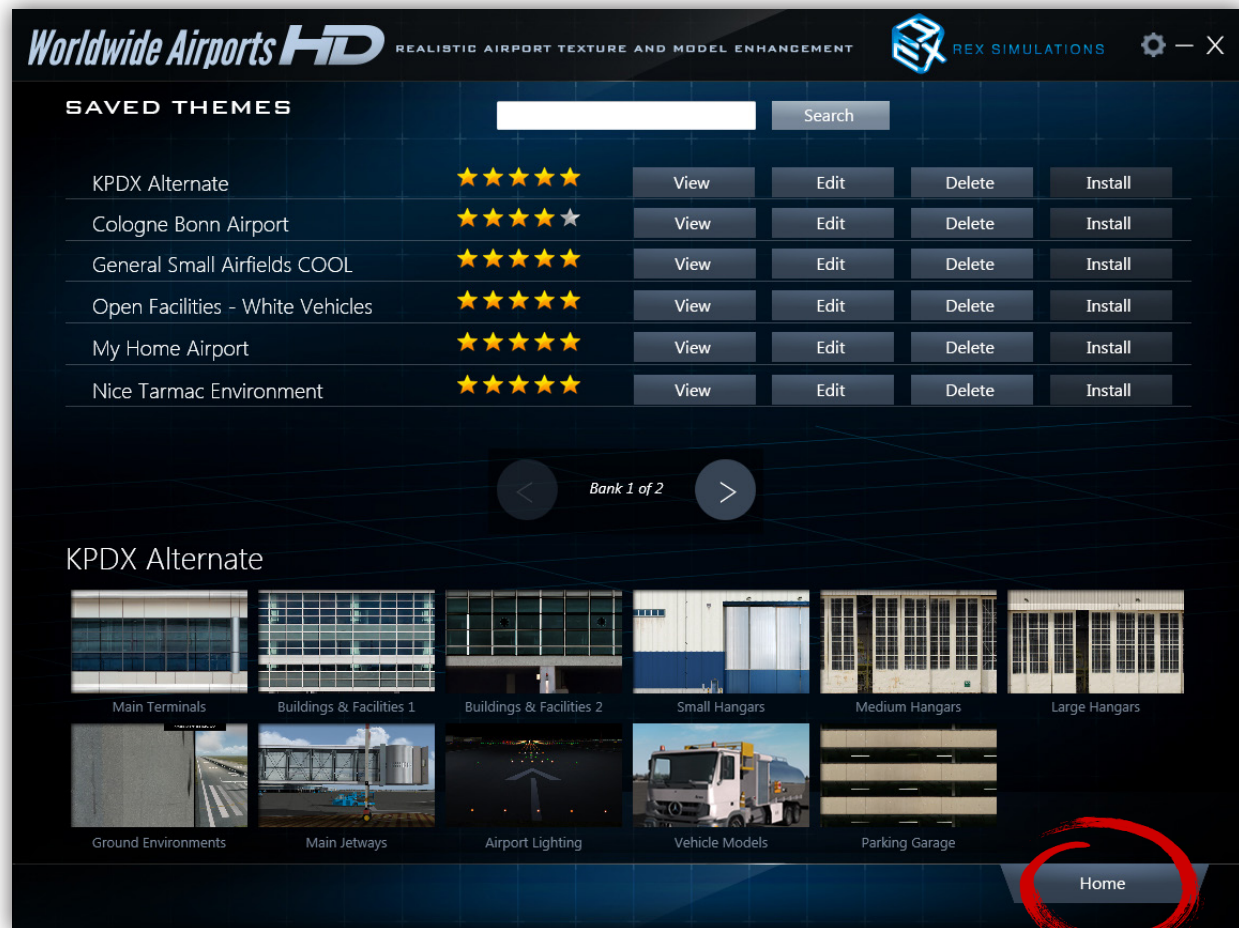
Figure 5.13 – Navigating to the Home Screen

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.

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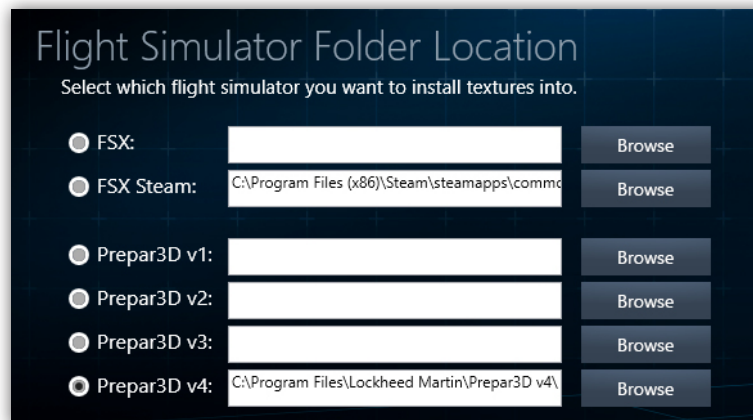
Figure 6.2 – In this example, Prepar3D v4 is set as the simulator to receive REX Textures

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.

Figure 6.3 – Backup

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**.
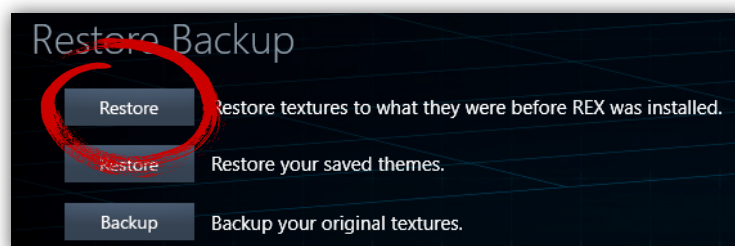
Figure 6.4 – Restore originally backed up textures and models

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!**
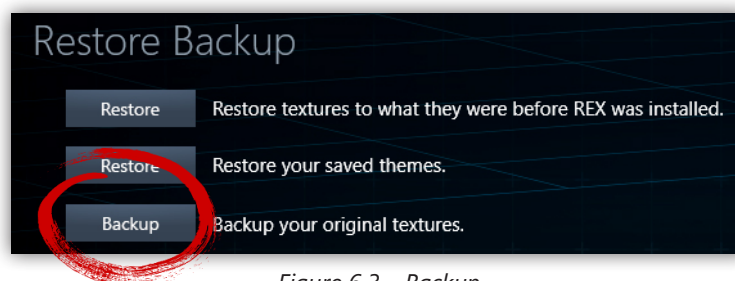
Steps to restoring the texture theme database:

1. Select **RESTORE** to restore the backup of the texture theme data.

2. Select **OK**.

3. On successfully updating, select **OK** to continue.
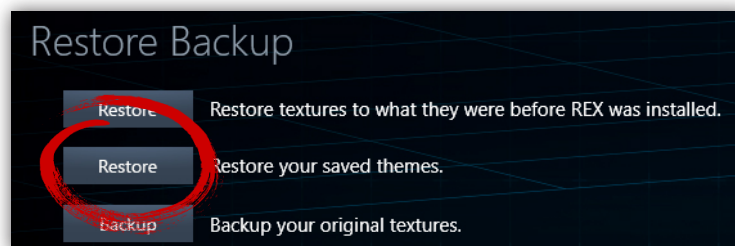
Figure 6.5 – Restore Saved Themes

!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.
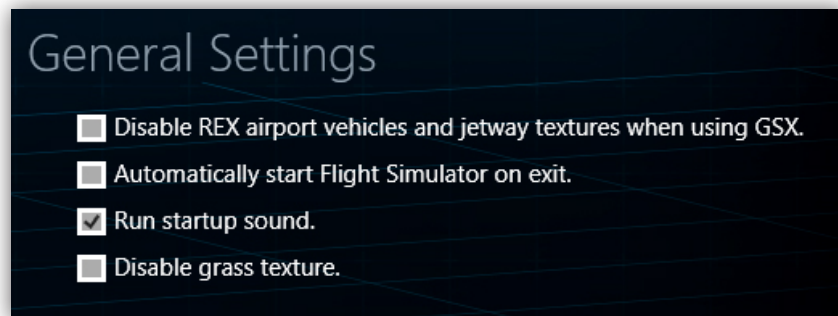
Figure 6.6 – General Settings

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!**

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!
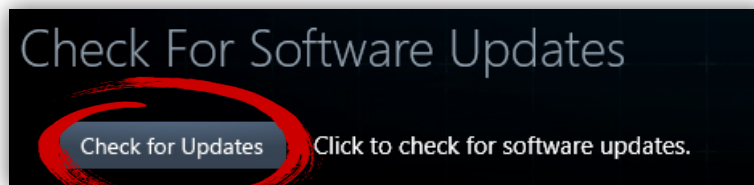

Figure 6.8 – Checking for Software Updates

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.
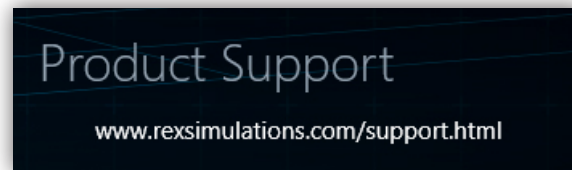
Figure 6.9 – Product Support

> **! 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.

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.
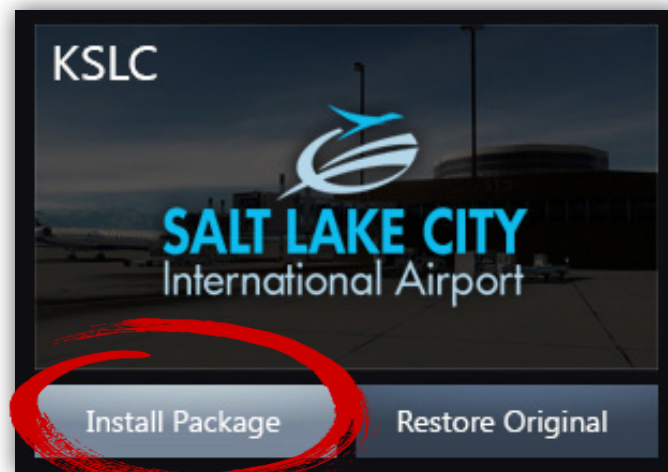

Figure 7.2 – Airport Pack Available for Download/Installation

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.
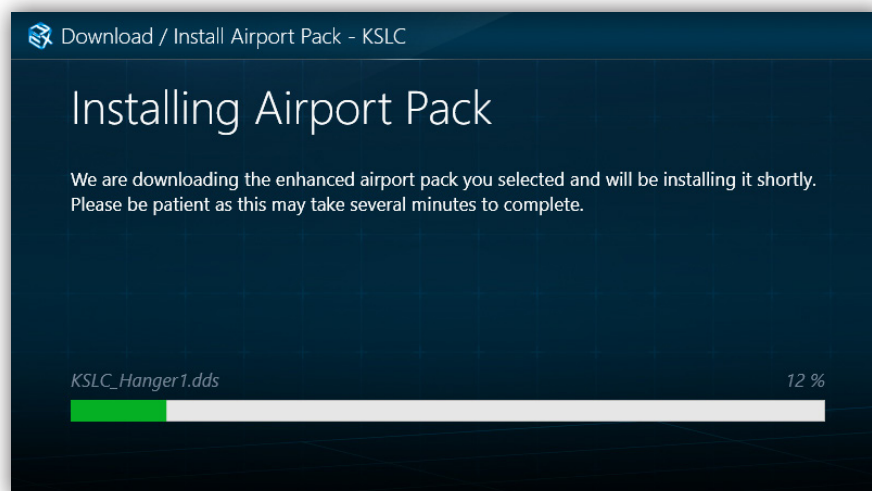

Figure 7.3 – Status of Downloading/Installing Airport Add-On Pack

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).
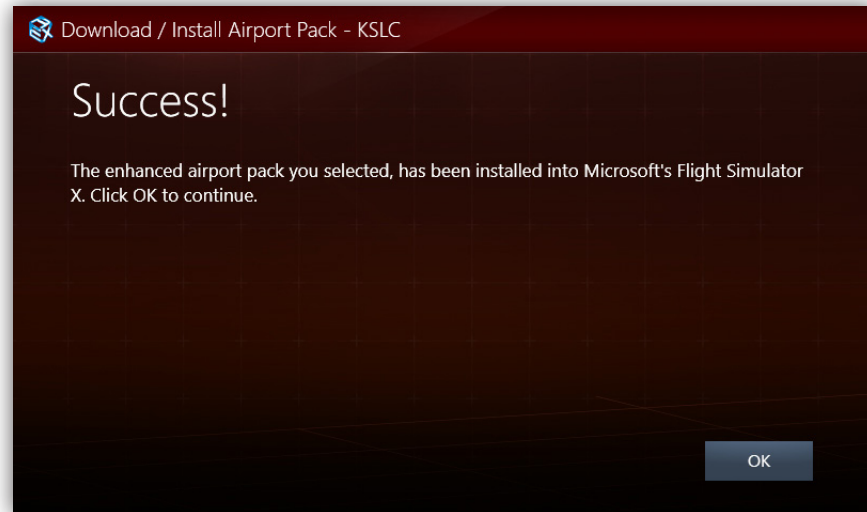

Figure 7.4 – Successful Airport Add-On Download/Installation

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).
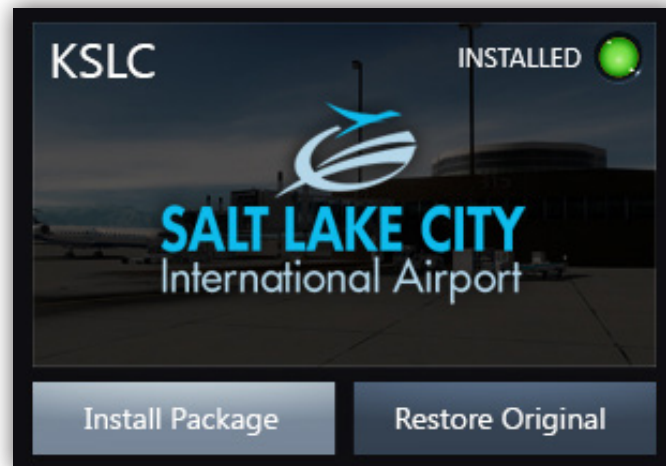

Figure 7.5 – Confirmation of Installed Add-On Airport

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.
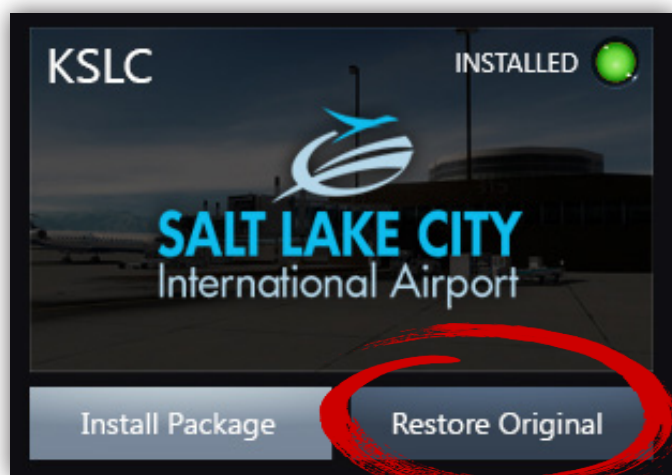

Figure 7.6 – Airport Pack Installed

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.*
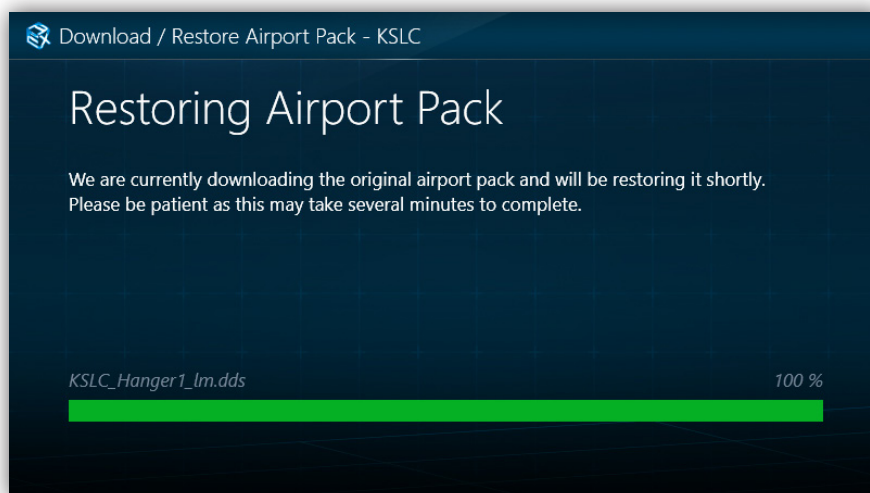
Figure 7.7 – Restoration Process

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).

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:
http://rexsimulations.com/support.html

END-USER LICENSE AGREEMENT

End-user license agreement for REX Worldwide Airports HD, for Microsoft Flight Simulator X, FSX: Steam, and Lockheed Martin PREPAR3D®
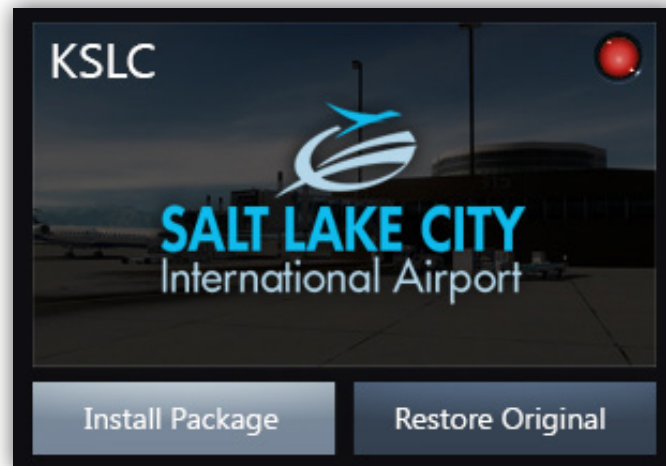
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