Review of

REX SkyForce 3D – Total Atmospheric Immersion

Created by REX Game Studios

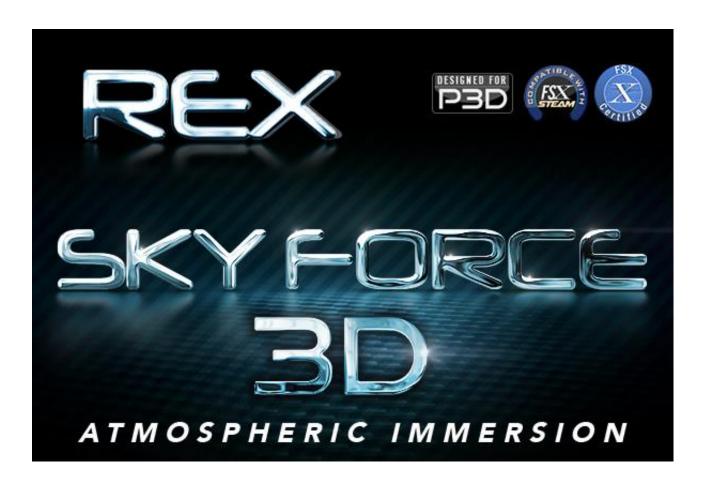
Intro

My name is Raymond Andersen and some of you might know me better as Rays Aviation – I have had the pleasure of testing the new Sky Force 3D – Total Atmospheric Immersion created for the Lockheed Martin Prepar3Dv4 platform by REX Game Studios.

The Sky Force 3D is a program that completely upgrades the weather, the clouds and the various effects in your simulation platform, thereby increasing the realism and your experience of flying your favorite aircraft on your preferred sim-platform.

The version that I have tested and which is covered by this review is the version created for the Lockheed Prepar3Dv4 platform, meaning a 64-bit platform however; the Sky Force 3D is also compatible with older 32-bit platforms like FSX, FSX;SE and the previous versions of Prepar3D.

This review will cover my experience and my opinion of this program and I will try to go through as many features as possible to give you the best overview of this program. Enjoy the read.



I downloaded the SkyForce3D directly from the download servers at REX Game Studios. The entire download file is a huge file of 4.61GB however; the download was completed after just a few minutes due to a superb connection to the download server where I could utilize most of my own download speed of 120GBit/second. I found no issues downloading such a huge file and I had no interruptions or similar.

Installing the program was very easy – simply just click the icon and follow the instructions set by the installation wizard. Before activating the installation wizard you should remember to read the 'read me file' – the info there can save you for some later issues and headaches so therefor I of course read the file first. Basically the information is that you should not install the REX SkyForce within your primary flight simulation folder as that could cause issues, so I instead choose to install the software on my E:\ drive since that is where I have all my add-ons installed. This drive is of course manually selected by the simmer and you can select whichever drive you want as long as you have the rights to use that drive.

Installing the SkyForce3D software actually went quite fast – about 3 minutes or so and the entire installation was completed. The installation file now filled up a whopping 30.8GB, so that is indeed a gigantic number of data. Please do be aware of this before installing on a computer with minimum available space.

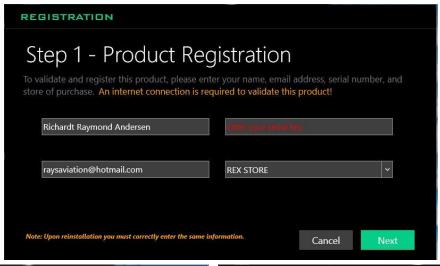
The installation process consists of 5 major steps – Step 1 is the product registration which needs to be completed before being able to move forward. Second step is to select which default flight simulator you want the SkyForce to support – here I of course selected the option with P3Dv4, but you can also select the older versions of P3D as well as FSX and FSX Steam.

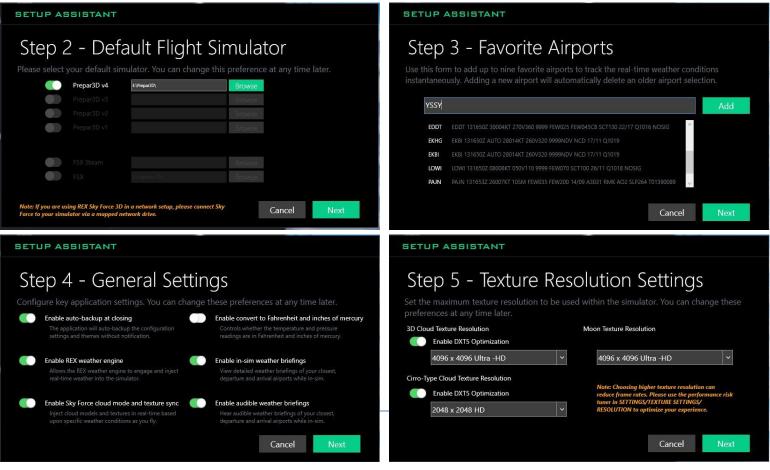
Step 3 is to create a list of your favorite airports – this enables you to instantaneously track real-time weather conditions for the included airports in that list. You can add up to nine airports in total, and when you reach nine and enters number ten, then one airport is automatically deleted. If you don't fill out this step during the setup process, then do not worry because this can also be completed later as well as altered at any given time.

The step number 4 is general settings – here you have various options to either enable or disable as e.g. REX weather engine and auto-backup etc. and the final step is step number 5. In this step you specify the texture resolution for the 3D clouds, the cirro-type clouds and also the moon. 3D clouds and the moon textures can go up to 4096 x 4096 meaning ultra HD whereas the cirro-type clouds are limited to 2048 x 2048. Please do be aware that the higher setting you set here will impact your computers performance and could cause flickering if your computer comes a bit short. If the computer comes short I would certainly recommend decreasing these specs a bit. My test was performed on max settings with a Asus GeForce GTX980 Strix OC 4Gb graphic card, an Intel CoreTM i7-4790K 4x4.40GHz and 32Gb DDR3-2133 HyperX Beast RAM from Kingston, and I did encounter flickering when flying in very detailed weather over a high resolution ground area and with speeds faster than Mach 1. This just as a reference.

There are no 'auto-find' the correct installation folder which you normally see when installing sceneries or aircraft add-ons, but that is quite understandable since you actually are recommended not to install in the primary flight simulation folder.

After the installation is completed you will now find both a desktop icon for the program as well as a PDF manual/guide. The guide is a very comprehensive 91 page manual/guide that contains a variety of information like Important Info, Compatibility, Installation, Procedures, Recommended settings etc. I would suggest reading closely on subjects that are important to you, but reading the complete guide will take quite some time even though the guide is an easy-to-read guide.

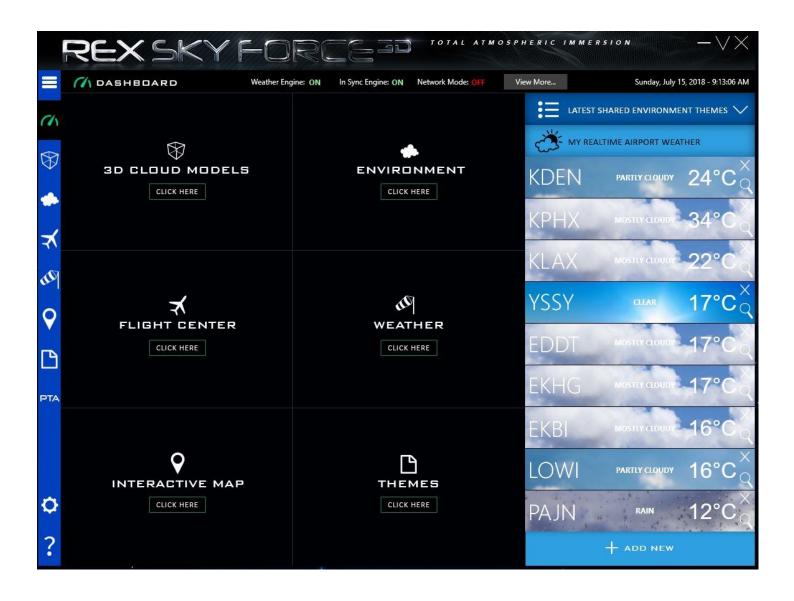




When you start up the SkyForce3D the program opens up a quick-start menu as default – this can be disabled if you would rather go directly to the main dashboard, but I kept it as a start-up menu that can just be closed if I want to go into a deeper and detailed setup. The quick-start menu features a direct entry to 'Randomize', 'Customize', 'Flight Plan' and 'Settings' – which all are areas to quickly get the program set up in only specific areas and then go flying.

Going to the main screen of the SkyForce3D you will find a nice dashboard where you can navigate around the various features and options together with getting your immediate update on the selected primary 9 airports.

You can select one of the six main areas by clicking on the center of each entry or you can use the additional selectable icons in the first column (the left blue column). From this dashboard you can navigate to all corners of this program – me personally I normally use the left column because here you have additional features that you can customize however, most of the general settings etc. you do not have to change often as e.g. the texture resolution etc. which is quite static when you first have found the correct setting that fits your system and your desire.



To take you though the various parts and screens of this program I will start with the blue column and start with the icon number 1.

Clicking this icon folds out the blue column so that there are a header for each icon and that's about it. You can fold out this column at all times and it will be visible on top of the other screens.

Next icon which looks a little like a speedometer in a car, is the icon for the dashboard as you know it and can see on the image above.

→ Icon number three from the top is the icon for the 3D cloud models – in this area you can manage the 3D cloud model and settings within a limited range of options.

→ Icon number four is the cloud and that is the icon for the environment where you can select specific type of clouds to be installed – here both 3D and cirro-type. Here you can also customize the day-cycle, the sun and atmospherics, the moon and phases, Lightning effects and sounds.

Next icon is number five and is a plane. This icon represents the flight plan which can either be imported from a local drive or downloaded from the REX community 'cloud' server.

→ The number six icon from the top is the windbag – this will give you a very detailed schematic of the weather at a selected airport with data as dew point, temperature, weather conditions, latest Metar or TAF, pressure, visibility, wind, direction etc.

Next icon is number seven and features an interactive weather map function and which in great detail can display a comprehensive weather map with selected options and hereby provide crucial information about the flight.

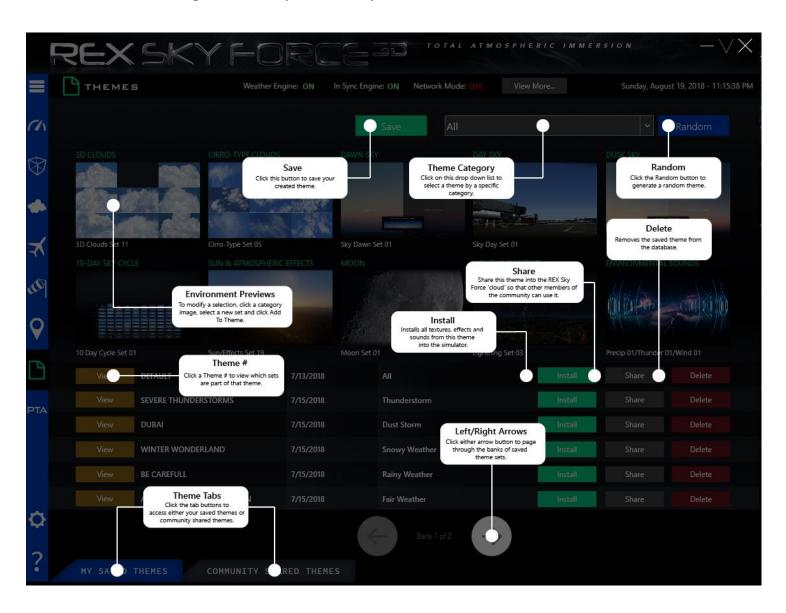
→ In the SkyForce3D you are also able to create themes and this is exactly what you can do in the next icon. This icon opens up for the themes area where you can save your own themes or import shared community themes from fellow simmers – really nice idea.

The 'PTA' icon takes you to an area where you can select a specific 24-hour circle theme with a list of default themes. Do be aware that this can be in conflict if you have selected a specific

sky-texture as they are automatically matched and installed with the PTA – this warning is also written in the top of this area.

→ This icon is a standard icon and it also represents in this program the general settings. It is not just the settings for the flight simulation platform or the textures, but it contains all the specific settings covering everything from general settings to weather specific settings as well as texture settings etc. There are several entry points to unique areas within the SkyForce3D from this area.

→ Of course there is also a help function – this icon does not open up for a specific area but adds an overlay of help in form of text boxes that are unique for whichever area you are viewing. E.g. looking at the themes area and clicking the question sign you now get a detailed description of the menu points within this specific area, whereas if you were viewing the environment area a different overlay would be visible. This way of help that are linked to the specific view is really a nice detail and a superb idea. Very user friendly indeed!



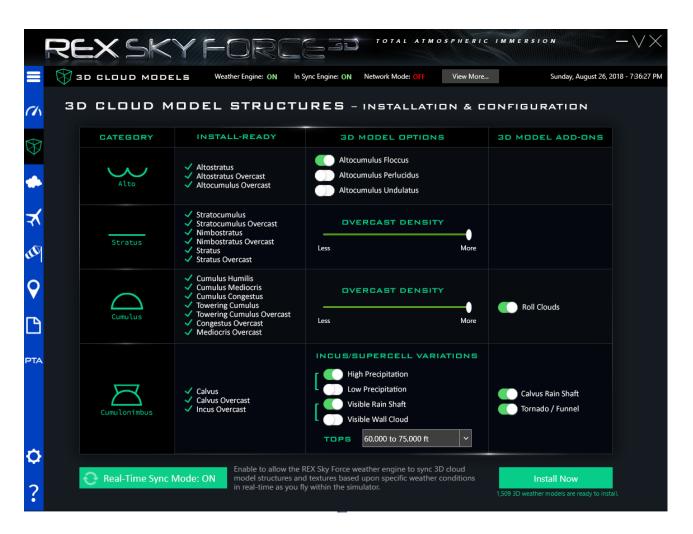
The 3D Cloud Models page is the area where you can select a specific structure for your flight simulation experience. The categories here are Alto, Stratus, Cumulus and Cumulus-Nimbus and for each category you have pre-installed sub categories where all are selected and cannot individually be de-selected.

For each category you have an option – the 3D model option where e.g. you can select the Alto to utilize either Floccus, Perlicidus or Undulatus or for the Stratus and the Cumulus you can control the density of the visuals. For the Cumulus-Nimbus you also have the option to select either a high or a low precipitation as well as either a visible rain shaft or a wall cloud.

Additionally you can also apply 3D model add-ons for the Cumulus and the Cumulus-Nimbus and hereby gain a more realistic effect from the 3D models.

Please do note that if you enable the 'Real-Time Sync Mode' you will need the SkyForce to remain open during flight or else the Sync will not be able to operate.

To apply the settings just click the 'Install Now' button and the selection will be installed to your selected flight simulation platform. The installation takes just a few seconds.



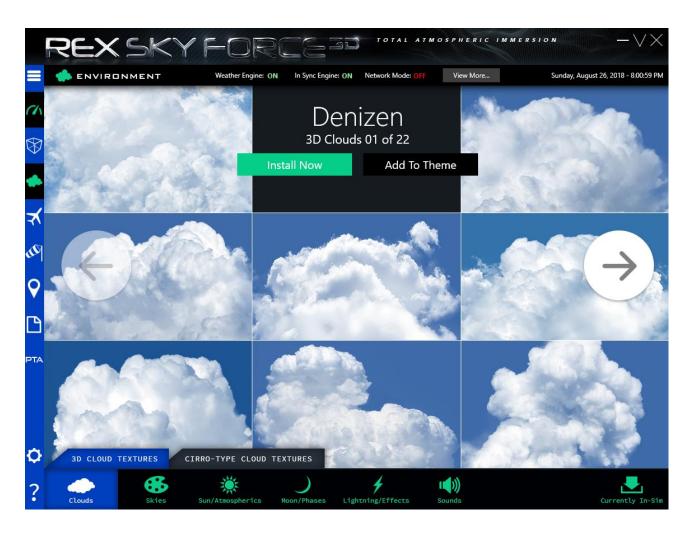
The environment area is certainly one of the more exiting parts of this program. Here you can select in great details the specific clouds / cloud-formations that you wish the simulator to visualize. Actually you can do a whole lot more here than just select the clouds – you have in the button of the screen additional areas to configure as the skies, the sun/atmosphere, the moon, lightning/effects and sounds.

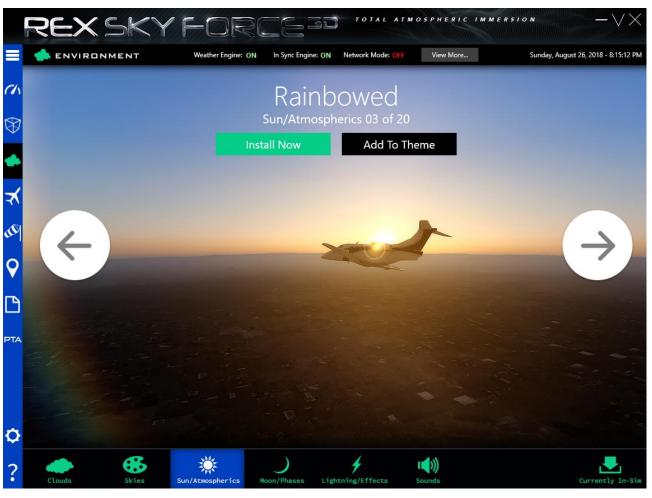
The 'Clouds' are divided into two sections, one is the 3D cloud textures and the other is the cirrotype cloud textures and yes of course I would recommend going through both. In the 3D cloud textures you have a whopping 22 pages each featuring 8 high resolution images of clouds. Which one you prefer is completely up to you, but your selection here will impact your flight simulation experience immediately.

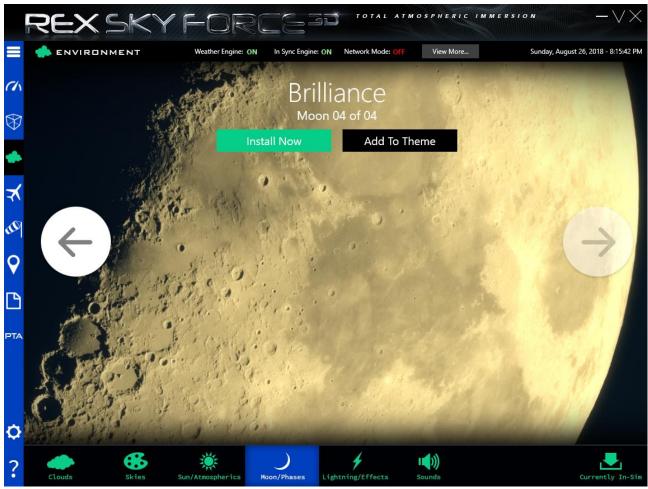
When you have found the texture you like the best, you can either install it or add it to a theme which will be described later. Clicking the 'Install Now' button will install the texture to the simulator and the installation is not a heavy installation and is completed within just a few seconds.

The same goes for the cirro-type cloud textures where you have 20 pages to select from however; these textures are for the higher located clouds like the feather clouds created from ice crystals (cirro-clouds).

The way the cloud texture selection and installation works as just described, also applies to the Sun/Atmospherics and the Moon/Phases. In total you have 20 options for the sun/atmospherics and 4 options for moon/phases meaning plenty of options to find the most interesting visuals for you.

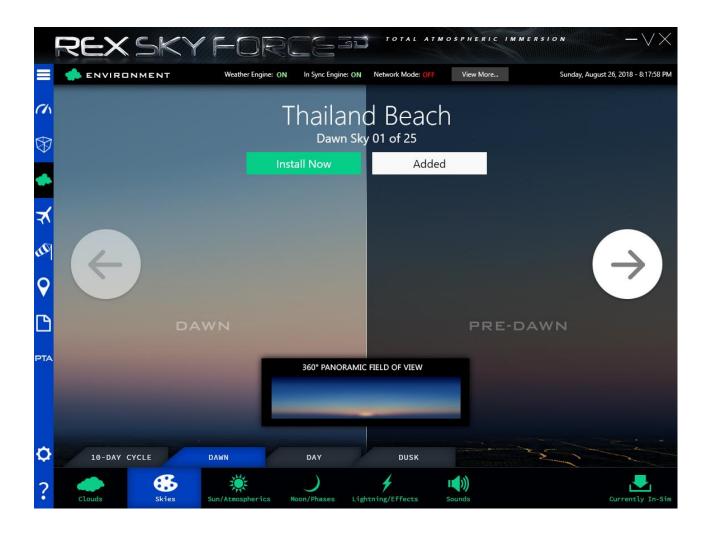






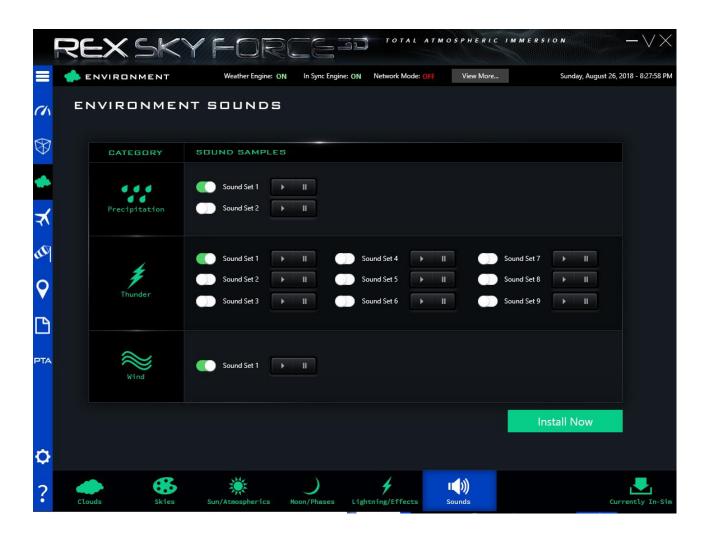
The 'Skies' part is actually a 10-day cycle where you have pre-installed two options, but you can also here select the Dawn, the Day and the Dusk to match your region or to be displayed as your favorite visual experience. There are 25 different dawns, 41 different days and 26 different dusks so again there are plenty of options to create the exact and most perfect experience for you.

Just click the header to go from dawn to day etc. and thereafter you can click your way through each option using the left and right arrow. To select and install a specific dawn, day or dusk just simply click the 'Install Now' and your selection will immediately be installed to the simulator within a few seconds. If you click the 'Add To Theme' button, then the selection will be added – in the pictures here below you can see that the name of the theme button has changes to 'Added' which states that I have already added this specific selection.

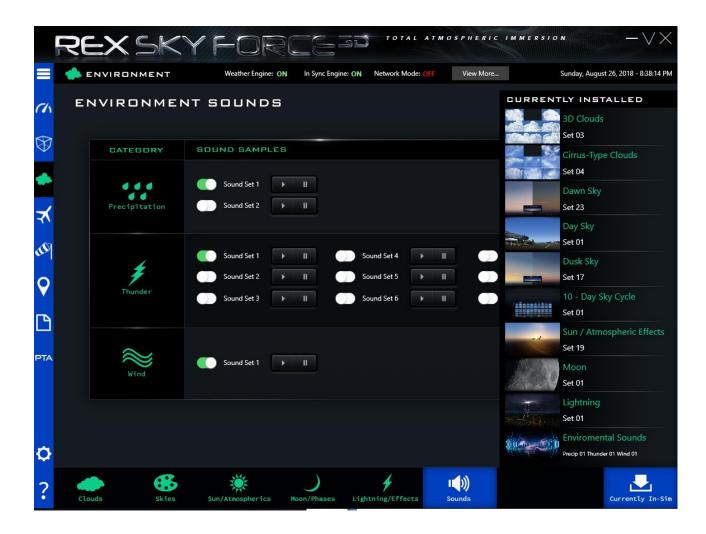


The next step is the 'Lightning/Effects' screen which enables you to select lightning and effects from 14 different options. How to navigate this screen and to select, install or add to theme works just as in the other screens – very user friendly I think, but this screen does also connect a bit to the last screen, the 'Sounds' where you are able to e.g. select a specific rumble for the thunder as well as a unique sound for the lightning and rain.

For the sound set of the thunder and lightning there are 9 different sound set. There are also 2 options for the precipitation sounds and also a single one for the wind. All sounds feature a sample which can be played individually. To select a specific sound just click the slider to on for the specific sound file. Of course only one sound set for each group can be selected and when the files have been selected, just click the 'Install Now' button and the files are quickly installed to the simulator.



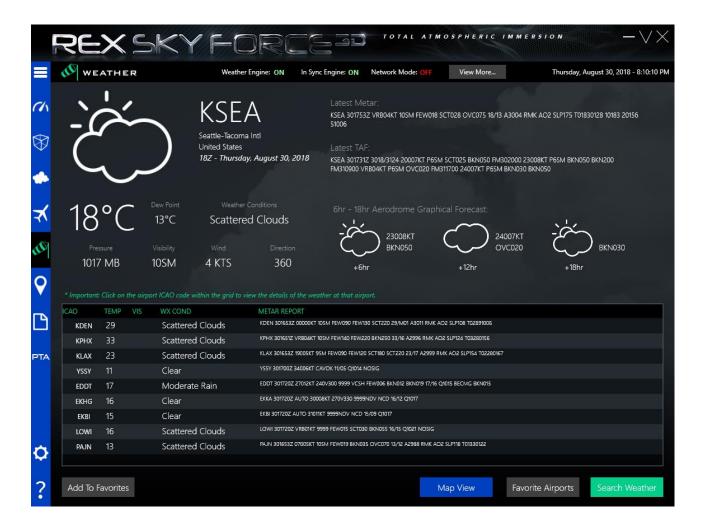
If you click the button 'Currently In Sim' a window in the right side opens up and displays the complete selection across all screens and areas. The display is all the selections marked with 'Added' instead of 'Add-To-Theme' and quickly give you an overview of what is already installed in the simulator. It also provides a quick overview to see if something is not installed or if there is a specific part that you would like to change.



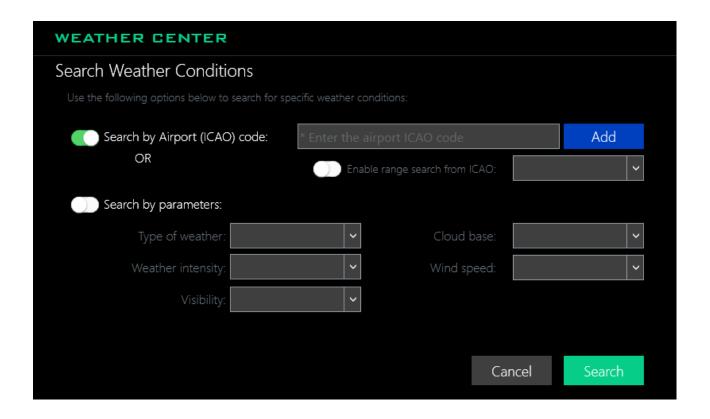
The weather page is a quick overview of the weather at your favorite airports showing the latest METAR and TAF together with a variety of specific weather information. Details for each airport is shown after clicking on the specific airport's ICAO code and furthermore you can also go directly to the interactive map-function from this page using the blue 'Map View' button located in the bottom of the screen, to use real weather as base for planning your next flight.

Details shown are the METAR and TAF but also the ICAO code for the selected airport, the date, the temperature, the dew point, weather conditions, air pressure, visibility, wind speed and direction together with a forecast for the next 6, 12 and 18+ hours. This is a very fun tool and also quite powerful in regards to displaying lots of relevant aviation information with a very user friendly interface.

Clicking the button 'Favorite Airports' reloads the list of your favorite airports together with all the linked weather conditions for each airport. In short this tool is simply a quick overview display tool and you are not able to make changes to the weather or similar here – you can use the information for flight planning or just for the fun and interest of how the weather is at your favorite airports.



Another fun part of this weather page is the 'Search Weather' button – using this button enables you to make a search for a specific airport using the ICAO code or making a search based on certain parameters like the type of weather, the intensity, the visibility, the cloud base and the wind speed – this is quite fun if you are looking for a flight in very specific weather conditions or if you would like to make a search of a specific airport that is not listed as one of your favorite airports.



If you are in doubt what the specific buttons or features do, then use the help function — the question mark in the lower left corner. This quickly provides you with all the various information about what you see as well as which functions are available on that specific page. (also previously described)

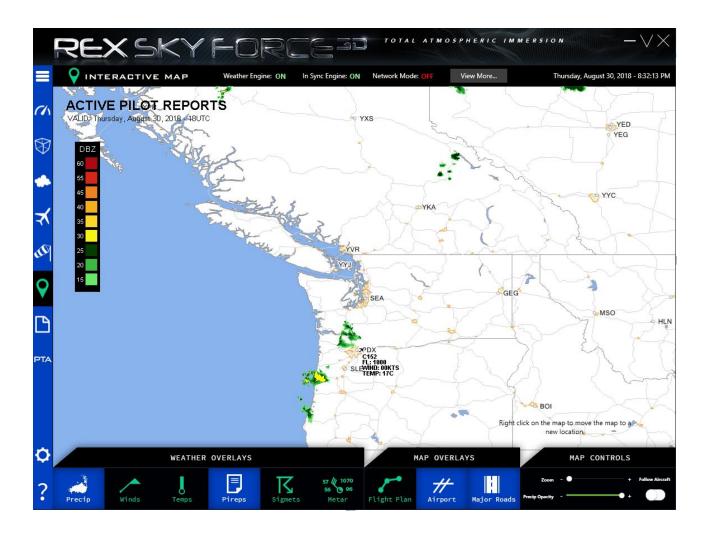


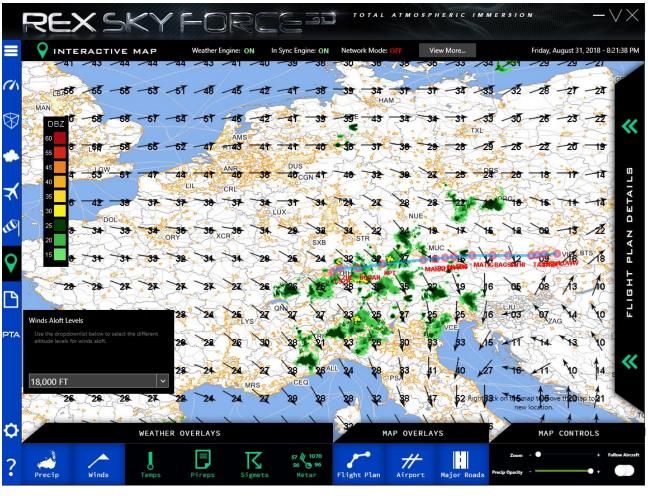
Moving on to the interactive map the program now provides a visualization of the weather conditions of the selected area. There are several additional options for the view on the interactive map, which can be controlled in the options in the bottom of the screen.

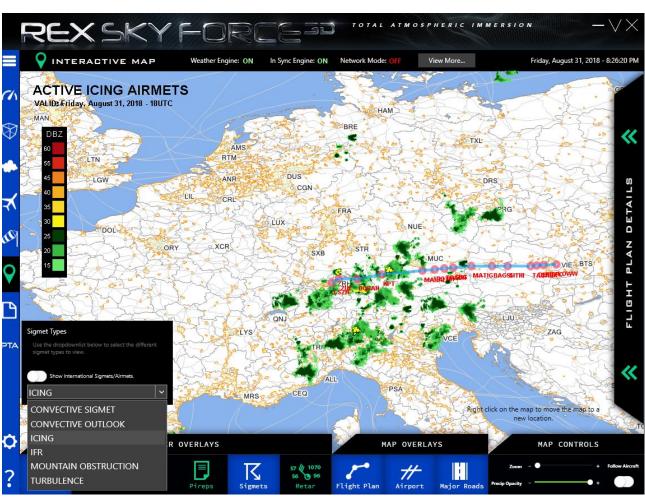
You can select a view on various specifics as e.g. the winds and temperatures where you can actually set a specific altitude and thereby see the patterns etc at that given altitude to compare with an e.g. lower altitude and now plan a perfect flight for the correct conditions.

The overlays on the map are divided into weather overlays and map overlays where the weather is everything in regards to the precip, winds, temperature, pireps, sigmets and the current information on the METAR. The map overlays are the flight plan if you have downloaded or added one, the airports and also major roads. There is also a few map controls in the lower right corner.

This interactive weather map is absolutely superb for visualizing a weather system as well as to make flight planning a whole lot more interesting, fun but also easier. You gain a grand overview and quickly see potential dangers much easier and quicker when the weather is visualized like this — I certainly enjoy using this interactive weather map greatly because I am personally also quite a weather nerd and do find this to be a powerful tool to support flight planning.





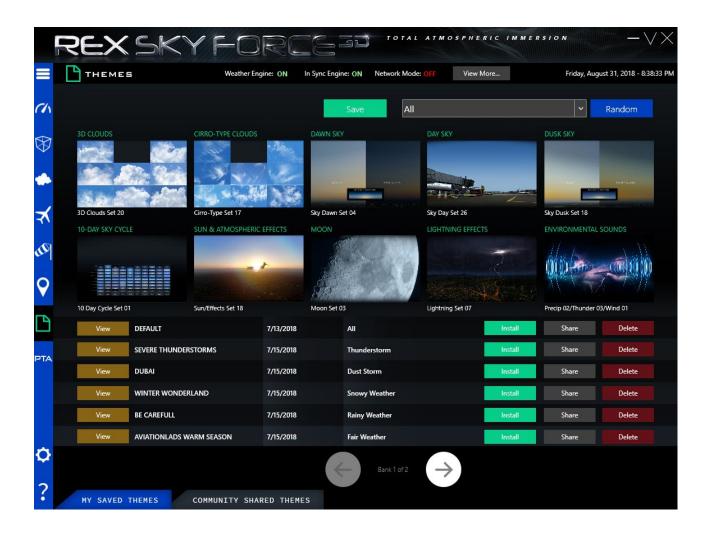


Themes – this is one of my favorite parts of this program and also something that I remember from previous versions. Here you are able to create or download community shared themes for your flight simulation experience. You can shuffle between all selectable in every area and aspect and thereby create very unique themes that will fit exactly to what you find to be the out most optimal visual experience.

You add your specific clouds, atmosphere, moon, lightning, environment etc and you can create multiple themes which you quickly can shift between. The installation for a new theme is just a few seconds so this absolutely provides great user friendly customization of the weather within the simulator.

When you have created a theme, you can either save it, install it or share it with the rest of the REX community. You can also 'Go Random' and let the computer do the selection.

There are two pages you can fill up with themes with 6 complete themes on each page meaning that you can have a total of 12 themes ready to be installed. If you want the details of each theme, you can just click the 'View' button and the details are displayed. You can also change the theme by clicking on e.g. the 3D clouds, the dawn, the moon or the sun/atmosphere etc. and now you are able to customize that specific theme by selecting a new input and click the 'Add to Theme' button.



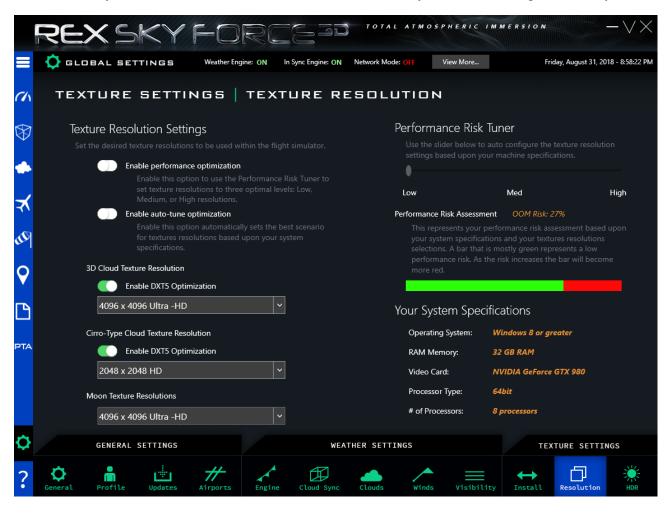
In the general settings menu you can change all background specifics and they are all divided into various sections. These sections can be selected using the icons in the bottom of the screen and are grouped in 4 different groups.

First group is the general settings which are the simulator platform and the path to it as well as backup configuration and various applications that can be enabled or disabled. You also here have your profile data, your settings on auto updates and notifications as well as your favorite airport list.

The second group is the weather settings which covers the weather engine, the in-sim weather briefings, the specifics regarding Fahrenheit/Celsius, cloud sync, turbulence settings, icing settings, the rendering of clouds, haze effect together with volumetric fog effect etc.

Group number 3 is the textures settings covering which kind of textures and effect to enable, the resolutions of the textures divided on 3D clouds, cirro and moon textures. The 3D clouds and the moon textures goes up to $4096 \times 4096 = \text{UHD}$ settings where as the Cirro-Type is limited to $2048 \times 2048 = \text{HD}$ setting.

Another great addition here is the Performance Risk Tuner with the Risk Assessment bar to provide the simmer with a very realistic and accurate idea of the OOM Risk. This tool compares the settings you have selected to your computers specification and calculates the OOM Risk which is when the computer cannot support the simulators needs and thereby fails. E.g. with my computers specs which are included in this review, and the lowest settings on the textures, the risk of a failure during flight is 13% - If I change the settings to be maxed out the new calculation states a risk of failure during flight of 27%. What this risk should be is of course up to you, but with a 27% risk of failure I still have only tried an OOM failure once and that was actually without the usage of the SkyForce.



This SkyForce3D is absolutely a great addition to the flight simulation experience. The enhanced 3D clouds with a max resolution of 4096 x 4096, really provides the simmer with a sensational and very realistic visual experience. On medium computers the program is still a very powerful visual experience with the lower resolutions as 2048 x 2048 or even lower if necessary.

The version that I tested was RexSkyForce_20180520_64bit / v.5.0.2018.0520 and the test was performed on P3Dv4.1 and P3Dv4.3. The SkyForce worked beautifully on both versions without any errors or failures etc.

The interface is very user friendly and easy to navigate. Simple selectable options and the help function created for each feature pages in the program are just superb. I also very much like the Risk Assessment tool even though I normally is more a 'Try-it anyway' kind of guy.

I did encounter one issue which was the flickering visuals when using the max resolution settings in extremely detailed weather flying over a high resolution ground area with speeds of about Mach 1 or more however, that was easily fixed by decreasing the visuals to 2048 x 2048 instead. If your monitor is not able to visualize the 4K, then there is no need for selecting more than 2048 x 2048 in my opinion.

Overall this is certainly a very powerful tool and an addition to the flight simulation experience that I absolutely will recommend to my fellow simmers. It is not just the awesome visuals that are greatly improved, but it is also the complete experience with the feeling of flying in different weather with various turbulence and the added sound of the rain and thunder, which by the way sounds completely awesome using my 7.1 surround sound setup.

I rate the SkyForce3D for P3Dv4+ with 4.80 out of 5 – this truly gave me an exceptional added flight simulation experience. Thank you REX Game Studios for creating this amazing addition for the flight simulation community – Keep up the excellent work!

Rays Aviation



- **OS** Win7 32-bit & Win10 64-bit
- **CPU** Intel CoreTM i7-4790K 4x4,00GHz (Turbo 4x4,40GHz)
- Motherboard Asus Maximus VII Ranger (ROG-Series)
- **CPU** Cooler Antec Kuhler H20 650 Water Cooler
- RAM Kingston HyperX Beast-series 32GB DDR3-2133
- Hard disc Primary 500GB Samsung 850 EVO SSD (Solid State Disk)
- Hard disc Secondary 3TB Seagate Barracuda (7200rpm, 6GB/s)
- Graphic Card Asus GeForce GTX 980 Strix OC 4GB
- Power Supply Seasonic 750RT 80Plus Gold
- **Sound** Asus ROG SupremeFX 2014 Sound (Sonic Radar II)
- Netcard Asus N53 Wireless USB (Dualband) Intel GameFirst III w/LANGuard
- Internet Connection 120Gbit/s
- Lockheed Martin Prepar3Dv4
- Laminar Research Xplane 11
- Microsoft Flight Simulator FSX + Acceleration Pack
- REX SkyForce for P3Dv4
- REX Overdrive for FSX











