

FSrealWX – Manual

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Introduction

How did I get to FsrealWX?

When I did my pilot license, I noticed that the wind in the simulator was pretty quiet. Then I decided to develop a weather addon to make the wind something realistic. First, I developed FSrealWX Lite, a small freeware weather add-on, which was released in October 2010.

Since I developed quite unstructured at that time, I started everything again from the beginning and so came FSrealWX Pro version 2.

Since the costs for the server were high in the long run and the donations low, I decided to download the paid version. The first commercial and free version of FsrealWX.

Because I've been developing FSrealWX by myself so far, I did not use graphical highlight and used native windows.

In 2018 I started developing FSrealWX 3.0. For this I first had to re-structure the weather server and create to be able to use more features.

I hope you enjoy FSrealWX and continue to support me. Thank you

Overview - Connection FSrealWX to the flight simulator

one computer



Get and enter Key

Did you FSrealWX downloaded and installed, you can FSrealWX 30-day trial or purchase a key.

If you received the key, then enter your email and the key there.

FSrealWXv3 - 64-Bit-Standard edition			×
FSrealWX View Tools Language Info	Settings	? ×	
Connect Download WX Set WX	General Weather Interface Deceder	NauOata /Aicas Evenet/Elight Dise	Q
	General Weather Internace Recorder	Navbata/Airac Export/Hight Han	
		Paths	
	Path to Sim FSX/P3D/XPlane D:/Lockheed Martin/	Prepar3D v4	
	FSrealWX-Documents C:/Users/Silvio Lafer	e/Documents/FSrealWXV3/ V	Lon:
	Units	FSrealWX-Log	Height:
		Level: Notification ~	GS:
	• gal O Liter		Course:
	Startup	Message	Mag Var:
	Clear Weather in FS when connected	Display notification as FS Message	Weights
Meter ICAO: Cet Meter	Download Weather	Duration of the message 🜩 5 sec	weight
Germetal	Check for new version available		Landing Rate:
Height Pressure Wind	Restore windows geometry		Flight Time:
	Auto-Connect to FS	Show message in System Tray	t Wind Control
	Profile	Registration	
	p2du4 ini V Cauci		
	pouve.ini v Save as		
		Registration	Sim/Server not found
Debug			8 ×
16:57:28:873 - (Controller) - download in			
16:57:29:020 - (Controller) - FSrealWXv3			
16:57:29:272 - (FlightPlanDatabase) - ch 16:57:29:761 - (FlightPlanDatabase) - ch			
16:57:30:042 - (FlightPlanDatabase) - Us			
16:57:30:044 - (FlightPlanner) - load from		OK Cancel	~
·		- OK - Carter	
v3.0.1.1767 Weather not loaded			

After successful registration FSrealWX 3.0 has to be restarted.

Settings

General

General Weather Interface Recorder	NavData/Airac Export/Flight Plan
P	aths
Path to Sim FSX/P3D/XPlane D:/Lockheed Martin/P	Prepar3D v4
FSrealWX-Documents C:/Users/Silvio Lafere	e/Documents/FSrealWXV3/ ~
Units Units O kg	ESrealWX-Log 4. Level: Notification ~
Startup Startup Clear Weather in FS when connected Download Weather 5. Check for new version available Restore windows geometry Auto-Connect to FS	Message Display notification as FS Message Duration of the message 5 sec Show TAF to Metar Show message in System Tray
Profile 7. 7. p3dv4.ini ~ Save as	Registration

- 1. Enter the path to the flight simulator there. Press the "..." button to select the directory. The path is important so that files can be transferred to the flight simulator. In the network, please share the directory.
- 2. Various default working directories can be selected for FSrealWX 3.0.
- 3. Select units. These units are used eg in the load editor or flight planner.
- 4. FSrealWX Messages. Different levels can be chosen. These messages are required for troubleshooting. If an error occurs then you can track it at the debug level.
- 5. Startup. At start of FSrealWX you certain processes are activated.
- 6. Messages for the flight simulator or system tray
- 7. Profiles. Various settings can be saved. For example, at different flight simulators or weather settings.
- 8. Registration of FSrealWX 3.0 if you have purchased a key and you want to unlock FSrealWX 3.0.

Weather

🛎 Settings		? ×
General Weather Interface Recor	der NavData/Airac Exp	port/Flight Plan
Weather Source Vatsim Vatsim VAO NOAA Wind Wind Slight gusty surface wind 3.	Weather Direct (FSUIPC or SimCor Weather file (FSX or P3D, simconnect Range: Update Time: Download Weather interval: No weather update in ap	er Mode nnect, or XPlane) required or XPlane) 400 NM 15 min 30 min \$ proach
Clouds CAVOK Coverage 1/8-7/8 8/8 - Random CAVOK Height 10000 - Random	2. Visit Report Metar 9999 or 10SM min Visibility, 0 - unlimited	pility 50 km €
☐ Mixed Clouds 4. ☑ Generate Cirrus cloud if not reported	max Visibility, 100 - unlimited	100 km
Direct Wind Control (DWC) (not P3Dv4) Degrees per second Knots per second	6.	

- 1. *Weather source*. VATSIM Online Network (<u>https://www.vatsim.net/</u>), IVAO – Online Network (<u>https://ivao.aero/</u>) and NOAA for Offline flights.
- Weather Mode. Direct The weather is transferred directly to the flight simulator with the previously selected interface. With the FSX and Prepar3D, these options can cause stuttering, as the weather is inadvertently injected.
 Weather-File The weather is transmitted as a contiguous file to the flight simulator. (FSX, P3D and XPlane only) FS9 does not allow this option. Range The radius in which the weather is to be injected. Large radius, the transmission takes longer, but recommended when using fast aircraft. Update-Time Time interval in which the weather is transmitted to the flight simulator. Download Weather Interval Time after which the weather update when the plane is approaching.
- 3. Wind Slight gusty surface wind Slightly gusty winds near the ground.

Increases the realism. **Turbulence in clouds** - Turbulent air in cumulus clouds. Increases the realism.

- 4. *Clouds* CAVOK Coverage, 4. CAVOK or SKC is reported in the METAR when there are few or no clouds. Allows you to set the coverage of the cloud cover. CAVOK Cloud and Visibility OK. Mixed Clouds Often the cloud layers are provided with different cloud types. These can be set in the flight simulator, but the performance can be reduced. Generate Cirrus Cloud if not reported, Usually high clouds or cirrus clouds are not reported in the metar, but sometimes in the synop. If no cirrus cloud is reported, then cirrus clouds are created when activated.
- 5. *Visibility* Report Metar, Metars only report visibility up to 10 km. If 9999 is specified in the Metar and no further visibility is reported in the Synop, then the value specified here for the visibility range will be used. min, max visibility. Visibility can be limited.
- 6. **Direct Wind Control (DWC),** DWC can not be used in Prepar3D. DWC is especially for FS2004 and XPlane. With DWC, the wind is continuously monitored by FSrealWX, recalculated and transmitted to the flight simulator. As a result, strong changes in direction can be avoided.

Interface

settings	?	×
General Weather Interface Recorder NavData/Airac Export/Flight Plan		
Interface		_
SimConnect 1.	\ \	/
IP: 192.168.2 .40 2. Port: 1234 3.		
Weather Stations Tool (ES9/ESX/P3D)		_
read ES_Weather stations _ po regults 4		
File: wxstationlist.bin, ids: 4097		

Interface. These settings configure the connection to the flight simulator.

- 1. Choice of the interface. FSUIPC, Simconnect, FSUIPC & Simconnect, FSrealWX-Bridge (Xplane). See overview.
- 2. **IP** only needed with FSrealWX-Bridge or XPlane. This value must match FSrealWX-Bridge or XprealWX.
- 3. **Port** only needed with FSrealWX-Bridge or XPlane. This value must match FSrealWX-Bridge or XprealWX.
- 4. Weather Station Tool the available weather stations can be read out and expanded in the flight simulator.

Recorder

Is still being created. Possibly with cooperation of Virtual Airlines.

NavData/Airac

📷 Settings	? ilight Plan graph/NavData 	\times
General Weather Interface Recorder NavData/Airac Export/Flight Plan		
O PMDG 1.		
Carenado 2. D:/Lockheed Martin/Prepar3D v4/CarenadoNavigraph/Navigraph/NavD	ata	
O Aerosoft Airbus 3.		۱ (L
Use Database		51
Update DB DB connected 4.		

These settings are required for the flight planner because the flight planner can not fully operate without the Airac.

Airac includes the airport and navigation data, eg Intersection, VOR, NDB, Airways.

You can get Airac Cycles from Aerosoft or Navigraph.

As FSrealWX does not yet have its own Airac format, FSrealWX must obtain the data from existing formats. You can choose from PMDG, Carenado, Aerosoft Airbus.

- 1. Airac Format from PMDG, e.g. D:\Lockheed Martin\Prepar3D v4\PMDG\ NavData
- 2. Airac Format from Carenado e.g. D:\Lockheed Martin\Prepar3D v4\ CarenadoNavigraph\Navigraph\NavData
- 3. Airac Format from Aerosoft Airbus e.g. C:\Users\....\Documents\Aerosoft\ General\A3XX NavData
- 4. Once an Airac has been selected, the data can be imported into the FSrealWX database. The import is not necessary, but increases the performance of FSrealWX. Restart FSrealWX when the settings have been made.

Export/Flight plan

📷 Settings	?	\times
General Weather Interface Recorder NavData/Airac Export/Flight Plan		
PMDG Wind/Plans		_
1. D:/Lockheed Martin/Prepar3D v4/PMDG/WX		
Aerosoft A319/A320		51
2. C:/Users/St. Ac Lofere/Documents/Aerosoft/General/A3XX Flightplans/		
Carendo —		51
Flight Plan		51
Flight Plan Database		
Using data from the Flight Plan Database		
3. Auth key: 2		
C		

If you have created a flight plan with FSrealWX, you can send it to the flight simulator.

- 1. Path to the **PMDG**. In this directory the wind data for PMDG and Aerosoft Airbus are stored. These wind data are evaluated by FMC (Boeing) and MCDU (Airbus).
- 2. Path to the **Aerosoft Airbus**. In this time, the flight plans for the Aerosoft Airbus are deposited. Thus, the flight plans can be loaded directly from the MCDU.
- Flight Plan Database, <u>https://flightplandatabase.com/</u> With Flight plan database you can import flight plans created and saved with Flight plan Database into FSrealWX. To do this you must enter the API key. The API-Key you get after successful registration on Flight Plan Database, My Account -> Settings -> API-Key.

FSrealWX for FS2004/FS9

The FS9 / FS2004 can only connect to FSrealWX 3.0 with FSUIPC.

If you are only running the FS9 / FS2004 then you need to install the 32-bit version of FSrealWX 3.0.

Without FSUIPC, FSrealWX 3.0 can not connect to the FS9 and thus can not update the weather.

Please set the FS9 weather setting like this.

	SETTINGS - D	ISPLAY	N4216-81		
C	SCENERY	AIRCRAFT	WEATHER	HARDWARE	
	<u>G</u> lobal weather qu Custom	Jality:			
		Sight distance: 150r	ni / 240km 		
		3-D cloud percentag	e: 100	4	
	Cloud Deta	ail le clouds ed clouds			
		<u>C</u> loud coverage den	sity: Maximum		
	<u>R</u> eset Defa	ults			
	_			CEL OK	

Now check if the	current version	of FSUIPC is	installed.

🎘 Mic	crosoft Flight Si	t Flight Simulator 2004 - Das Jahrhundert der Luftfahrt — 🗆 🔿 fahrzeug Umwelt Optionen Sichten ? Modules FSUIPC COCK	\times							
Flüge	Luftfahrzeug	Umwelt	Optionen	Sichten	?	Modules				
-						FSUI	PC		COC	CKPIT
							A Care			

If FSUIPC is installed, then you will find an entry "FSUIPC" in the menu -> Modules.

😽 Microsoft Flight Simulator 2004 - Das Jahrhundert der Luftfahrt 🦳	
Flüge Luftfahrzeug Umwelt Optionen Sichten ? Modules	
FSUIPC Options and Settings	×
Buttons + Switches Key Presses Axis Assignment Joystick (alibration
About + Register Winds Visibility Clouds Miscellaneous Logging	Hot Keys
Version Registration	
FSUIPC Version 3.999z9b This FSUIPC is registered to:	
19th December 2013	
Convicts (a) Poter L. Downen, 2016	
Support: forum.simflight.com	Aft Flight Simulator 2004 - Das Jahrhundert der Luftfahrt — # ####################################
WideFS needs registering before it is used. independent of FSUIPC registration, but us	This is es the
Clear All Weather settings off same name and address when both are reg	istered.
FSUIPC multiline display window	
To register WideFS use the Instal	er
Hide all single line messages	
ОК	Abbrechen

Settings	,						
General	Weather	Interface	Recorder	NavData/Airac	Export/Flight Plan		
			F	aths			
Path to	Sim FSX/P3D/	XPlane D:/Mire	cosoftGames/F	S9			
FSrealW	X-Documents	C:/Use	ers/S ou ater	/Documents/FSrea	alWXV3/	~	r
		Units			- FSrealWX-Log		_
Ibs		🔿 kg		Level:	Debug	~	,
🔘 gal		🔾 Liter					
	<u>;</u>	Startup ——			— Message —		_
⊡ Clea	r weather in i	-5 when conne	ected	Display not	fication as FS Message		
	nioad weathe	er		Duration of the	message 🗦 5 sec		
	tore windows	aeometry		Show TAF t	o Metar		
Auto	-Connect to F	=S		Show mess	age in System Tray		
		Profile					_
				diviolate et	codere not		
fs9.ini		~	Save as	1020-1R45-37	44-3745-2750		
					C	omplete	

Now we will make the settings for FSrealWX 3.0.

First you set the path to the flight simulator FS9. Then you set the right interface. For FS9 necessarily set FSUIPC.

General	Weather	Interface	Recorder	NavData/Airac	Export/Flight Plan	1
			In	terface		
FSUIPO	:					
IP: 19	2.168.2 .40			Port: 1234		
		We	ather Station	s Tool (FS9/FSX/P3	D)	
read FS	S-Weather sta	ations no result	ts			
	ICAC)-Finder		Creating V	VX-Station (FS9 recor	nmed)
	ICAC	0-Finder Search	1 ICAO	Creating V Restore WX-Statio	VX-Station (FS9 record	nmed)
	ICAC)-Finder Search	1 ICAO	Creating V Restore WX-Statio	VX-Station (FS9 record on File Add WX-St	nmed) —
	ICAC)-Finder	ICAO	Creating V Restore WX-Statio	VX-Station (FS9 recor	nmed) — ation into F
	ICAC)-Finder Search	ICAO	Creating V Restore WX-Stati	VX-Station (FS9 recor	nmed) — ation into F

To "Create WX station" we come later.

Now you set the weather settings in FSrealWX 3.0 for the FS9.

Settings	? ×
General Weather Interface Rec	corder NavData/Airac Export/Flight Plan
Weather Source	Weather Mode
Vatsim	Direct (FSUIPC or SimConnect, or XPlane)
	O Weather file (FSX or P3D,simconnect required or XPlane)
	Range: 200 NM
	Update Time: 15 min 🖨
Wind	Download Weather interval: 30 min
Slight gusty surface wind	No weather update in approach
Turbulence ub/below cumulus clouds	
Clouds	Visibility
CAVOK Coverage 1/8-7/8 8/8 - Random	Report Metar 9999 or 10SM 50 km
CAVOK Height 10000 - Random 5000ft 🚖	min Visibility, 0 - unlimited 0 m
Mixed Clouds Generate Cirrus cloud if not reported	max Visibility, 100 - unlimited 100 km
Direct Wind Control (DWC) (not P3Dv4)	4)
Knots per second 1	
	OK Cancel

With the FS9, the weather can only be set directly from FSrealWX, i. each weather station is set individually. The more weather stations are present in the FS9 the more weather changes are to be expected in flight.

Set "Direct Mode" for "Weather Mode".

If there are strong wind changes in the FS9, then you can activate "Direct Wind Control". With "Direckt Wind Control", the wind in the FS9 is continuously reset. Alternatively you can also activate "Smooth Wind" in FSUIPC. That's it for now with the settings.

Now test the connection to the FS9. First we start the FS9, set an airfield and a plane and stand on the airfield.



Now press "Connect" in FSrealWX 3.0.

FSrealWXv3 - 32-Bit-BETA edition				- 0	×
FSrealWX View Tools Language Info					
Disconnect Download WX Set WX Flightplanner Loadeditor p3dv4.ini	✓ Cessna Skyh	nawk 172SP			$\neg ho$
	Data				8×
	Name:	Cessna Skyhawk 172SP	•		
	Lat:	53.6018	Lon:	13.2896	
	Altitude:	231	Height:	3	
	TAS:	0	GS:	0	
	Heading:	88.1 T 88.5 Mag	Course:	0.0 T 359.7 Ma	g
	VS:	0	Mag Var:	0.3	
	Visibility:	241 km	Weight:	0 lbs	
Metar ICAO: Get Metar	Wind A/C:	0°/0kt 360° Mag	Landing Rate:	0 ft/min	
Height Pressure Wind Temp Dew Humidity	Flight Status:	no status	Flight Time:	00:00:00	
		Direct W	ind Control —		
	Wind:]
	Weather not d	lownloaded	Jobs: 1		
	Weather upda	te in 0 sec	FS2004 - FSUI	РС	
Debug					₽×
08:54:12:293 - (ConnectWorker) - init client					^
08:54:12:293 - (ConnectWorker) - Connected 08:54:12:293 - FS: FS2004, Interface: FSUIPC					
08:54:12:294 - (ConnectWorker) - Job finished ID: 1, Name: Connect					
08:54:12:297 - (Controller) - JobID:1 JobName:Connect Finished					
Construction - (connectivorite) - Job finisticu ID; -, rame: Air Call Gala					×
v3.0.1.1790 Weather not loaded					

When the connection is made, then you should see the red marked fields like this.

If not, check if the FS9 and FSrealWX was started with administrator rights and turn off the virus scanner.

Now the status bar of FSrealWX says "Weather not loaded". By pressing on "Download WX" we load the weather from the weather server, then the weather is transferred to the FS9.

FSrealW	/Xv3 - 32-B	it-BETA editi	on									_		×
FSrealWX V	iew Tools Downloa	Language ad WX Set	Info WX Flight	tplanner	Loadeditor	p3dv4.in	i	∼ Cessna Skyh	awk 172SP					<u>م ا</u>
EDAH 0708	8207 27006	KT CAVOK 0	3/05 O1021	1				Data						₽ ×
			, os Q1021					Name:	Cessna Skyhawk	172SP				
								Lat:	53.6018		Lon:	13.2896	5	
								Altitude:	231		Height:	3		
								TAS:	0		GS:	0		
								Heading:	88.1 T 88.5 Mag		Course:	0.0 T 35	59.7 Mag	
								VS:	0		Mag Var:	0.3		
								Visibility:	241 km		Weight:	0 lbs		
Metar ICAO:		Get M	etar					Wind A/C:	0°/0kt 360° Mag	,	Landing Rate:	0 ft/min		
Height	Pressure	Wind	Temp	Dew	Humidity		^	Flight Status:	no status		Flight Time:	00:00:0	0	
547 ft	1000 mb	336°/2.0 kt	4 °C	0 °C	75.1			Wind	Di	irect Win	nd Control —			
1916 ft	950 mb	347°/4.0 kt	2 °C	0 °C	86.6			wind:						
2624 ft	925 mb	335°/5.0 kt	1°C	0°C	93.0		.	Weather down	load in 15min te in 900s / 66NM		Jobs: 7 ES2004 - ESUT	PC		
Dahua												-		
Debug			1											· ·
09:01:14:4 09:01:14:6 09:01:14:8 09:01:14:9 09:01:15:1	3:01:14:498 - Set Weather ETNS 3:01:14:655 - Set Weather EPSK 3:01:14:814 - Set Weather EPPO 9:01:14:971 - Set Weather EDDV 9:01:15:14:971 - Set Weather EDDV 9:01:15:14:98 - Set Weather EKSB													
09:01:15:2 09:01:15:4	86 - Set We 43 - Set We	ather ESDA ather EDDC												*
v3.0.1.1790	Weather	download in 1	5min					Set Weathe	r EDDC, 44/70					

If the weather has been correctly loaded, prepared and sent, FSrealWX 3.0 will point the metar to the nearest airport. In the debug window and in the status bar you will see the progress of preparing the weather and sending.

If you do not see the debug window, then you will find it in the menu of FSrealWX under "View" -> "Windows" – "Debug"

FSrealWX for FSX

The FSX can establish a connection to FS realWX 3.0 with FSUIPC and / or Simconnect.

The weather settings in the FSX are similar to the FS9.

SETTINGS - DISPLAY	
GRAPHICS AIRCRAFT SCEN	IERY WEATHER TRAFFIC
Global settings: Custom	Reset Defaults
Cloud <u>d</u> raw distance: 110mi / 176km	Cloud detail
	Simple clouds
Thermal visualization:	Detailed clouds
None	Cloud coverage density: Maximum
	· · ·
Simulation settings	
Download winds aloft data with real-world weather	er
Disable turbulence and thermal effects on aircraf	t
Rate at which weather changes over time: No change	e
(e	
()

Now we set the weather program FsrealWX.

First, the path to the FSX.

FSrealWX Menu -> FSrealWX -> Settings.

Settings			? ×
General Weather Inte	rface Recorder NavData/Airac	Export/Flight Plan	
Path to Sim FSX/P3D/XPlane	Paths D:/MircosoftGames/Microsoft Flight Simul	ator X	
FSrealWX-Documents	WXV3/	~	

Then the connection settings.

eneral	Weather	Interface	Recorder	NavData/Airac	Export/Flight Plan	
		_	Int	terface		
FSUI	PC & SimConnec	:t				~
IP:	192,168,2,40			Port: 1234	1	

At Interface we choose "FSUIPC & SimConnect".

If you only choose "Simconnect" then "Direct Wind Control" from FSrealWX will not work, but the weather will still be transmitted.

The weather settings in FsrealWX.

In the "Weather" tab, in the "Weather Mode" block, it is preferable to put "Direct".

Unlike the FS9 we now choose "Weather-Mode" "Weather file". With "Weather File" the weather is transmitted as a file and read by the FSX.

Ettings	? ×
General Weather Interface Record	der NavData/Airac Export/Flight Plan
Weather Source Vatsim Vatsim VAO NOAA Wind Wind Vind	Weather Mode Direct (FSUIPC or SimConnect, or XPlane) Weather file (FSX or P3D, simconnect required or XPlane) Range: 200 NM Update Time: 15 min Download Weather interval: 30 min
Clouds Clouds CAVOK Coverage 1/8-7/8 1/8 8/8 - Random CAVOK Height 10000 - Random Mixed Clouds Generate Cirrus cloud if not reported	Visibility Report Metar 9999 or 10SM 50 km min Visibility, 0 - unlimited 0 m max Visibility, 100 - unlimited 100 km
Direct Wind Control (DWC) (not P3Dv4) Degrees per second 1	

As a result, not every weather station is set individually but the weather in the specified "Range" radius completely set. This reduces the stuttering and wind jumps in the weather transfer.

Now we have made all settings and test the connection. Please close the Settings window and click on "Connect".

FSrealWXv3 - 32-Bit-BETA edition × FSrealWX View Tools Language Info Disconnect Download WX Set WX Flightplanner Loadeditor p3dv4.ini Beech Baron 58 Paint1 1 8 × Data EDAH 070820Z 27006KT CAVOK 08/05 Q1021 Name: Beech Baron 58 Paint1 53.8762 Lon: 14.1677 Lat: Altitude: 96 Height: 3 0 GS: 0 TAS: 285.5 T 288.4 Mag 0.0 T 357.1 Mag Heading: Course: VS: 0 Mag Var: 2.9 Visibility: 0 lbs unlimited Weight: Get Metar Metar ICAO: Wind A/C: 0°/0kt 357° Mag Landing Rate: 0 ft/min Flight Status: no status Flight Time: 00:00:00 Height Pressure Wind Dew Humidity ^ Temp Direct Wind Control 541 ft 1000 mb 285°/6.0 kt 6°C 2°C 75.5 Wind: 0°/-1kt 1912 ft 950 mb 344°/6.0 kt 3°C 0°C 80.6 Weather download in 1s Jobs: 1 -1 °C 2618 ft 925 mb 339°/7.0 kt 1°C 86.5 Weather update in -432s / 30NM FSX - FSUIPC + SimConnect 8 × Debug 09:38:11:228 - (Main) - Profile selected: p3dv4.ini 09:38:20:261 - (ConnectWorker) - Connected 09:38:20:262 - FS: FSX, Interface: FSUIPC + SimConnect 09:38:20:265 - (Interface SimConnect) -۸ Open: AppName="Microsoft Flight Simulator X" AppVersion=10.0.61472.0 SimConnectVersion=10.0.61259.0 09:38:21:491 - (Controller Weather) - Download weather from VATSIM 10-38-21-496 - (Controller) DW(v3.0.1.1790 Sim not ready

After that, it should look like this in FSrealWX 3.0

If you now press "Download WX", then the weather is prepared and transferred to the FSX.

FSrealWX for Prepar3D v4

For Prepar3D v4 you only need Simconnect. FSUIPC is not needed because Direct Wind Control does not work with Prepar3Dv4.

Weather Settings Prepar3D v4

	Optio	ns - Weathe	er	
General Application Information Sound Traffic Realism	Visual Settings Cloud draw distance: Cloud coverage density: Simple clouds Detailed clouds	110 mi Maximum	Simulation Settings Image: Setting sett	
Graphics Display World Lighting Weather	Volument Fog Detailed Precipitation Windshield Effects Thermal visualization: None	•		
Controls Key Assignments Axis Assignments Calibration Other				
			Cancel	ок

More settings in Prepar3D v4 we do not need to make.

First, set the path of Prepar3D to FSrealWX. To do this, open the settings dialog. FsrealWX-Menu \rightarrow FsrealWX \rightarrow Settings

Settings General Weather Interface Recorder	? >
Path to Sim FSX/P3D/XPlane D:/Lockheed Martin/Pr FSrealWX-Documents C:/User	ths
Units Units O kg	FSrealWX-Log
Startup Clear Weather in FS when connected Download Weather Check for new version available Restore windows geometry Auto-Connect to FS	Message Display notification as FS Message Duration of the message \$\$5 sec Show TAF to Metar Show message in System Tray
Profile	Registration
	OK Cancel

Then you open the interface tab and set the connection settings to the Prepar3D.

E Settings	?	×
General Weather Interface Recorder NavData/Airac Export/Flight Plan		
Interface		~
IP: 192.168.2 .40 Port: 1234		
Weather Stations Tool (FS9/FSX/P3D)		\leq

You select "Simconnect" as an interface.

Other connection settings are not required.

Next, open the weather settings. Open the weather tab.

General Weather Interface Reco	rder NavData/Airac Export/Flight Plan	
Weather Source	Weather Mode Direct (FSUIPC or SimConnect, or XPlane)	
	Weather file (FSX or P3D, simconnect required or XPlane)	
() NOAA	Range: 200 NM	¢
	Update Time: 15 min	-
Wind	Download Weather interval: 30 min	+
Slight gusty surface wind	No weather update in approach	
Turbulence ub/below cumulus clouds		
Clouds	Visibility	
CAVOK Coverage 1/8-7/8 8/8 - Random	Report Metar 9999 or 10SM 50 km	* *
CAVOK Height 10000 - Random 5000ft 🖨	min Visibility, 0 - unlimited 0 m	•
Mixed Clouds Generate Cirrus cloud if not reported	max Visibility, 100 - unlimited 100 km	*
Direct Wind Control (DWC) (not P3Dv4)	1	
Degrees per second 1		
Knots per second		

Important settings for this. Weather-File, so that the weather data is transmitted to the simulator. And disable Direct Wind Control, as Prepar3D can not work with Direct Wind.

That's all you have to do in FsrealWX. Close the settings window with "Ok".

Now you start the Prepar3D Simulator and get your plane ready.

If your plane is on the apron or elsewhere, press "Connect" in FsrealWX.

The "Connect" button is at the top left of the FSrealWX toolbar.

If FSrealWX is connected to the Prepar3D, then you can press "Download WX"

So it should look FsrealWX.

FSrealV	VXv3 - 64-B	it-Standard edit	ion			_		Data			×
FSrealWX V	/iew Tools	Language Info	o I I I I I I I I I I I I I I I I I I I					Name:	Carenado A36 Bonanza V	/hite	
Disconnect	t Downloa	ad WX Set WX	Flight	blanner	Loadeditor	p3dv4.ini	× »	Lat:	53.8762	Lon:	14.1675
EDAH 191	220Z 18007	KT 150V210 CAV	OK 13/10	Q1010				Altitude:	97	Height:	4
								TAS:	0	GS:	0
								Heading:	282.7 T 285.5 Mag	Course:	0.0 T 357.1 Mag
Metar ICAO		Get Metar						VS:	0	Mag Var:	2.9
Height	Pressure	Wind	Temp	Dew	Humidity		^	Visibility:	55 km	Weight:	0 lbs
0760.0	700 ml	2278/21.0.14	And	16.80	20.7			Wind A/C:	204°/7kt 201° Mag	Landing Rate:	0 ft/min
9/00 π	700 mb	227 /31.0 kt	-4 C	-10 C	58.7			Flight Status:	Parking	Flight Time:	00:00:00
13668 ft	600 mb	224°/31.0 kt	-14 °C	-14 °C	100.0				Direct	Wind Control	
18143 ft	500 mb	226°/51.0 kt	-21 °C	-21 °C	100.0			Wind:			
23451 ft	400 mb	231°/71.0 kt	-30 °C	-30 °C	100.0			Weather down	nload in 13min	Jobs: 1	
20024.0		0000/00 011			70.0		¥	Weather unda	te in 828s / 66NM	Lockheed Mart	tin® Prepar3D® v4 - SimConnect
v3.0.1.1791	Weather	download in 13mi	n	Wea	ther update in	1828s/66NM			,		
Debug 13:16:41: 13:16:41: 13:16:41: 13:19:55: 13:19:55: 13:19:55: 13:19:55: 13:20:00: 13:20:10: 13:20:20: 13:2	524 - (Flight 524 - (Flight 526 - (Flight 539 - (Conte 590 - FS: Loc 595 - (Inter f. Name = loc 472 - (Contr 354 - (Dwat 3354 - (Dwat 3354 - (Dwat 336 - (Owat 336 - (Owat 331 - (Contr 334 - (Owat 331 - (Contr 334 - (Owat 334 - (Contr 334 - (Contr 34 - (Contr	PlanDatabase) - U Planner) - Get Log Janner) - Get Log Janner) - Load frö sctWorker) - Conr dkheed Martin® P ace SimConnect) dheed Martin® Pr ace SimConnect) obder / Amater merManager) - TA terManager) - Ta terManage	iser: Sillo7 to FlightPla m resource repar3D (% - epar3D (%) - epar3D (%) - - - - - - - - - - - - - - - - - - -	4 inDatabase e v v4, Interf v4* AppVe veather for finished in comp ion comple attor comp ion comple attor data ation comp ion comple attor data ation of w position: b el File crea heme. File:	ece: SimConne rsion = 4.5.13. m VATSIM leted: 5067 ted: 7077 initialization c eather data: 5 53.88, 14.17 ted D:/Lockheed	ect 32097 SimCor ompleted: 137 067 Metars, a Martin/Prepar:	nnectVersion=4 730 dditional WX:88 3D v4/Weather/	5.0.0	.WTB		

Now you can start your flight. FSrealWX automatically updates the weather.

FSrealWX for Xplane

For Xplane10 / 11 is still another plugin necessary because Xplane works differently than FSX / P3D.

You can find the plugin "XprealWX v3" under the following link.

https://www.fsrealwx.de/index.php/downloads/fsrealwx-3-0

Download "XPrealWX v3" plugin for Xplane10 or Xplane11. Pay attention to the XPlane version.

Unzip the plugin into the following directory of Xplane.

X-Plane 11\Resources\plugins

PC > Spiele (D:) > X-Plane 11 > Resources	> plugins >
Name	Änderungsdatum
AutoGate	19.04.2018 10:37
DataRefEditor	23.04.2018 18:21
Gizmo64.plugin	21.06.2019 14:07
LiveTraffic	04.05.2019 23:38
	22.03.2018 14:11
SkunkCraftsUpdater	31.07.2019 09:31
📊 xjet	14.04.2019 15:43
XPLM.framework	22.03.2018 14:11
XPrealWXv3	13.09.2019 11:47
XPWidgets.framework	22.03.2018 14:11
xswiftbus	16.05.2019 11:36
Commands.txt	03.10.2019 09:28
DataRefs.txt	03.10.2019 09:28
SPLM_64.dll	10.06.2019 19:27
TPLM_64.so	10.06.2019 19:27
XPWidgets_64.dll	10.06.2019 19:27

If you have already installed FSrealWX, then pay attention to the right version of FSrealWX.

There are three different versions of FSrealWX 3.0. If you also have FSX or Prepar3D installed, then you can also use this FSrealWX version. If you only have XPlane and / or FS2004 installed, then use FSrealWX 3.0 for FS9 / Xplane.

Otherwise you will get an error message when starting FSrealWX because the "Simconnect.dll" file is missing.

You have to put in Xplane and in FSrealWX the IP and the port of your computer. With XPlane you can also run FSrealWX on another computer, just specify the correct IP and port. First, you have to find out the IP from the computer running on the Xplane.

If XPlane and FSrealWX run on only one computer, then you can also use the following IP.

127.0.0.1

If needed, Windows can also enter a static IP.

https://stevessmarthomeguide.com/setting-up-static-ip-address-windows-10/ A static IP is required if you use two computers.

Start Xplane and FSrealWX 3.0 now.

Your plane should be on the apron so you can adjust the settings.

Now open the Xplane menu and select "XprealWX v3 (Server)".

	Plugins		
7	Plugin Admin	>	
ų	Data Ref Editor	>	
C	LiveTraffic	>	
7	XPrealWXv3 (Server)	>	Start Server
	Airfoillabs	>	Stop Server
N	SkunkCrafts Updater sho	w/hide	Show last Message
	XSwiftBus	>	Develop Test
8	Mouse Scroll Options	>	Show debug network
1	SimCoders.com - REP	>	Option/Info
	SASL	>	

Then "Options / info"

(PrealWX - Option/Info 🛛 🗙
☐ 192.168.2.40 ✓ 127.0.0.1
23500
5000
ersion: 3.0.0.139
t

The available IPs are displayed. Now choose the right IP and enter a free port. You have to enter these two values (IP and port) in FSrealWX 3.0 so that FSrealWX can connect to Xplane. Now click on "Save" when you're done.

Now you can already start the XprealWX server. The server will wait for the connection.

Plugins		
Plugin Admin	>	and the second division of the
Data Ref Editor	>	
LiveTraffic	>	
XPrealWXv3 (Server)	>	Start Server
Airfoillabs	>	Stop Server
SkunkCrafts Updater show	/hide	Show last Message
XSwiftBus	>	Develop Test
Mouse Scroll Options	>	Show debug network
SimCoders.com - REP	>	Option/Info
SASL	>	
1209111		

If the server is started, the following message is displayed in Xplane. The message box of XPrealWX can also be moved as long as it is displayed.

Now you have the settings in FSrealWX.

First, the IP and the port.

E Settings		? ×
General Weather	Interface Recorder NavData/Airac Export/Flight	Plan
	Interface	
IP: 127.0 .0 .1	Port: 23500	
read FS-Weather sta	Weather Stations Tool (FS9/FSX/P3D)	

Open the settings window of FSrealWX. FSrealWX -> Options. Then you select the "Interface" tab.

As interface you choose "FSrealWX-Bridge (XPrelaWX)".

As you can see, the same values are entered here.

Now the weather settings. Select the "Weather" tab.

Settings	? ×
General Weather Interface Recor	der NavData/Airac Export/Flight Plan
Weather Source	Weather Mode
	Weather file
O NOAA	(FSX or P3D, simconnect required or XPlane)
	Range: 200 NM 👻
Wind	Download Weather interval: 15 min
Slight gusty surface wind	No weather update in approach
Turbulence ub/below cumulus clouds	
Clouds	Visibility
8/8 - Random	Report Metar 9999 or 10SM 50 km
CAVOK Height 10000 - Random 5000ft	min Visibility, 0 - unlimited 0 m 보
 Mixed Clouds Generate Cirrus cloud if not reported 	max Visibility, 100 - unlimited 100 km 🚖
Direct Wind Control (DWC) (not P3Dv4)	
Knots per second 1	
	OK Cancel

The "Weather-Mode" you put on "Direct".

You can test "Weather-File" later, because this option requires different procedures. With "Weather-File" the weather files are written in Xplane and loaded by XPlane, but this deactivates "Direct Wind Control". I like the "Direct" option.

Next, activate the "Direct Wind Control". With DWC, the winds are constantly being reset. Without DWC, Xplane can only use three high-altitude winds.

Then you set the path of Xplane.

Ettings				?	×
General Weather Inte	rface Recorder	NavData/Airac	Export/Flight Plan		
Path to Sim FSX/P3D/XPlane	P D:/X-Plane 11	aths			
FSrealWX-Documents	C:/Users/Silvio Lafer	e/Documents/FSrea	IWXV3/	~	·

That's all. Now close the settings window with "Ok". Are you ready? Then click on "Connect" in FSrealWX 3.0 top left.

	-			
.at:	53.8322	Lon:	13.6775	
Altitude:	21	Height:	0]
TAS:	6	GS:	0	
Heading:	271.4 T 267.1 Mag	Course:	0.0 T 4.3 Mag	
/S:	0	Mag Var:	-4.3	
/isibility:	80 km	Weight:	8075 lbs	
Wind A/C:	220°/6kt 224° Mag	Landing Rate:	0 ft/min] [
Flight Status:	Parking	Flight Time:	00:00:00]
Wind:	Direct V	Vind Control —		
Weather not d	ownloaded	Jobs: 1		
Weather updat	te in 0 sec	XPLANE11401	- XPLM301	
)ebug			8 x	×
13:37:41:016 13:37:41:572 13:37:41:572 13:37:41:573	- (FlightPlanDatabase) - (FlightPlanDatabase) - (FlightPlanner) - Get Li - (FlightPlanner) - load f - (FlightPlanner) - load f	check user User: Sillo74 ogo FlightPlanDat rom resource	abase	

FsrealWX



Xplane

If FSrealWX 3.0 and Xplane are connected, then click on "Download WX" in FSrealWX. The weather is loaded into FSrealWX, edited and sent to XPlane. Further steps are not necessary as FSrealWX continuously updates the weather.

Troubleshoot

If no connection is made then try the following steps.

- Check if the FS and FSrealWX was started with admin rights.
- Currently version of FSUIPC / Simconnect is installed.
- The correct connection type has been set.
- Flight simulator ready to start
- Anti Virus the flight simulator and FSrealWX 3.0 was not blocked.