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About This Content

World Environment 2012 is a weather texture enhancement package, which brings a new level of visual realism to FSX: Steam Edition.

This pack features over 250 new textures that significantly enhance the visual environment, no matter where and when you fly - adverse weather conditions become more visually intense and sunny skies more cheerful with World Environment 2012.

Once installed, these textures will be implemented in FSX: Steam Edition automatically.

Features:

- New textures in high definition bring your skies, clouds and environments to life
- Ultra realistic HD clouds for overcast, broken and scattered conditions
- New and more realistic skies with horizon transition and visibility smoothing
- New sunrise, morning, noon, afternoon, sunset, and night sky textures
- Improved precipitation sounds inside and outside the cockpit
- New lightning effects

Title: FSX: Steam Edition - World Environment 2012 Add-On

Genre: Simulation

Developer:

Zinertek

Publisher:

Dovetail Games - Flight

Release Date: 12 Jan, 2016

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English







Not quite as pretty as REX (I have REX for FS9) but this is a big improvement for the low cost. Sunsets/sunrise are a bit red, but the rain on the windshield effect is cool (you can also hear it hitting the plane too) and the moonlight looks great. Their default airport texture replacement package is nice also.. I often like to take off from somewhere an hour or 2 before sunset. This addon looked real nice in daylight, but when sunset came on everything turned this awful shade of red - unlike the default FSX which was much closer to reality than this was. It really is horrendous - so much so I'm going to uninstall this, if I can figure out how to do that cleanly. If you never fly near sunset hours I would say this is good - otherwise I wouldn't spend my money. Maybe the makers will fix it.. Thought I would get this while it was on sale. The reason why is because I was really after Rex 4 but after reading those reviews I thought that I didn't want to waste time tinkering with Rex 4 trying to get it to work. I knew this would work straight away, and it did. It took 30 seconds to download.

- Now to the add on - The first thing I noticed when starting a flight at dusk was the redness! Although the sunset did look rather nice it was un naturally red. Once in flight the colours do look nice but that's probably the most this add on changed. The sky colours. So I thought I'd start a flight with settings "fogged in" - once on the runway the effects did look better than default with more limited visibility, - but once I took off and reached 700 feet, the fog all of a sudden disappeared and I could see the ground through a fake looking layer of fog or cloud whatever! Verdict - This add on may be ok if you don't intend to get Rex at all. But for me I think after flying with this add on I will have to prepare to tinker and take a chance with Rex 4 as the biggest change from this add on are some un natural sky colours.. It doesnt look like its on the picture.... I purchased and downloaded it but cannot find it on my computer . Where do I look and set it up?

I'd like to recommend this add-on, but I can't tell if it's actually *-doing- anything*. I know it's installed, I know it's downloaded ... but I can't find an entry for it in the scenery library, and to my eye, at least, turning it off does nothing.

After some very good technical support by Zinertek, I'm happy to report that this is actually a really nice add-on. If you don't fly with a lot of clouds turned on, you'll likely miss the influence this DLC has ... but if you like your "weather flying", it's worth having.

I did have to uninstall my entire FSX stack and all DLC, and start over. However, once I did that, it was very obvious on a "sun-and-clouds" flight into my local airport what an effect the add-on has on the overall experience. All in all, I'm very pleased with both it and the customer support I've gotten from Zinertek.. Ho-Hum... Oh, it does help a bit, but not worth the money for low altitude.

Most of the time you are busy flying, not looking at the 'eye candy'.. As others have stated, there is this overwhelming red hue that occurs when you fly at dusk. It really looks awful and needs to be fixed. I went ahead and uninstalled it because I found it just that annoying. The default dusk setting which comes with FSX looks much better and much more realistic and natural in comparison. I actually asked for my money back, but unfortunately didn't really notice this problem until after using FSX past 2 hours and was not given the refund by Steam. I will probably be more cautious about what I buy from Steam from now on. None of the pictures on Steam showed this. You only really find out that awful red hue if you happen to set the flight time for Dusk. I will probably do what others have mentioned and go to Rex Simulations and buy Texture Direct with the soft clouds.. worth it(as are this company's trees and airport addons)

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