

FS Weather Engine 1.0

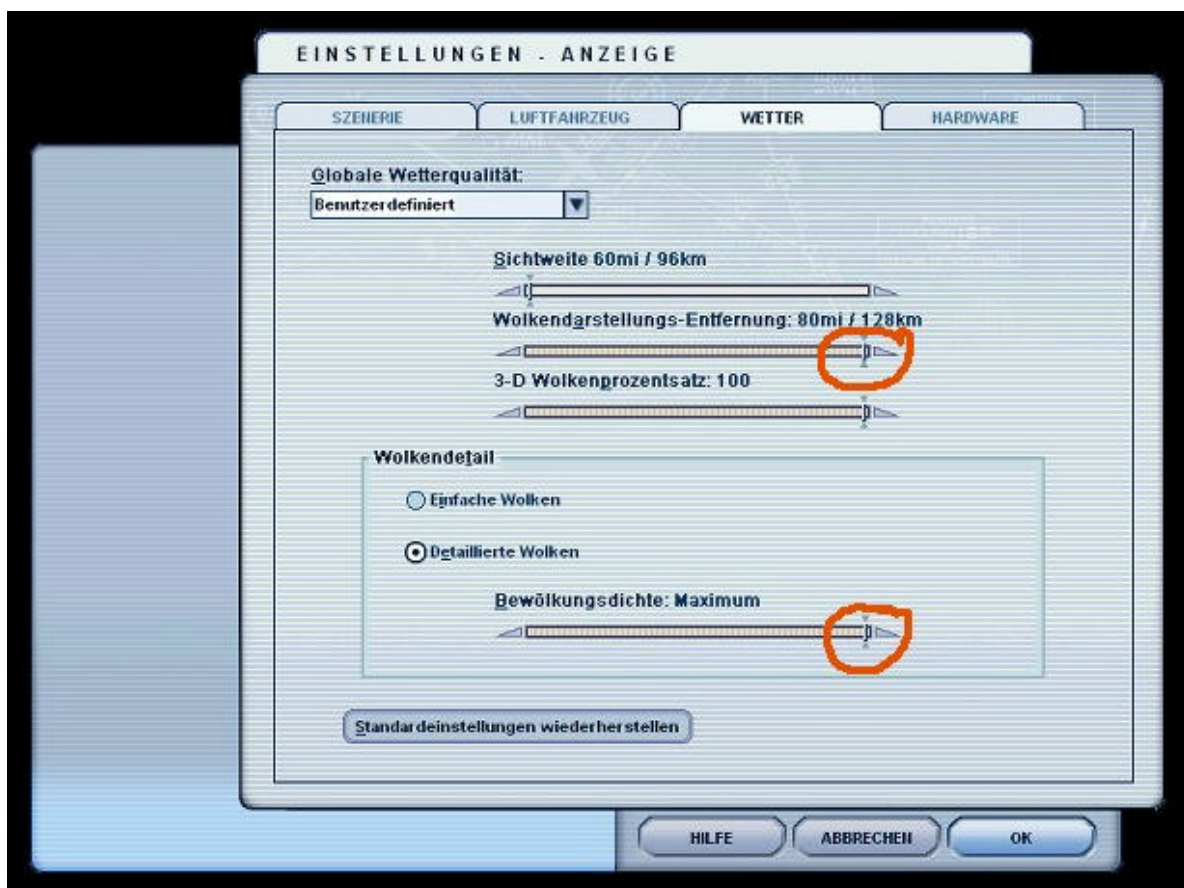
1. The program

With this program it is possible to generate additional weather themes for the FS2004. These can be selected in the corresponding menu of the FS2004 .

2. Installation

An installation isn't required. All files are copied into an arbitrary directory. The we.exe is started there.

I recommend to carry out the following settings for an optimal representation of the weather in the configuration of the FS2004:



The clouds density is per default prepared for means. Through this it is impossible to generate closed cloud covers. It is curious that a setting of a clouds density of 8/8 leads in the weather setup only to a clouds density to 4/8 with that.

3. Instructions

To the start a desired weather structure is adjusted by clicking repeatedly into the upper three windows. The hues are explained by the index displayed under this. The sliders should be self-explanatory. With these settings many weather themes are practically possible infinitely.

One chooses the option "Global", one can select the settings to the upper three windows by clicking for the weather outside the matrix. The gray color at the mouse pointer position is taken and the edge of the window inked. A multiple correction is possible. The values of the sliders also are taken on for the global weather.

The global weather takes care that the weather changes open cloudlessly when exiting the matrix of 1024 x 1024 km abruptly.

After pressing "GO" the weather themes is generated. It can be selected directly in the FS2004.

If the themes isn't typed in there, the Registry entry wasn't found for the program location of the FS2004. In this case becoming the three files

XXXXXXXXX. WTB
XXXXXXXXX. WT
XXXXXXXXX. Bmp

filed in the program directory of this program (we.exe). These then must manually into the directory <fsdirectory>/Weather/Themes/ are copied.

4. Suggestion

If the offered weather situations don't please, one can change the files clouds.bmp, cloudshgt.bmp and view.bmp with an arbitrary graphics program. These are 1280 x 1280 pixel in size. Windows are respectively selected from them with 64 x 64 pixels with a randomizer. The gray values of these windows are then used for the weather construction. When editing the graphics one should change neither the picture size nor the color palette.

And now much fun with experimenting.

The use of the program is carried out at its own risk.

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