

## GENERAL

To get a first impression to set manual weather in MSFS this is a useful short video.

<https://youtu.be/Zn57C4Q8YA4>

A good start to make manual weather is to use Clear Skies. Open the pulldown menu and look for Clear Skies. First click Save as (yellow arrow), choose save to this PC and give the file a name. It will be saved in: C:\Users\Owner\AppData\Local\Packages\Microsoft.FlightSimulator\_8wekyb3d8bbwe\LocalState\Weather\Presets. In MSFS it will show in the Weather pulldown menu.

To save during the process use Save (purple arrow). Use Rename (blue arrow) to change the file name.

To open the Cloud Window click on a Cloud Icon (red arrow), to open the Wind Window click on the Wind Icon (green arrow).

## SETTINGS

### ALTITUDE CALCULATION:

If set to AMGL then the settings are calculated from ground level, if set to AMSL sea level is used.

### PRECIPITATION (in/h):

Sets the amount of rain or hail in inches/hour. You do need the right clouds of course.

### SNOW DEPTH (in)

Speaks for itself.

### LIGHTNING (%):

Speaks for itself

### TEMPERATURE MLS/ISA+10 (°f):

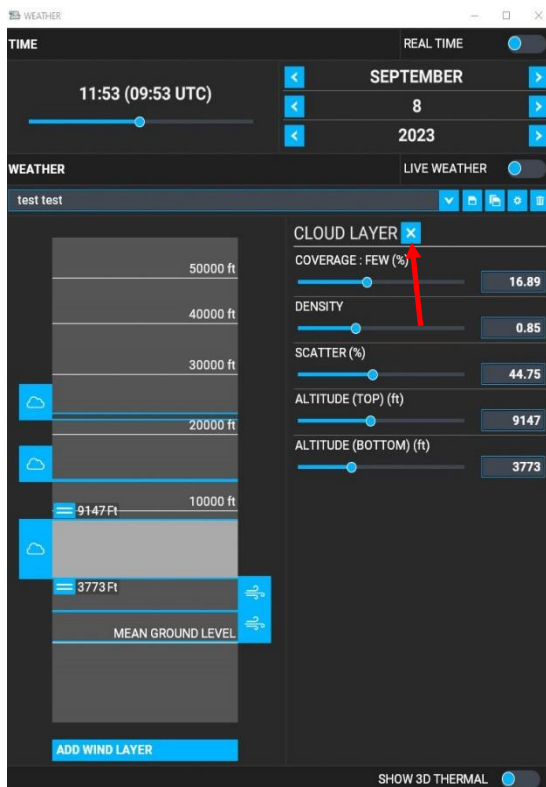
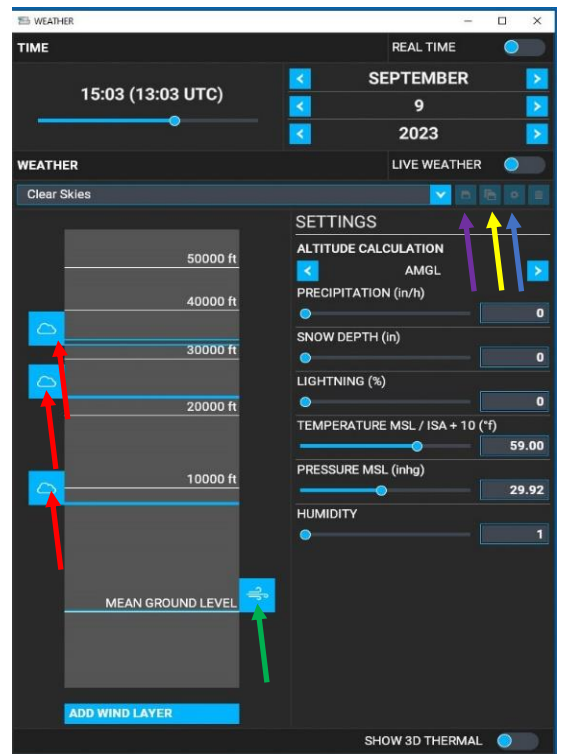
Temperature should be filled using degrees Fahrenheit.

### PRESSURE MSL (inhg):

Air pressure is at sea level in inches of mercury.

### HUMIDITY:

Humidity is normally between 1-100%, but the slider only goes up to 20. So 20=100%. To set a humidity of 85% make this calculation:  $0.85 * 20 = 17$ . Set the slider to 17.



## CLOUDS

Activate the cloud settings by clicking on the cloud icon. There are always 3 cloud layers. You can deactivate a cloud layer by setting the same altitude to TOP and BOTTOM and the COVERAGE to 0%. You can move the sliders or type in the numbers. Close the Cloud Window by clicking the X (red arrow).

### COVERAGE:

Few - set coverage to roundabout 16  
Scattered - set coverage to roundabout 45  
Broken - set coverage to roundabout 66  
Overcast- set coverage to roundabout 95

### DENSITY:

The higher the density the more vapour in the clouds

### SCATTER:

It will make some clouds bigger and others and others smaller. The total coverage will stay the same.

### ALTITUDE (TOP) and ALTITUDE (BOTTOM):

This speaks for itself. The difference between top and bottom together with the distance between them will determine the type of cloud that will be drawn. See the cloud card that comes with the weather information.

## WINDS:

Activate the wind settings by clicking on the wind icon. You can add and delete wind layers.

If you add a layer the settings of the last selected layer will be copied. To move a layer to another altitude select and hold the wind layer and move it up or down. The altitude of the bottom of the wind icon is shown on the top right.

Setting wind speed and direction and also gust speaks for itself. You can move the slider of type in the numbers.

Close the Winds Window by clicking the X (red arrow).

