Fs Sky World 2004
For
Microsoft Flight Simulator 2004
By FSW GROUP

http://fsw.simflight.com/

Fs Sky World 2004
V1.0

Index

Fs Sky World 2004 Environment Enhancement.

The goal of Fs Sky World 2004 is to increase the variety of FS2004 textures including: clouds, sky, landing light, snow, sun, moon, lens flare and more. This Utility allows you to modify the current textures in FS2004 by selecting a pre-defined set. You can also select a flight situation, Start Msfs 2004 and play sound within the program.

Feature Summary

- World Wide Clouds
- Environment Texture; Sun, Moon, Snow fix, Clouds, Sky, Runways Lights, Landing lights, Lens flare etc.
- Splash Screen Randomizer
- Utility Texture Manager
- Randomize clouds & texture
- Select situation/clouds and Start Msfs 2004
- Play WAV sound, MP3 and CD player tracks
- Compatibility With Microsoft Flight Simulator 2004
- Compatibility with 3rd Party Weather Generator Active Sky
- Compatibility, Microsoft Windows 98, Me, 2000 and Xp

What's this utility Can do?

This utility can install texture in fs2004 by pressing the install button from the fs sky word 2004 interface and can also start flight, play sound and install Splash Screen.

What's this utility Can't do?

This utility can't download Real Weather; you have to add clouds layers manually in your Msfs Weather\ Advanced, using built in real weather OR use 3rd party weather generator Active Sky to see our FSW clouds.

When Fs Sky World should be started?

Fs Sky World should be started before Ms Fs2004 is running.

When Fs Sky World should be closed?

Fs Sky World can be closed after your have selected your various texture set and before fs2004 start, but (it does not matter if you leave Fs Sky World 2004 open)

Fs Sky World and Clouds are NOT responsible of these problems:

AI Aircraft, Aircraft, Cockpit, Panel, Scenery, Atc and all others features in fs2004

Question on those subjects will NOT be answered in FSW emails or FSW Forum

Requirement

Compatibility

Microsoft Flight Simulator 2004
Compatibility, Microsoft Windows 98, Me, 2000 and Xp
Special Compatibility Design with Active Sky

Fs Sky World 2004 Requirement

Microsoft Runtime
Only if Fs Sky World does not start at all, you will need the Visual Basic 5.0, 6.0 & 6.0 Sp5,
Install them in order, vb5, vb6, vb6 sp5.

VB5: http://support.microsoft.com/default.aspx?scid=kb;EN-US;180071

VB6: http://support.microsoft.com/default.aspx?scid=kb;EN-US;192461

VB6 Sp5: http://support.microsoft.com/default.aspx?scid=kb;EN-US;290887

Windows Media Player

To be able to play the sound, you will need the Microsoft Windows Media Player V8 and above
Installed in your Windows, available here:
 http://www.microsoft.com/windows/windowsmedia/download/default.asp

To Read PDF Documentation

You will need the latest version of the free Adobe Reader available below:
 http://www.adobe.com/ or http://www.adobe.com/products/acrobat/readstep2.html

To Read the *.doc files

You will need Microsoft Word from Microsoft.

Installation & Uninstall

Installation
#1 Extract the FSW2004.zip files to a temporary folder
#2 Press FSW2004.exe and Install It anywhere **except** in the fs2004 directory.

Recommended Installation of Fs Sky World 2004

Example:

C:\Fs Sky World 2004

D:\Fs Sky World 2004

E:\Fs Sky World 2004

F:\Fs Sky World 2004

Etc.

Uninstall Fs Sky World 2004
Simply go to your Fs Sky World installation folder, and press the uninstall icon, or delete manually your Fs Sky World folder 2004 from your original installation location, and delete at your start\program\fs sky world; there is no file anywhere else in your computer and no registry entries.

Basic Start Fs Sky World 2004

#1 Double click on the desktop FSW Icons

- Select your Cumulus Set, press Install buttons
- Select your Cirrus Set, press Install buttons
- Select others texture set area from your preference, moon, sun etc. and press Install buttons
- Close Fs Sky World 2004 (you can leave it open minimized , it does not matter)

  (See page 6, Pictorials Utility Functions Instruction)

#2 Click on your Fs2004 shortcuts and go to the Fs 2004 Weather/Advanced/ Clouds area
#3 Add cumulus/stratus layer (adjust the clouds altitude to what you want)
#4 Hit "add new clouds layer" and install the cirrus clouds etc.
#5 your latest Clouds set installed will remain in your Fs2004\texture for your next session of Fs2004.You will see these latest clouds installed in fs2004 for your next session.

Notes: Stratus clouds are always included in each Cumulus set. Cumulus F & G set are different for stratus looking. Sometime for a specific set texture, there is alternative lower or higher resolution texture, if you want to use it, just enable one white square block and press install button*. (See Buttons option page 10)*

You want to test others FSW clouds set?

- You should close fs2004,
- Open Fs Sky World, Select Your textures set and press Install, Close Fs Sky World or leave it open does not matter.
- Start fs2004 from its own icon or from Fs Sky World 2004 Inst & Run Fs Button.

  Notes: Fs2004 engine can't refresh cumulus/stratus clouds during a flight; you have to shut down fs2004.

Situation Example

I have included a bunch of situation flight (*.FLT & *.WX) with saved weather to show you what's Fs Sky World 2004 and Fs2004 can do with their clouds type formation.

Notes: Be aware, starting a flight from Fs Sky World 2004 situation, you will loose your default flight in fs2004 and may disappear temporarily your 2d panel *(See Page 20)*

Pictorials Utility Functions

Step A

Step B

Step C

Step D

Step E

- Close Fs Sky World 2004 and start Fs2004 by its own icons.
- Use real weather built in Fs 2004, manual weather setting or from 3rd party weather Active Sky.

Or

- Start Fs 2004 from Fs Sky World situation and press Inst&Run Fs
- In Fs2004, use default situation weather, OR manual\ real weather built in fs2004 OR 3rd party Active Sky

Sky Set

Sky color in fs2004 change by date in the fs2004 calendar, from day1 to day31, by changing the date in the calendar from fs2004, you will see different sky color from all time in a day and in any different date.

In Fs Sky World 2004, sky set 1, 2, 3,4, etc and DSL 25% & 50% set contains day, dusk, dawn, night and the sky color change by date in the calendar in fs2004. Sky set that's contains the word "Fixed" deep, light, day and the dawn & dusk set, these sky set are fixed for all date but the color is corresponding to their time of the day in fs2004.

Notes: You don't need to close fs2004 to install others sky set, just minimize fs2004 and select a new sky set in Fs Sky World and press install button, after go to 2004 and change the date, it will refresh the new sky set from either's fixed or normal sky set 1,2,3,4, DSL 25% & 50% set etc.
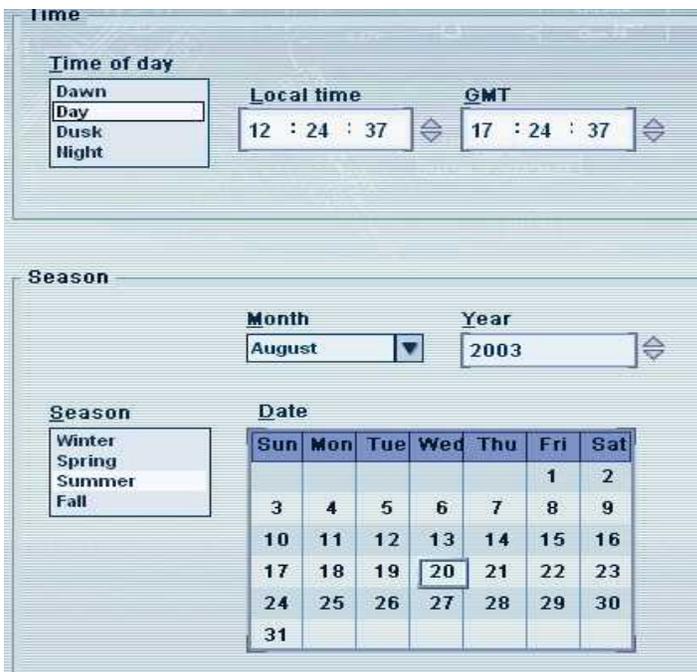
- The sky beginning with Sky set 1,2,3,4 etc and DSL 25% & 50%, the sky color changes by the date in the fs2004 calendar.

- The sky set that's contains the word Fixed, the sky color doesn't change by date in the fs2004 calendar. You will able to select one dawn set, one day set and one sunset set from your preference and press install button for each of one; dawn, day, and sunset, since they don't overwrite them self.

Eclipse and Full Moon Color Variation
- To see the Eclipse in fs2004, set the time\ day to Full moon time.
- To see the Full Moon B Color variation, install the full Moon B from your preference and set the time\ day to Full moon time.

Snow Fix

The snow fix set; it fix the circle pattern snow from your cockpit or external view, when the precipitation is set at heavy or very heavy, more fluid snow pattern from the sky compare to default fs2004 one.

7

Improve Weather Performance

Clouds Performance

FS Sky World 2004 clouds is the exact default Fs2004 performance not more or not less fps. In fs2004 display\weather, you can reduce slider to improve performance, such as cloud draw distant to 30 mile and sight distance to 60 mile. Cloud coverage density can be set to lower when there is many clouds layers at the same time. (*See picture below*)

However I have think for those that's have lower system spec, you can download this files; FSWHIFPS.zip available at few fs web site or here http://fsw.simflight.com/FSWdownload.html for Fs Sky World 2004 include 32bits\Dxt resized version 512x512, 256x256, 128x128 of all clouds that's included in Fs Sky World 2004 to improve performance.

Notes: I have included the altered default 2004 resized high performance clouds; hifps.zip, hifpsv2.zip with both format DXT and 32 bits and sky.zip in Fs Sky World 2004**.**
HIFPSV2 = Reduced visual + best performance possible
HIFPS = Great visual, little 20 % lower fps than Hifpsv2.zip

Using DXT clouds version

- **To avoid error\Ctd loading at 77%** when MsFs is starting loading a and you are using DXT clouds version, Close Msfs, Start Msfs, go to fs2004 display setting , Enable Render to Texture from your Fs 2004 graphics Display. One some system enabling render to texture can degrade performance and get flickering display. DXT clouds degrade visual compare to 32 bits especially near the cloud.

- Using 32 bits clouds version, you can leave render to texture disabled or enabled.

Notes: Active Sky can improve performance by limiting the clouds layers from x number to fs2004.
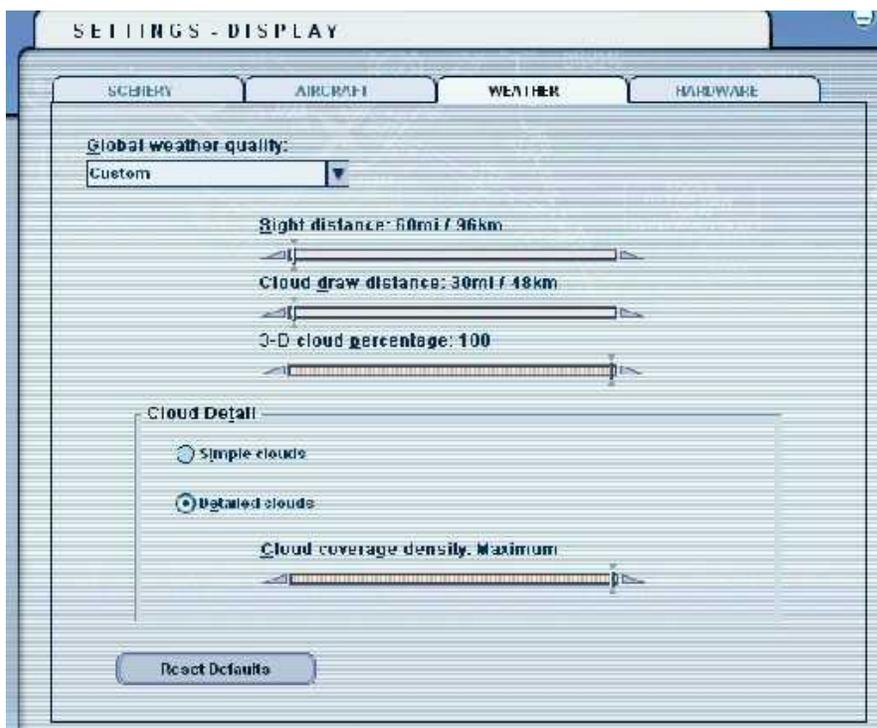
Clouds Type

Clouds type change from the altitude and height just like the real thing. You may see a lot of clouds model variation depend on the height, altitude and type of the clouds. Active Sky had the optimized accuracy on weather data to have the best result from the real world in fs2004.

Notes: Clouds model change in your Fs 2004 weather display setting from the clouds density slider and clouds percentage slider.

Type	Height	Altitude	Coverage	Variations
Cumulus				
Altocumulus	Below 3,000 feet	Medium	5/8 to complete	4
Stratocumulus	Below 3,000 feet	Low to High	5/8 to complete	4
Cumulus Humilis	Below 3,000 feet	All	1/8 to 1/2	4
Cumulus Mediocris	Between 3,000 feet and 6,000 feet	All	All	8
Culumus Congestus	Between 6,000 feet and 10,000 feet	All	All	8
Towering Cumulus	Higher than 10,000	All	All	8
Cumulonimbus				
Cumulonimbus Calvus	Below (or at) 15,000 feet	All	1/8 to 1/4; 3/8 to 1/2; 5/8 to 7/8; complete	4
Cumulonimbus Incus	Below 15,000 feet	All	1/8 to 1/4; 3/8 to 1/2; 5/8 to 7/8; complete	4
Stratus				
Nimbostratus	All (with rain or snow)	All	All	8
Altostratus	Between 2,000 feet and 5,000 feet	Medium	5/8 to complete	4
Stratus	All (without precipitation)	All	All	8

Buttons

Install or Inst&RunFs With Sky Button:
When you press the button Install, you should see a display pop up with the texture set name that will be installed. Inst&Run button will install the latest selected texture set from the sky button and start Fs2004 without any pop up message.

Inst&RunFs With Situation Button:
When you want to start a specific flight from Fs Sky Word 2004 interface, after starting up fs2004 from Fs Sky World interface, in Fs2004, **you should go to; Create A Flight window then press fly button in fs2004**.

If you want to start a specific flight direct from Fs Sky World 2004 without been interrupted with the Fs 2004 main start windows, just change the line in your Fs9.cfg below to value 0 (zero) ;
[STARTUP]
DEMO=0
LOADSIM=1
LOADWINDOW=1
SHOW_OPENING_SCREEN=**0** <---
STARTUP_DEMO=

Notes: Be aware, starting a flight from Fs Sky World 2004 situation, you will loose your default flight in fs2004 and may disappear temporarily your 2d panel *(See Page 19)*

Option Button
Sometime for a specific set texture, there is alternative lower, higher resolution texture or texture option, if you want to use it, just enable the white square block and press install button.

Random button
This button Select only a random clouds set before fs2004 is started with no screenshots preview. This function pick only one clouds set in random that's you don't know and install the clouds set in fs2004 before fs2004 is running then, you press the Random buttons and Press Inst&RunFs or Install buttons.

Clear the last situation *.FLT

#1 Click on the situation button
#2 Right mouse click on the button
#3 left clicks on the line (clear situation in fs9.cfg)
#4 This will set your Default Fs2004 Flight at Seattle

Option
#1 Clear Situation
#2 This will set your Default Fs2004 Flight at Seattle

Sound Buttons
By pressing the word sound, you can have cd players, MP3 player and two wav channel buttons with interval sec and volume. for the MP3 button, you can add many MP3 that's you want, by pressing the add button and browse to your own MP3 folder, you can edit your MP3 set list, by **pressing right mouse click on add sound buttons**, you will have clear list, edit list, reverse, forward, when you edit your MP3 set list, by holding the left mouse button on your songs, you can set them in list order.

Help
Right or Left mouse click on help will open the Help folder that's contains all *.doc for Fs Sky World.

Texture Category Filter
In the interface, select your texture type and set... You can have up to 4 Category at the same time in fs2004 cumulus, high mid level, sky, misc, they don't overwrite each others.

Cumulus: Display Cumulus set
Cirrus: Display Cirrus set
Sky: Display Sky set

Misc: Can display if available from FSW, raindrop, moon, sun, snow, rain, lens flare, runways lights, landing lights, all texture that's are in fs2004\texture **except the clouds**, are in the MISC category
All: It will display all texture in Fs Sky World.

Font Display
You can change the Fs Sky World font in your cloud.ini. This font list below can works, you can have more depend on your font available in your windows\fonts folder. Arial Narrow, Arial Unicode Ms, Book Antiqua, Century Schoolbook, Comic Sans Ms, Garamond, Georgia, Glass Gauge,Lucida Sans Unicode, Microsoft Sans Serif, Ms Sans Serif, Ms Serif, PmingLiu, Tahoma, Times New Roman, Trebuchet Ms.

[Font]

Proportional=Arial

Fix=Courier New

Option

Last Installed Data

Last installed data is only to know which clouds or texture set have been installed in your last session or your last installments. By default, this can detect 3 last set installed, you can increase the value number in your cloud.ini, but not too much, and this can cause an error.

Show Cloud.ini

This function allow you to accelerate the editing of your cloud.ini

Sound

By pressing the word sound, you can have cd players, MP3 player and two wav channels buttons with interval sec and volume. For the MP3 button, you can add many MP3 or others sound format that's you want, by pressing the add button and browse to your own MP3/ wav sound folder, you can edit your MP3 set list, **by pressing right mouse click on add sound buttons**, you will have clear list, edit list, reverse, forward, when you edit your MP3 set list, **by holding the left mouse button on your songs names**, you can set them in list order to play.

Clear Situation

When you clear the situation, your default flights will the Default Fs2004 Seattle start up Flights.

> **#1** Click on the situation button
> **#2** Right mouse click on the button
> **#3** left clicks on the line (clear situation in fs9.cfg)
> **#4** This will set your Default Fs2004 Flight at Seattle

Option
> **#1** Clear Situation
> **#2** This will set your Default Fs2004 Flight at Seattle

Error

Can't Install Fs Sky World 2004 at all ?

Make sure your Windows Temp folder is empty, if still not works, restart your computer. When you press the *.exe for the first installation wait a little moment.

Using DXT clouds version

- **To avoid error\Ctd loading at 77%** when Fs is loading and you are using DXT clouds version. Close Msfs, start Msfs, go to fs2004 display setting, Enable Render to Texture from your Fs 2004 graphics Display.

- Using 32 bits clouds version, you can leave render to texture disabled or enabled.

If Fs Sky World Does Not Start
You will need the Visual Basic 5.0, 6.0 & 6.0 Sp5, Install them in order, vb5, vb6, vb6 sp5.

VB5: http://support.microsoft.com/default.aspx?scid=kb;EN-US;180071

VB6: http://support.microsoft.com/default.aspx?scid=kb;EN-US;192461

VB6 Sp5: http://support.microsoft.com/default.aspx?scid=kb;EN-US;290887

The Run Time Error 75' Path/ Access Error
Fs Sky World and Fs2004 folder should be in **Archive** attributes **NOT** read only.
Mouse right clicks on your fs2004 folder and Fs Sky World folder, properties and set the attribute as archive and unchecks the read only. Check again both folders to be sure they are as archive attribute only.

Still can't start Fs Sky World?

In this area **Erase Both** line LastMusicPath=G:\ and MusicFile1=G:\

"Ch3 for play music by Windows Media Player MP3 (MWMP should be installed.) The path will be automatically here when you add sound, if you can't start Fs Sky World anymore for future session, erase both line, they will be recreated next time if you add sound.
LastMusicPath=G:\........\..........\
MusicFile1=G:\......\.........\

Adding new texture set?
You cannot add your own others texture in Fs Sky World 2004.

Fs Sky World Path Detection

If you have future error, in your cloud.ini, change the Check=off to on, and start Fs Sky World, this will detect all paths for Fs Sky World. After you start Fs Sky World, the Check=on will be set to off, this is only needed for the first time that's you start Fs Sky World or future error.

[PathCheck]
'At the first time you start Fs Sky World, it will be on by default, and after off when fs sky 'world started. It will check all paths of Fs Sky World contents
'If problem with Fs Sky World in future, set the check=on and start Fs Sky World again.
'on or off
Check=on

Fs Sky World Installation

Never Install Fs Sky World 2004 in the ROOT of Fs2004, only outside the Fs2004 Directory!

You Can Install Fs Sky World anywhere expect in the root of Fs2004 Directory

Example:

C:\Fs Sky World 2004
D:\Fs Sky World 2004
E:\Fs Sky World 2004
F:\Fs Sky World 2004
Etc..

Adding new texture set?

You cannot add your own others texture in Fs Sky World 2004.

Os Permission

Be sure you have Full Access in your Os environment, as Administrator and you are not restricted.

FSW Forum

http://forums.simflight.com/viewforum.php?f=12&sid=7

## Update\Wish\Suggestion, you can contact me at:

chris@simflight.com

Clouds Set Visual Difference

Clouds Set Difference

- The Difference between Cumulus A to I, are the clouds edge details model.

- The Difference between set 1 to set 4 from each letter A to I, are the map visual model, there is fluffy, puffy, smoother etc. *(See Picture below)*

- Basically there is 9 new cloud from Cumulus A, B, C, D, E, F, G, H, I and there is 4 variation for each letter; set 1, 2, 3, 4.

- The color of the clouds bottom or overall, change by date, time and different Sky set.

- **You will be able to see more noticeable difference on the edge of the cloud with Cumulus A, E, F, G and H. Consider Cumulus B, C, D, I as alternative set for the cloud edge details.**

Notes: More the sky is deeper blue, more the clouds will appear more white and detailed edge since it focus and contrasts the clouds. We recommend using 32 bits in fs2004 display setting for better visual overall.

Set 1

Set 2

Set 3

Set 4

Same Except Set 3 is more bluesh and volumetric
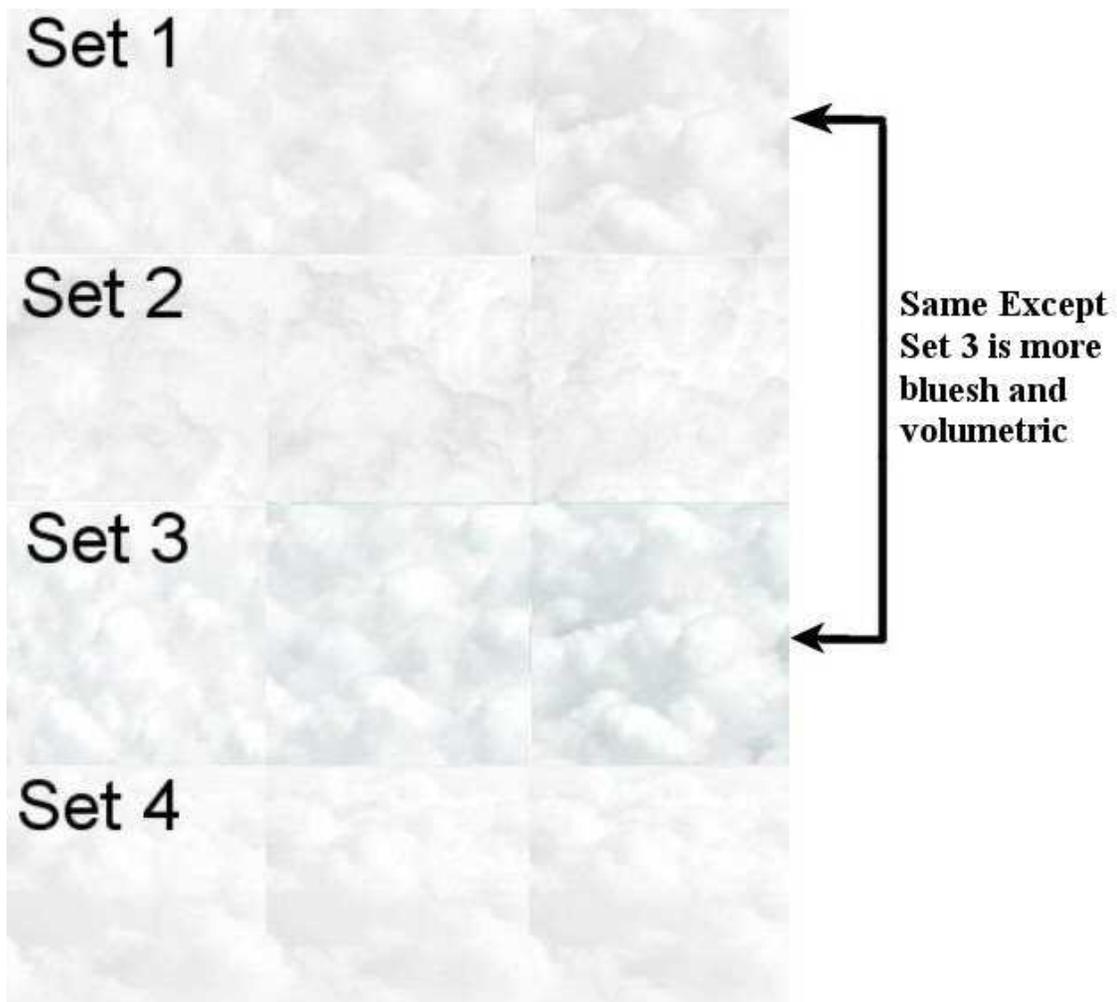
Adding Situation

Screenshots preview
You must create a screenshots in *.jpg format and resize it to 254x254, do not exceed 254x254 size.

Situation Files and preview screenshots:
You must install them in your Fs Sky World 2004\Situation

The preview screenshots SHOULD have the same name like the saved situation name.
Create a screenshots in *.jpg format and resize it to 254x254, do not exceed 254x254 size.

Ex: 3 files created
test.flt, test.wx and test.jpg ....will be in Fs Sky World 2004\Situation

New Situation FLT

Save your flight in **Fs Sky World 2004\ Situation** and a 254x254 *.jpg for the screenshots preview with the same name of the new *.FLT situation name.

Now it is possible to start *.FLT situation with the desire clouds set in Fs Sky World 2004, by simply adding the exact set name after the word SkyFolder=. It's recommended to add only one cumulus set , one T-storm Set and one High Level set for not overwriting the selection. You must add these line at the end of your *.FLT situation flights, you can open the *.FLT files with a Notepad.

EX:

[Fs Sky World]

SkyFolder1="Cumulus A set 1"

SkyFolder2="DLS 25 sky set 1"

Fs Sky World Folder Structure\ Files

X:\Fs Sky World 2004\Help	← Contains all Help *.doc
\Situation	← Contains all *.FLT, *.WX and *.jpg
\Sound	← Contains all Thunderstorm *.wav sound
\Ch1	
\Ch2	
\Splash Screen	←Contains All Splash BMP dlgsplash.bmp
\Texture	←Contains all texture

Clouds.ini	← Cloud.ini
Fs Sky World 2004.exe	← Fs Sky World Application
fsw.wav	← Interface Click Sound
fsw2.wav	← Not used sound

Notes: You cannot add your own texture in Fs Sky World 2004.

Splash Screen and Sound

Splash Screen

You can download your preferred 3rd party Splash Screen.

All *.Bmp should be in Fs Sky World\ Splash Screen, to activate the splash screen, you should press Inst&Run Fs button.

All *.BMP must have the name starting with:

dlgsplash1.bmp

dlgsplash2.bmp

dlgsplash3.bmp

Etc.

dlgsplashX.bmp Unlimited Splash Screen, You can have many Splash Screen as you want.

Cloud.ini

'Default mode is random, 'If you like sequential mode, write following. You can write "Random" or "Order" after the Mode=

'to disable the splash screen, change this line: Splash=off'

[Splash Screen]
 Splash=on
Mode=Order
LastNo=1

Sound Buttons

By pressing the word sound, you can have a cd player, MP3 player and two wav channels buttons with interval sec and volume. For the MP3 button, you can add many MP3 or others sound format that's you want, by pressing the add button and browse to your own MP3/ wav sound folder, you can edit your MP3 set list, **by pressing right mouse click on add sound buttons**, you will have clear list, edit list, reverse, forward, when you edit your MP3 set list, **by holding the left mouse button on your songs names**, you can set them in list order to play.

Wav Ch1 and Wav Ch2 Sound
Your Thunderstorm or Atc *.wav should be in:
Fs Sky World\Sound\Ch1
                               \Ch2

Wav Sound for Fs Sky World Interface
The wav files are in the main of the Fs Sky World Folder.

Fsw.wav= Interface Click sound
Fsw2.wav= Not used

You can Disable the sound by change the Beep=on to off

In your Cloud.ini
[ButtonSound]
'on or off
'Set on if you want to hear sound when button is clicked.
'off this section will means off mode.
'*.wav are located same folder as FSSW.exe
Beep=on
File=fsw.wav

Replace your *.wav sound from your choice:
fsw.wav = Interface click
fsw2.wav = Not used

Just replace the *.wav with the same name as fsw from any others wav sound. (Not a too much a long sound)

Disabling the Sound

#1 Mouse Right click on your desktop.
#2 Go to New and select Wave Sound.
#3 Rename the New Wav Sound.wav as fsw2.wav.
#4 Copy the fsw2.wav to your fs2004 directory and overwrite.

Default Flight and 2d Panel Issue

You have lost your 2d Panel in Fs 2004?

Because you have started a flight with Fs Sky World 2004 with the situation button, I have save some flight with no 2d panel, to **disable or enable 2d panel only press shift-1** it's a key in fs2004 that's disable or enable 2d panel.

## You have lost your Default Startup Flight?

- When you start a flight from Fs Sky World interface, your latest selected flight in Fs Sky World, will be your default flight in fs2004.
- To enable your preferred default flight, you should go to fs2004 and select your flight and enable make this flight as default. *(See picture below)*
- If you start another flight with situation button in Fs Sky World, your default fs2004 flight will be the latest flight selected from Fs Sky World 2004.

Clear the last situation *.FLT

#1 Click on the situation button
#2 Right mouse click on the button
#3 left clicks on the line (clear situation in fs9.cfg)
#4 This will set your Default Fs2004 Flight at Seattle

Option

#1 Clear Situation
#2 This will set your Default Fs2004 Flight at Seattle
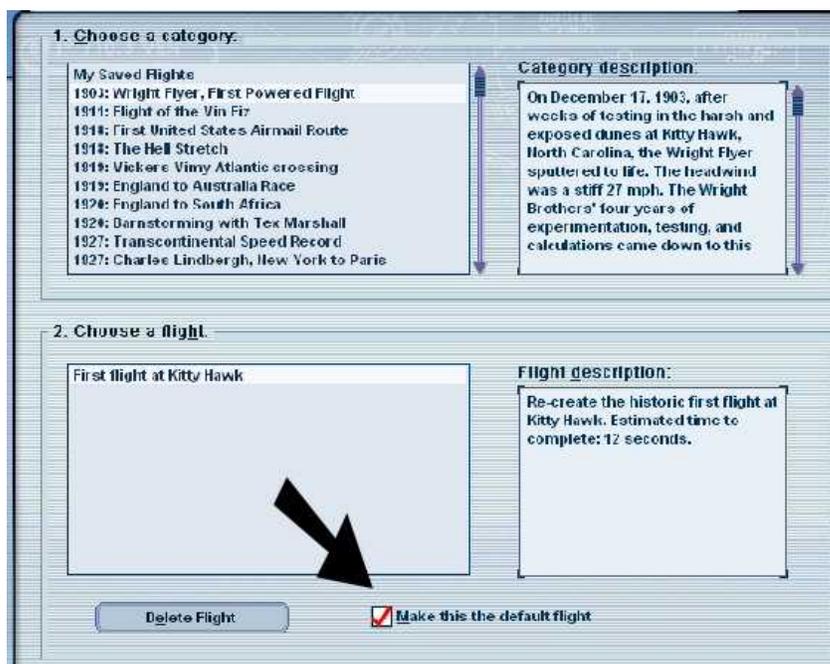
Tips & Tricks

Runways Lights

How can I change the way runway and approach lights look?

There are now scalars in the FS9.cfg file that will allow you to scale the size of each category of lights to your liking. The values have to be added under [DISPLAY] section of the fs9.cfg file, they are set to 1.0 by default. Add these 4 line below [DISPLAY]

[DISPLAY.Device.NVIDIA GeForce4 Ti 4200 with AGP8X.0]
      Mode=1024x768x32
      TriLinear=1
      [DISPLAY]

RUNWAY_LIGHTS_SURFACE_SCALAR=1.0 (scales edge, center, end, and touchdown lights)
RUNWAY_LIGHTS_VASI_SCALAR=1.0 (scales VASI lights)
RUNWAY_LIGHTS_APPROACH_SCALAR=1.0 (scales approach light bars)
RUNWAY_LIGHTS_STROBE_SCALAR=1.0 (scales Rails and ODALS)

Notes: More the value is lower, more the light will decrease in size, 0.5, 0.005 etc.

Where did the fs9.cfg file go?

For Windows XP

The fs9.cfg file is now located in **Drive Letter:/Documents and Settings/User Name/Application Data/Microsoft/FS9**. This is a hidden folder by default so you need to modify the folder options via the control panel: go to the view tab and check the "Show hidden files and folders" option

For Windows 9x users the fs9.cfg file is located in Drive_Letter:/WindowsApplicationData/Microsoft/FS9

Notes: The paths are given for the US version of Windows; localized version may vary according to their language.If you had manually moved the "my documents" folder by drag & drop or modifying its desktop shortcut FS2004 may not run as this is a "special folder" and its location needs to be configured instead of simply moving it around in Windows Explorer. To learn how to properly move this folder so applications can find it check Windows XP Help & Support on folder redirection, a quick way to do it is to right-click on the folder in the right pane of explorer or on the desktop, choose properties then the move button.

Copyright Statement

By using this software or any file owned by FSW group, you are stating that you have read, understand and agree to the terms of our copyright statement: All files available on this site are given to you free of charge. But keep in mind that we are the copyright owners. Our work is non-commercial and our files may NOT be sold or repackaged in any way.

Any duplication, reproduction, partial or complete of any material made by FSW is totally forbidden without prior authorization from the author(s).
Material from this site may NOT be used or included in payware packages of any kind. This goes for freeware thefts as well as payware thefts. FSW does not take any responsibility to any damage that might occur resulting from the use of the files. Any use is at your own risk.

All aircrafts, Texture, utility, sound add-ons, and graphics are a copyright of FSW Group. All company logos and/or trademarks presented are copyrighted by their respective owners. They are depicted here as artists presentations for illustrative purposes only.

FSW GROUP
http://fsw.simflight.com

==
Disclaimer
==
The program(s) and/or file(s) are supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of these program(s) and/or file(s).

However it is inconceivable that these program(s) and/or file(s) will do any harm to your computer.

FSW GROUP
http://fsw.simflight.com

Wish\Suggestion, you can contact me at:
chris@simflight.com