

**Fs Sky World 2004**  
**Alternative 32bit\Dxt Clouds**  
**For**  
**Microsoft Flight Simulator 2004**  
**By FSW GROUP**  
<http://fsw.simflight.com/>



**Fs Sky World 2004 Alternative 32bit\Dxt Clouds**

**Fs Sky World 2004 Alternative 32bit\Dxt Clouds for better performance.  
This package only works with Fs Sky World 2004 utility.**

**Installation**

- Extract the FSWHIFPS.zip to an empty folder
- Select only one folder 32 bits or DXT
- Enter in the folder and select the size of your preference
- More you select the lower size, more you will have gain on performance but lower visual quality, especially when you are near the clouds.
- Enter in the folder size, you will see the Texture folder
- Copy the Texture folder and go in your Fs Sky World 2004 directory and overwrite the Texture folder with the new one, you will see the pop up message something like, are you sure to overwrite all files? Just click yes to all.

### **If you are 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 display, Enable Render to Texture from your Fs 2004 graphics Display.
- Clouds should be in 32 bits like default. Using 32 bits clouds version, you can leave render to texture disabled or enabled.
- DXT Clouds degrade visual compare to 32 bits.
- DXT Can cause flickering screen, lower performance on some system spec, since it require to enable render to texture in fs2004. DXT clouds can improve performance because of the lower KB from the files but with the risk of some issue.

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