

What a Wonderful World!

What is it?

WWW is a set of ground textures enhancement for Microsoft®Flight Simulator X. WWW takes again the whole world over the 4 seasons plus the rigorous winter (in FS, 5 seasons ago!).

These textures represent all natural zones visible around the world: Rocks, mountain pastures, plains, deserts, marsh (with effects of water), forests, tundra, savannah, glacier and snows, coral, hardened lava, yellow sand, white sand, black sand plus surfaces around certain airfields. The other zones of the world are automatically merged with the WWW textures.

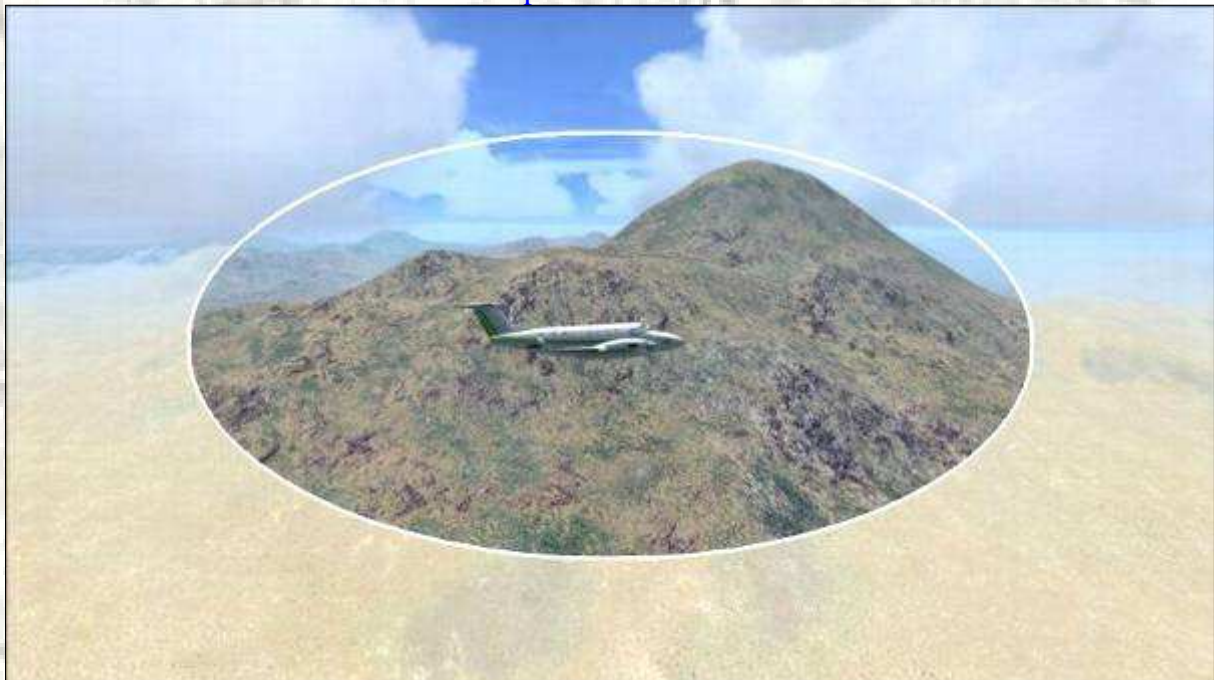
That is to say more than 3300 textures and more 2Gb of data.

How it works?

Textures of WWW replace those of FSX by new textures, in particular, those which have a desert aspect, while them returning more coloured and detailed. They were carried out on the basis of photograph taken in different part of the world.

WWW is an enormous work which took more than 10 months to develop all these textures. WWW makes it possible to improve returned FSX appreciably, as the screenshot shows it below.

Example: South America



System requirements

- FS VERSION - FSX
- INSTALLATION - Setup & follow instructions
- DOWNLOAD FILE SIZE – 1.41 GB (See SimMarket CD service)
- Hard Drive Space: 4.4 GB (Because backup)
- Video Card: 256 MB (512 MB recommended)
- RAM Memory: 1 GB (2 GB recommended)
- Processor: 1.500 MHz (2.400 MHz recommended)
- Microsoft©Windows: XP SP2 DirectX 9.0c - Vista DirectX 10

Installation

FSX must be shutdown.

Run **WWW.exe** file and follow instructions



**Installation is a long procedure and takes many time
WWW is a huge product and for your comfort, it backup your
previous textures.**

Setup wizard screen

Clic the next
button to
continue.

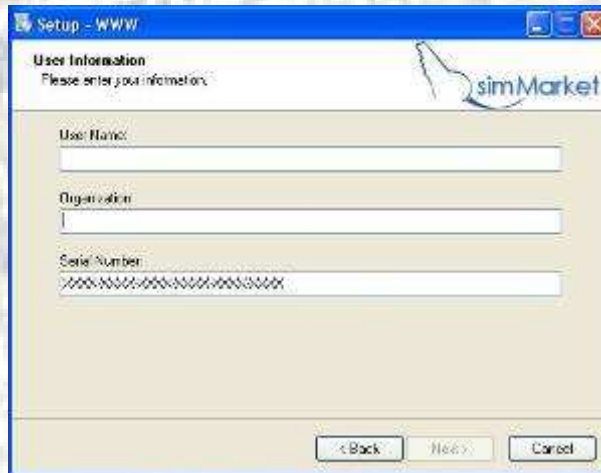


License Agreement

You must accept this
license agreement to
install the product on
your hard disk.

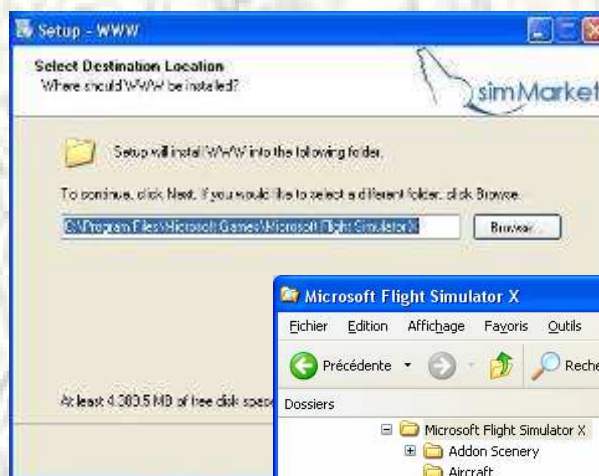


Enter your user information or change it.

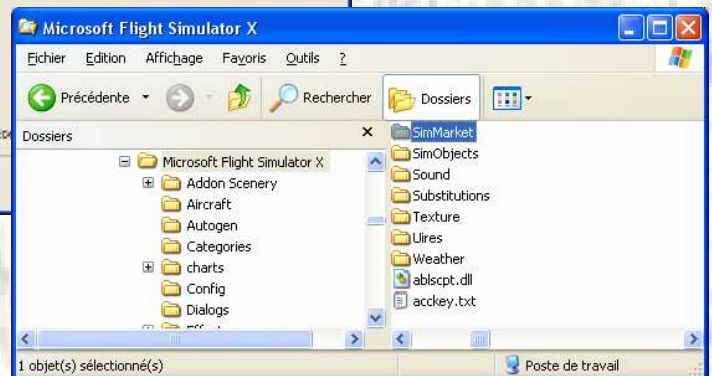


Enter the serial number send by SimMarket.

Select the destination where WWW and backup original files will be stored.



Change this path don't affect the destination of new textures set.



The start Menu Folder Can be changed here



Next screens

You can again change information at this screen. Click the Back button for that.

Backup procedure.

Install of the WWWW textures

End screen

After install, defrag your hard drive for best result.

The Start Menu

To repair WWWW

To delete WWWW and restore previous textures

This manual

This folder contains a set of 25 maps in PDF©Adobe format and printable. (See next page, the SimMarket folder)

The SimMarket folder

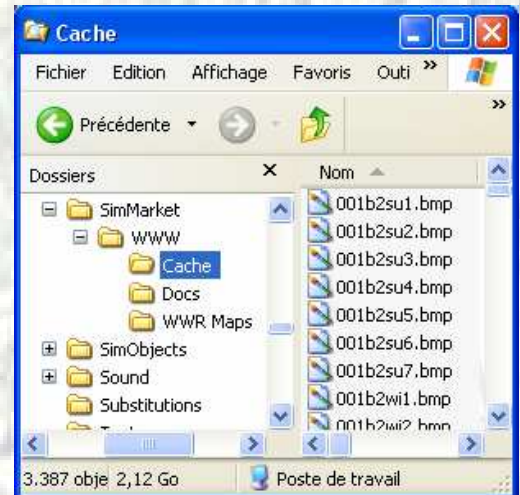
By default it's inside the main FSX folder.

This folder contains the WWW folder. You find inside the backup of previous FSX textures (folder "Cache")

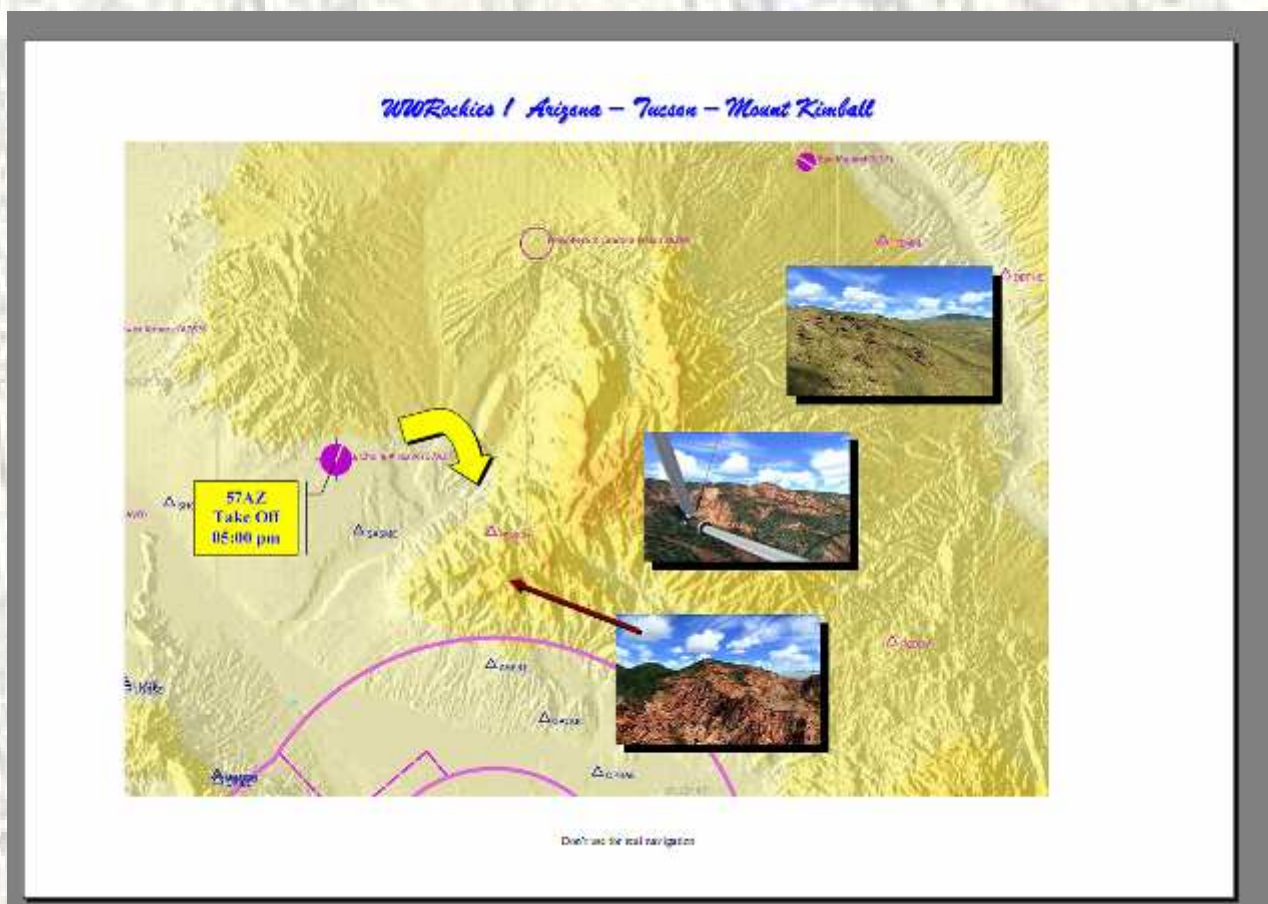
This manual (folder "Doc")

The **Heirloom** of WWRockies!
(WWR Maps folder)

A set of 25 maps made for discovery the Rockies area.



Example of map

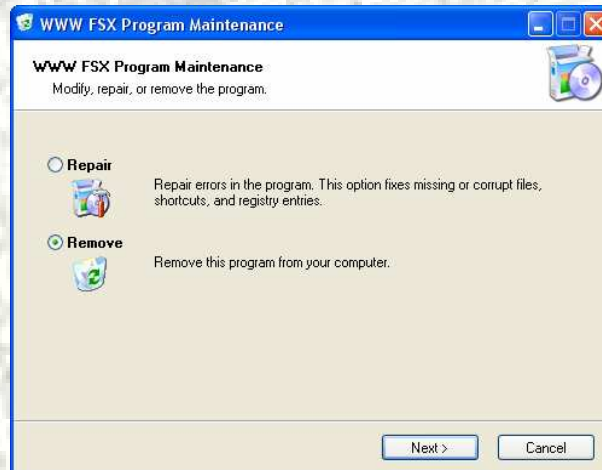


Uninstall procedure

FSX must be shutdown.

Use the Start Menu of Windows and find the SimMarket Menu.
Run Uninstall WWW short cut.

Uninstall screen



By default, Remove
Is selected.

Click Next

The **previous** textures (not the default FSX textures) are restored and the WWW files deleted.

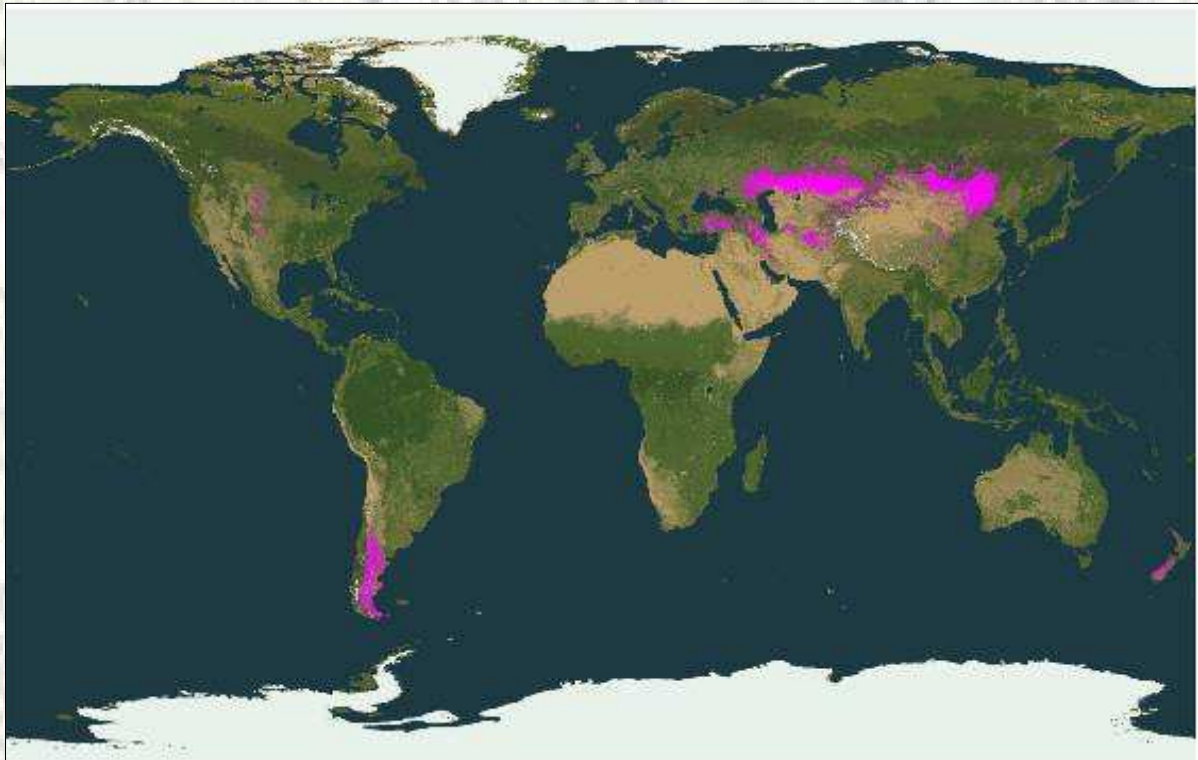
If you have installed other ground textures between the time of WWW installation and the uninstall procedure, you must re-install them.

The uninstall procedure take many time.

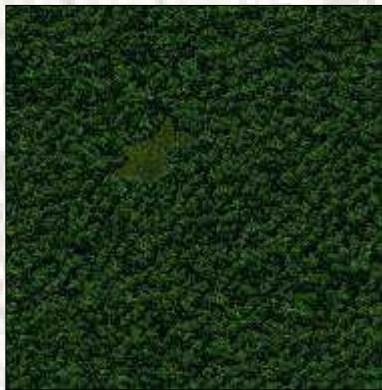
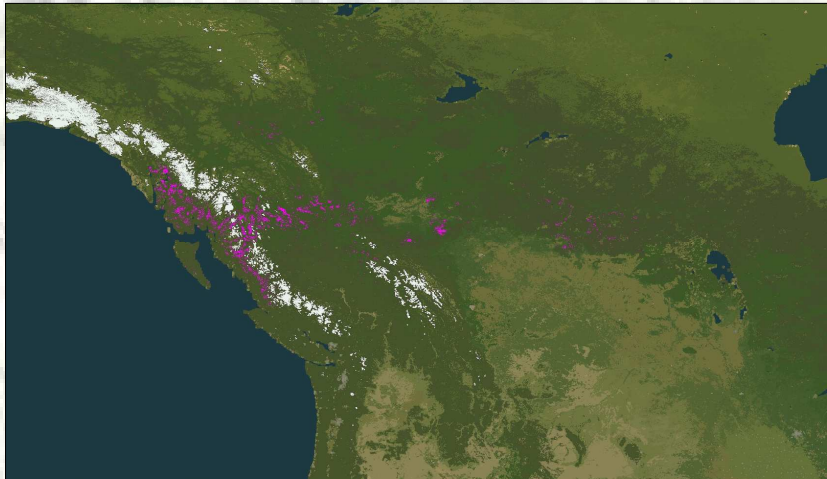
After uninstall, defrag your hard
drive for best result.

Landclass concerned with WWW

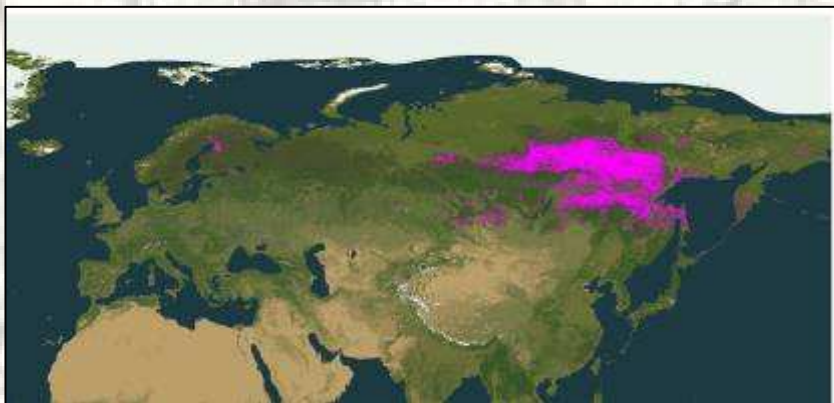
LC2 – Textures: 051C2 – 052b2 – 052E2 – 070b2 (Grassland)



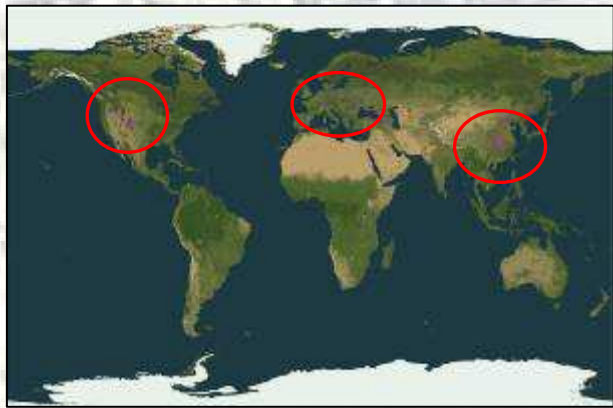
LC3 – Textures: 024C2 (Coniferous forests)



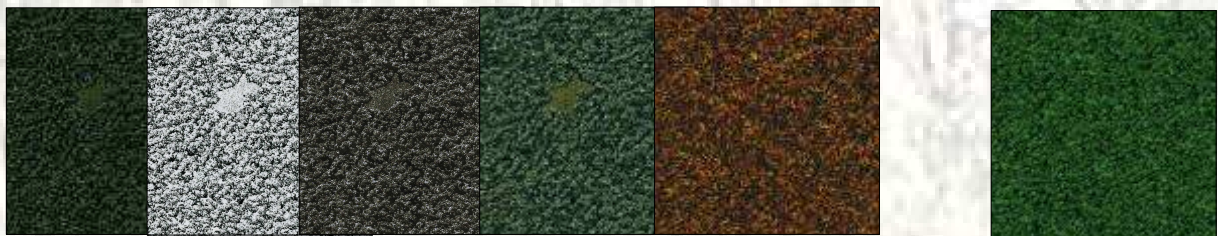
LC4 – Textures: 026b2 (Conifer forest)



LC5 – Textures: 027b2 – 027C2 (Forests)



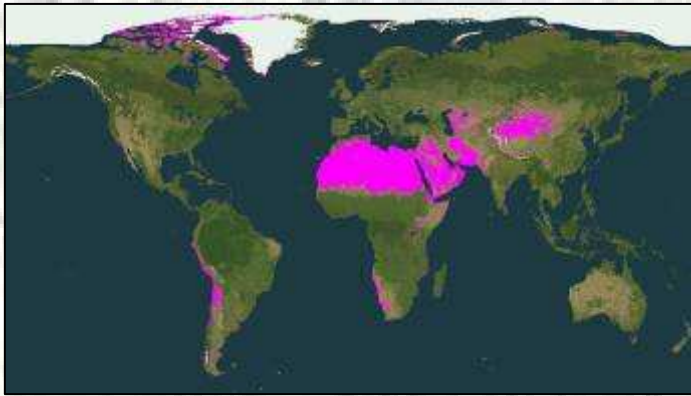
LC6 – Textures: 028b2 – 028G2 (Evergreen forest)



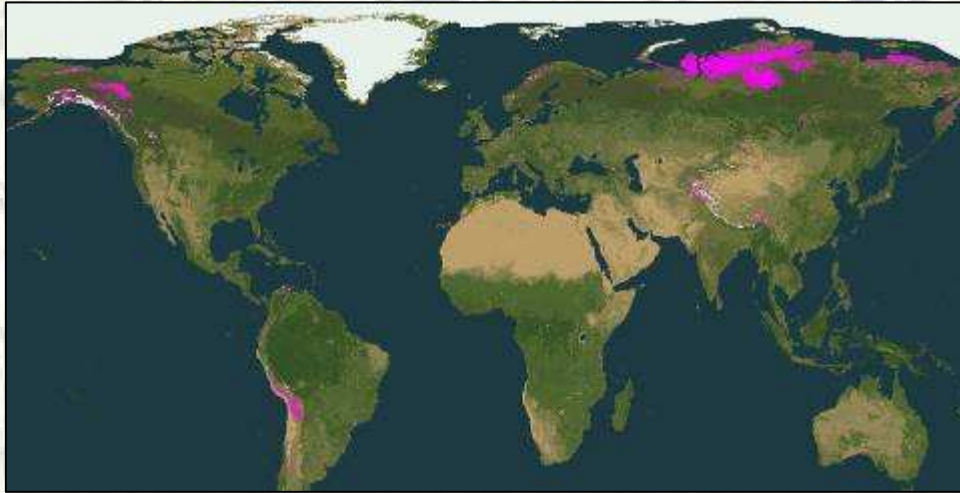
LC7 – Textures: 071b2 – 071H2 (Tall Grasses and shrubs)



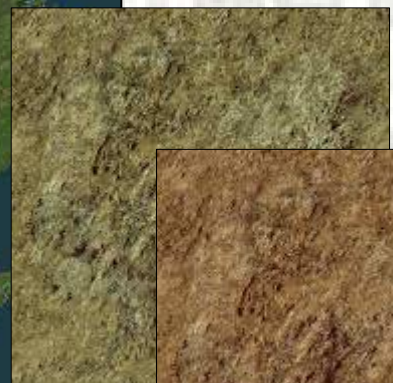
LC8 – Textures: 002b2 – 002C2 – 002E2 – 002i2 – 002X2 (Bare desert)



LC9 – Textures: 013b2 (Upland tundra)



LC10 – Textures: 006b2 – 006C2 (Irrigated grassland)



LC11 – Textures: 003b2 – 003C2 - 003E2 – 003G2 – 003X2 – 075b2 – 075F2 (Semi desert)



LC16 – Textures: 051a2 – 051b2 (Shrub evergreen)



LC17 – Textures: 014b2 (Shrub deciduous)



LC19 – Textures: 025C2 (Evergreen)



LC21 – Textures: 022b2 (Conifer boreal forest)



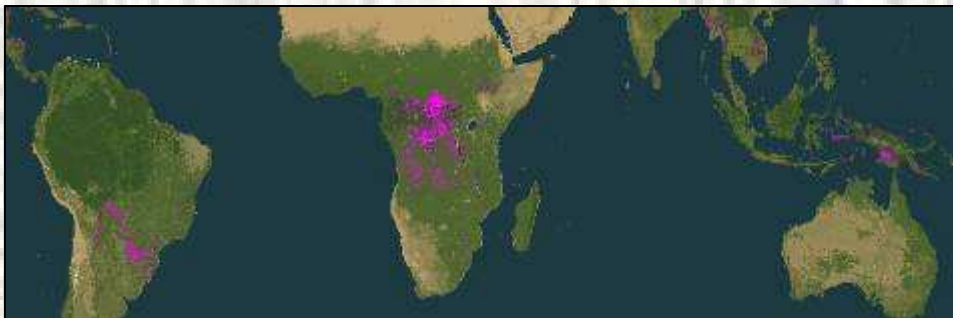
LC25 – Textures: 050b2 (Forest)



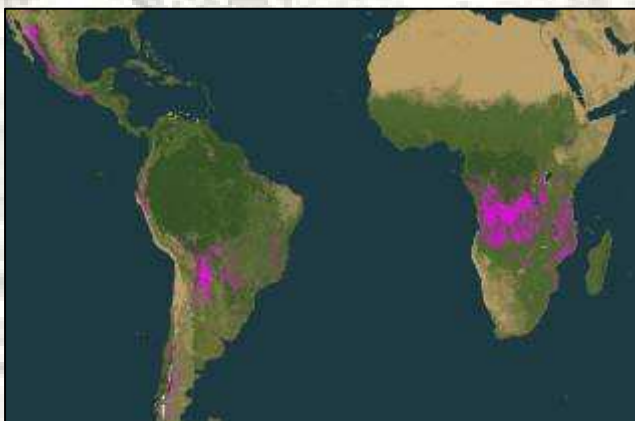
LC28 – Textures: 060b2 (Montane tropical forest)



LC29 – Textures: 021b2 (Seasonal tropical forest)



LC32 – Textures: 011b2 – 011E2 – 011G2 – 011Y2 (Tropical woods)



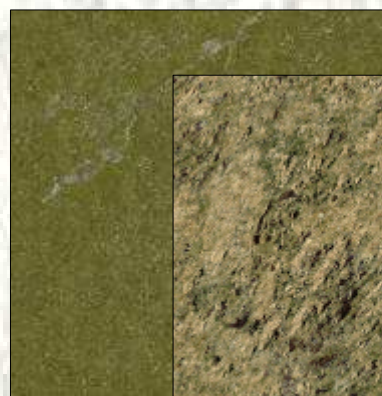
LC33 – Textures: 019b2 (Tropical rain forest)



LC34 – Textures: 020b2 (Tropical forest)



LC42 – Textures: 066b2 – 066F2 (Cold Grassland)



LC43 – Textures: 058b2 – 058E2 – 058X2 (Savanna)



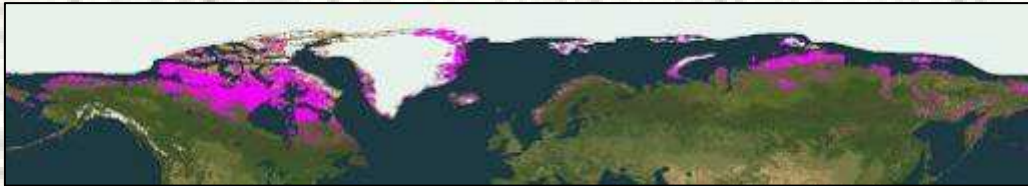
LC44 – Textures: 017b2



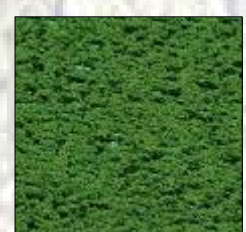
LC45 – Textures: 018b2 (Marsh with water effects)



LC53 – Textures: 074i2 (Tundra)



LC60 – Textures: 012a2 – 012b2 – 012E2 – 012G2 – 012Y2 (Mixed Woods)



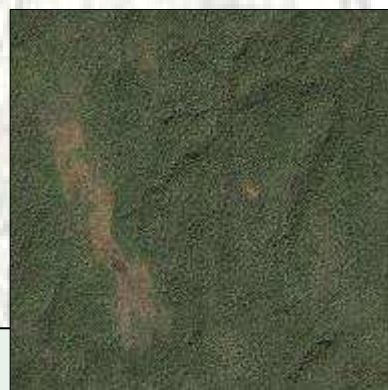
LC61 – Textures: 023b2 (Boreal Forest)



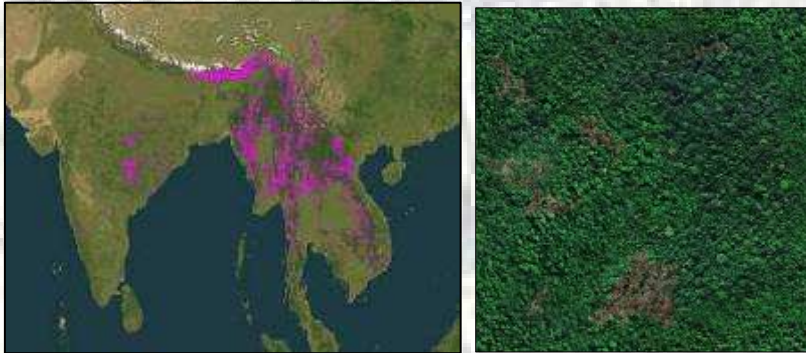
LC64 – Textures: 079b2 – 079G2 – 079X2 (Heath Shrub)



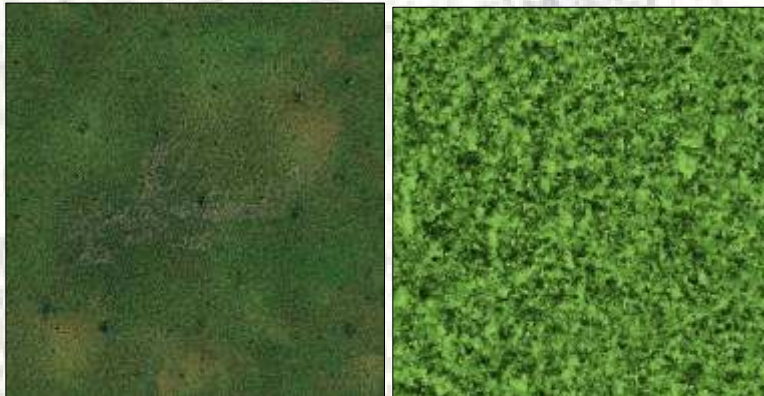
LC69 – Textures: 074b2 (Polard and Alpine Desert)



LC90 – Textures: 059b2 (Tropical forest)



LC95 – Textures: 139b2 – 139G2 (Airfields)



LC96 – Textures: 140b2 (Airfields)



LC97 – Textures: 141b2 (Grass and Shrub)



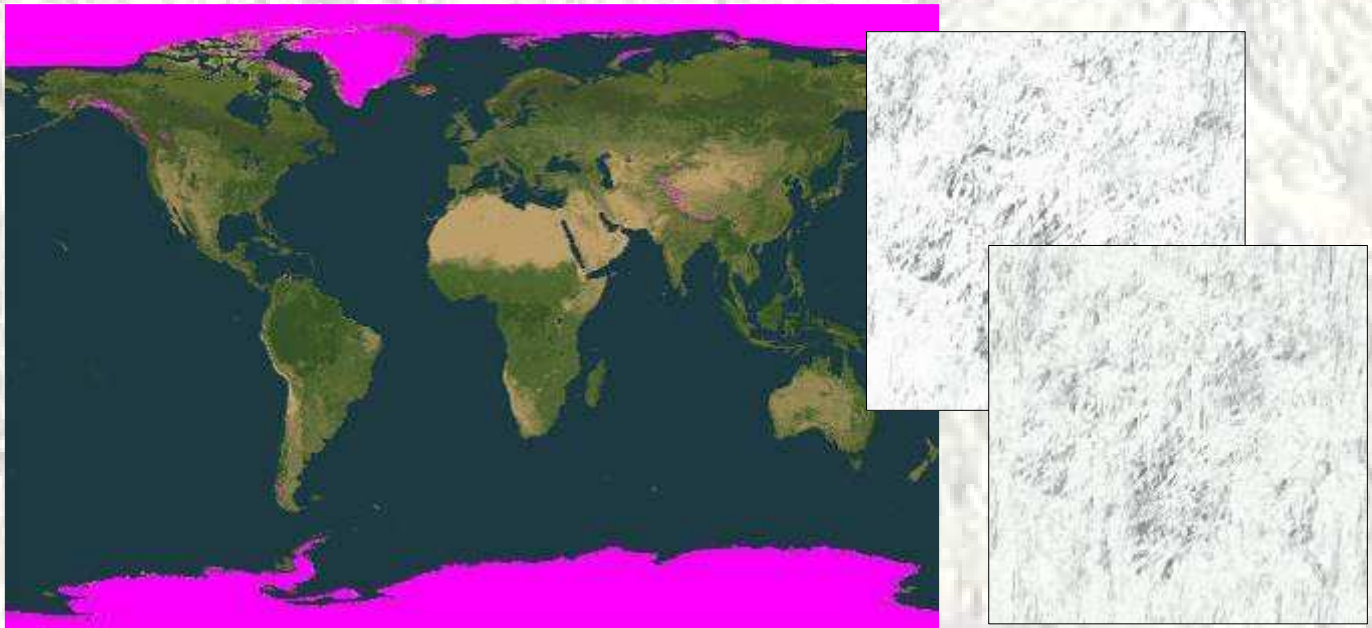
LC98 – Textures: 142b2 – 142G2 (Grass)



LC99 – Textures: 143b2 (Sand and desert)



LC122 – Textures: 001b2 (Ice)



LC125 – Textures: 125b2



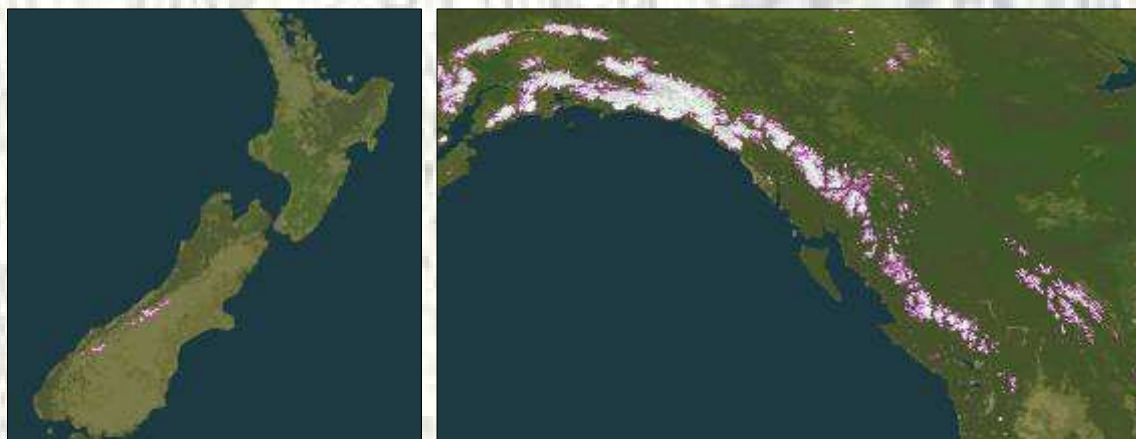
LC128 – Textures: 128b2 (Grass)



LC129 – Textures: 129b2 (Arid)



LC130 – Textures: 056a2 – 056b2 – 056F2 – 056H2 – 056i2 (Rock)



LC131 – Textures: 131b2 (Dirt)



LC132 – Textures: 132b2 (Coral)



LC133 – Textures: 133b2 (Lava)



LC137 – Textures: 137b2 (Tan Sand)



LC138 – Textures: 138b2 (Black sand)



LC139 – Textures: 139b2 (Airfields)



LC140 – Textures: 140b2 (Airfields)



LC141 – Textures 057H2 (Rock volcanic)



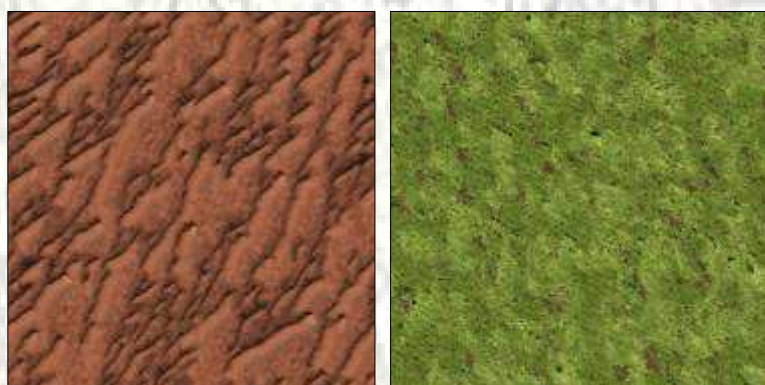
LC142 – Textures: 067a2 – 067b2 – 067F2 (Rock ice)



LC146 – Textures: 081b2 (Desert rock)



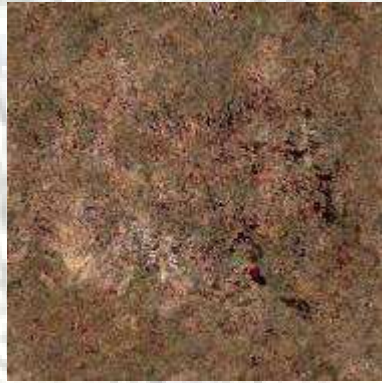
LC147 – Textures: 082b2 – 082E2 – 082G2 – 082X2 – 082Y2 (Savanna grass)

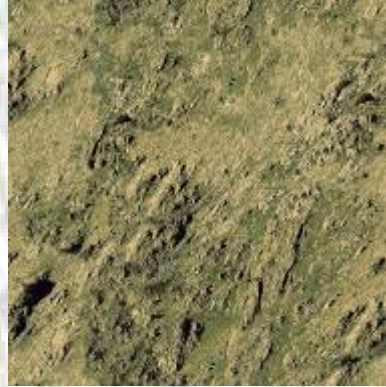


LC148 – Textures: 080a2 – 080b2 – 080F2 (Rock)



Rockies textures (Especially developed for this area)



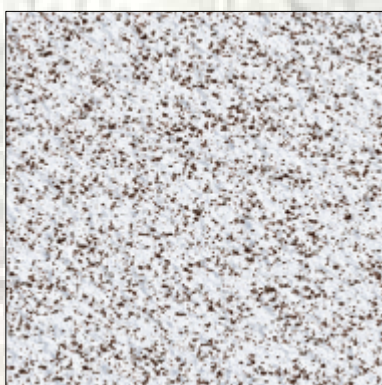
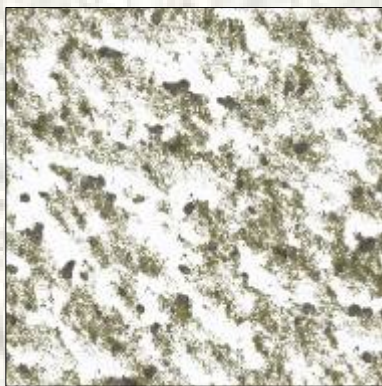
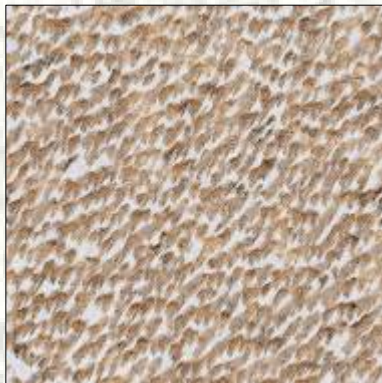


Grand Canyon Area



Hard Winter Textures (A very huge variation of snow effects)







The ground detail texture

It is necessary well to go obviously; nature is often soiled by Man.

In reality, the ground is never quite clean. All kinds of waste rush the ground: bit of paper, packing, ends of plastic, empty packages of cigarettes, etc.

New in FSX, I tried to reproduce this sad truth by creating for WWW a special texture.

As the resolution of this texture does not make it possible to formally identify what one sees on the ground, you can easily imagine what you want to see there.

[On this image, you can appreciate the effect produced by this one.](#)



This texture, moreover, is very discrete and disappears quickly as soon as you gain altitude.

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Maps Rockies made with **Microsoft®Flight Simulator X**.
 Maps Landclass made with **Terrain Mesh File Viewer©Microsoft** from the **SDKX**.
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