



Swedflight Pro Pack #1 - FS9 Recommended Settings

In the FS9 Scenery Manager:

SETTINGS - SCENERY LIBRARY

Enabled	Scenery Area	Priority
<input checked="" type="checkbox"/>	ESSAphoto	1
<input checked="" type="checkbox"/>	STHLMclass	2
<input checked="" type="checkbox"/>	GBGclass	3
<input checked="" type="checkbox"/>	Scandinavia_Waters	4
<input checked="" type="checkbox"/>	Scandinavia_Roads	5
<input checked="" type="checkbox"/>	ESSA Ver2	6
<input checked="" type="checkbox"/>	ESGG Ver2	7
<input checked="" type="checkbox"/>	ESMS Ver2	8
<input checked="" type="checkbox"/>	ESMXclass	9
<input checked="" type="checkbox"/>	SWFLmasts	10
<input checked="" type="checkbox"/>	ESKIIclass	11
<input checked="" type="checkbox"/>	VTPP2	12
<input checked="" type="checkbox"/>	ORESUNDSBR0II	13
<input checked="" type="checkbox"/>	ORESUNDSBR_CLASS	14
<input checked="" type="checkbox"/>	ESSB	15
<input checked="" type="checkbox"/>	ESPA	16

All Photoscenery must reside **above all other scenery within the area**

All "general" scenery must reside **after any other scenery in the covered area**

To "move" a scenery in the list - use the "Move Up" and "Move Down" buttons.

You made changes in the scenery configuration. To see the simulator, you must restart Flight Simulator. Click OK to save the changes, and then close and restart Flight Simulator.

Click to move the selected scenery area down in priority.

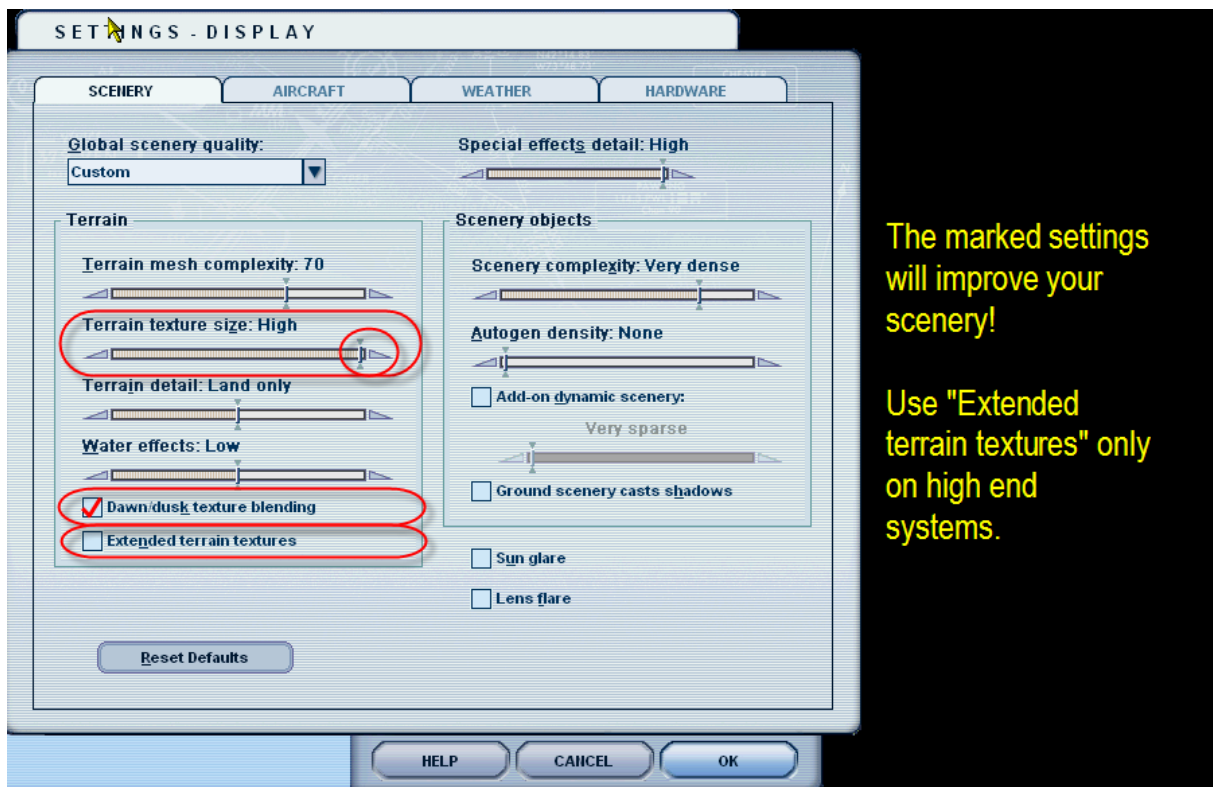
HELP CANCEL OK

If you by some reason choose to leave the photo scenery deactivated its area will be replaced by the FS9 default combined with our landclass. All ESSA airport scenery will remain intact. In this case you should have STHLMterrain activated and in place after STHLMclass.

If you use a high quality add-on LWM scenery like e.g. Scandinavia_Waters – the STHLMterrain scenery area should **not** be activated as it will conflict.

Remark: All large area scenery preferred place is **after** all other scenery for the covered area. E.g. “Scandinavian_Waters” should reside **after** any other Scandinavian scenery area. This ensures that a “local” scenery has priority. This since most “local” land class tends to be exacter than a more general one.

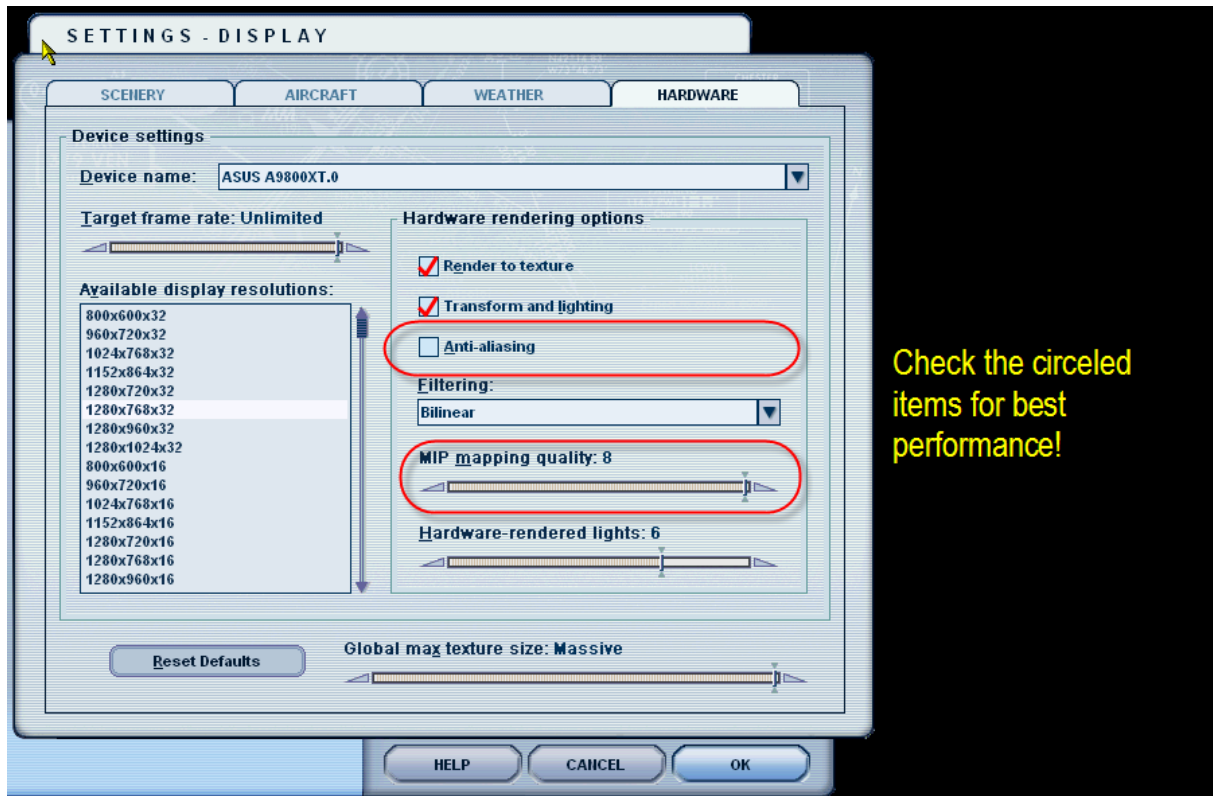
In FS9 Settings:



With **Extended terrain textures** checked, scenery far away will load and this will **significantly** reduce performance!

We recommend you to use **lower visibility settings** like the more normal 20-40 miles that resembles real-life visibility for most of the time and improves the looks in the scenery.

Dawn/dusk texture blending will force the graphics adapter to load day and night textures at the same time – this too will hamper performance severely on slower systems so if you experience marginal performance at dusk/dawn uncheck this.



Target frame rate set to
MIP mapping quality set to

Unlimited
Max = 8

Anti-aliasing

Unticked
Should never be set in FS9 but set in Display Driver Properties instead.

Display Driver Properties can be reached by right click on the Windows "Desktop" then choose Properties/Settings/Advanced/3D

In your Display Driver "Properties" set :

Anisotropic Filtering
Anti-Aliasing
Mipmap Detail Level

8x
MAX (6x)
MAX (High Quality)

All Photo scenery is best viewed when you fly rather slow (max 250 Kts) and over 2500 feet with a 20-40 miles visibility set.

This as it is based on high but fixed resolution aerial photographs.

The benefit of a bit reduced speed is that the graphic adapter gets needed time for loading and unloading of a vast amount of bitmaps as you fly over the scenery.

FS9.cfg

The FS9.cfg file can be found in:

C:\Documents and Settings*(name)*\Application Data\Microsoft\FS9

It can be opened with any text editor such as Windows "Notepad"

For optimum performance.

Check your FS9.cfg file so the items are set to what is shown here.

Search for the **Display** section.

E.g.

[DISPLAY.Device.ASUS RADEON A9800XT Secondary.0]

Mode=1024x768x32

Change the values in the **black bold** lines after "**Mode.....**" in a text editor or WIN Notepad to the following values:

MipBias=8

RenderToTexture=0

[DISPLAY]

UPPER_FRAMERATE_LIMIT=0

TEXTURE_BANDWIDTH_MULT=60

[TERRAIN]

TERRAIN_ERROR_FACTOR=30.000000

TERRAIN_MIN_DEM_AREA=10.000000

TERRAIN_MAX_DEM_AREA=100.000000

TERRAIN_MAX_VERTEX_LEVEL=19 (Sets the mesh resolution 19 = FS9 default)

TERRAIN_TEXTURE_SIZE_EXP=8

TERRAIN_AUTOGEN_DENSITY=5

TERRAIN_USE_GRADIENT_MAP=1

TERRAIN_EXTENDED_TEXTURES=0

TERRAIN_DEFAULT_RADIUS=9.000000

TERRAIN_EXTENDED_RADIUS=9.000000

TERRAIN_EXTENDED_LEVELS=1

Remark: The TERRAIN_MAX_VERTEX_LEVEL value sets the mesh resolution.

If you have no addon mesh – set 18 -