

Microsoft® Flight Simulator 2004:

A Century of Flight

Readme file

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Thank you for purchasing *Microsoft Flight Simulator 2004: A Century of Flight*. This Readme file contains information that may not be included in the printed manual or in-game information about *Flight Simulator 2004: A Century of Flight*. These notes, instructions, and tips will help you get the most out of Flight Simulator.

Important: This product is for entertainment purposes only and should not be used for training purposes. It is not part of an approved training program under the standards of the FAA or any other regulatory agency.

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Flight Simulator Installation

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Installing Flight Simulator

If your computer does not support automatic installation, follow these steps:

1. Insert **Flight Simulator 2004 Disc 1** into your CD drive.
2. Click **Start** on the taskbar.
3. Point to **Settings** and/or select **Control Panel**.
4. Double-click **Add/Remove Programs**.
5. For Windows 98, 98SE, or ME, select the **Install/Uninstall** tab, and click **Install**. For Windows 2000 or XP, select **Add New Programs** and click **CD or Floppy**.
6. Follow the instructions that appear on your screen.

During setup, select **Express Install** to install all necessary Flight Simulator files in their default locations. Otherwise, click **Custom Install** to choose one of two installation options: **Compact** or **Complete**. If you need to conserve disk space, choose the **Compact** setup option. If you want to optimize flying performance, choose **Complete**.

Note: With **Compact** installation, the aerial photos for the Dallas, Denver, Oshkosh, and St. Maarten airports are not installed. If you wish to display these images in the scenery, perform an **Express** or **Complete** installation.

Note: The setup process for an **Express** or **Complete** installation requires an additional 700 MB of hard disk space to use temporarily during installation for decompressing scenery files.

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Starting Flight Simulator

- Double-click the **Flight Simulator 2004** icon on the Windows desktop. **Note:** You'll need to have Disc 4 in your CD drive each time you start Flight Simulator. If you've chosen **Compact** installation, you'll also need to keep Disc 4 in your CD drive during flight.
- If you chose not to have Flight Simulator add a desktop icon during installation, you can start Flight Simulator by using the **Start** menu. Click **Start**, select **Programs**, select **Microsoft Games**, select **Microsoft Flight Simulator 2004**, and then click **Microsoft Flight Simulator 2004**.

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Installation Tips

If you are having problems installing *Flight Simulator 2004: A Century of Flight*, use the following methods in the order below.

1. Before installing software, make sure to close all open software applications including antivirus software.
2. Inspect the CD-ROM for visible deformation or scratches. If the disk is damaged, contact Microsoft Sales to obtain a replacement CD-ROM. The phone number for the sales office in your area can be found at <http://www.microsoft.com/worldwide>. **Note:** If the CD-ROM was provided with your computer, contact your computer manufacturer to obtain a replacement CD-ROM.
3. Clean the CD-ROM. To do this, use a CD-ROM cleaning kit, or gently wipe the silver side of the CD-ROM with a soft, lint-free cotton cloth. Do not use paper cloth, which can scratch the plastic and leave streaks. When you clean the CD-ROM, wipe from the center of the disc outward. Do not use a circular motion. If the issue continues to occur, clean the CD-ROM with a damp cloth or a commercial CD-cleaning solution. Dry the CD-ROM thoroughly before you insert it into the CD-ROM drive.
4. If the issue still occurs, adjust system settings for your CD or DVD drive. For instance, reduce CD Caching, disable DMA, or turn off Auto-Insert notification. More information on how to do this is available in the Microsoft KnowledgeBase article "Q218617 How to Troubleshoot CD-ROM Read Errors" which is available online at <http://support.microsoft.com/support/kb/articles/q218/6/17.asp>.

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Hardware

Video Drivers and Graphics Cards

If you want to see better graphics, you may need to update your video card driver from the card manufacturer. Video card drivers are pieces of software that tell Microsoft Windows how your video card functions. When you have configuration problems with a game and the display, your usual best course of action is to upgrade your video card drivers to the most recent version.

For more information and help on installing drivers, please visit our Configuration Support pages. From the Windows **Start** menu, point to **All Programs**, point to **Microsoft Games**, point to **Flight Simulator 2004**, point to **Troubleshooting**, then click **Configuration Support**.

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Installing the Latest Video Driver for your Video Adapter

Your video adapter or its drivers may not be recognized until you update your drivers to the latest version. Use the DirectX Diagnostic Tool to determine the version number of the video driver installed on your computer:

1. Click **Start**, and then click **Run**.
2. In the **Open** box, type dxdiag, and then click **OK**.
3. Click the **Display** or **Display 1** tab.
4. Under **Device**, note the **Name**, **Manufacturer**, and **Chip Type**, and under **Drivers**, note the version number on the **Version** line.
5. If multiple video adapters are installed in your computer, repeat steps 3-4 to determine the version number of the video driver for each additional video adapter installed in your computer.
6. When you have noted the version numbers for all of the video drivers installed on your computer, click **Exit**.

Contact your video adapter manufacturer to inquire about how to obtain and install the latest driver for your video card.

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Laptop displays in full-screen mode: The display adapters on some laptop computers may let you select a resolution that is larger than the LCD device can support. In these cases the view may be cut off when running Flight Simulator in full-screen mode. To see the full screen image, either reduce the resolution or use windowed mode. Driver updates do not resolve this issue.

ATI (http://www.ati.com/na/pages/na_index.html)

- ATI Radeon Mobility 6P: Screen display image is too big for the screen in full-screen mode at resolutions greater than 1024x768. To see the full screen image, use resolutions no higher than 1024x768 or windowed mode. Driver updates do not resolve this issue.
- ATI Radeon Mobility 9000: Screen display image is too big for the screen in full-screen mode at resolutions greater than 1024x768. To see the full screen image, use resolutions no higher than 1024x768 or windowed mode. Driver updates do not resolve this issue.
- ATI Radeon 7200, Windows 98 SE and Windows ME, retail driver: Upon launching Flight Simulator, the error message "Fs9 has performed an illegal operation & will be shut down" is generated and you cannot get into the game. This does not occur with Windows XP.
- ATI Radeon 7500, latest drivers: Line is drawing on the back wing of Cessna Skyhawk SP and Cessna Skylane airplanes.
- ATI Radeon 8500, retail drivers: Various textures may be missing.
- ATI Radeon 8500: Using this card with Windows 9x and Windows ME will cause Flight Simulator to crash. Updating to the latest drivers will fix this problem.
- ATI Radeon 8500: Using this card with Windows XP and the retail drivers will cause the computer to stop responding. Updating to the latest drivers will fix this problem.
- Gateway ATI Radeon VE, Windows ME, retail driver: List selections do not highlight, but instead outline, when you are selecting airports, aircraft, seasons, flights, time of day, resolutions, and other elements in full-screen mode. The latest driver v4.13.1.3233 from Gateway fixes the problem.
- When using the ATI All-In-Wonder 128 graphics card, the sun may appear distorted or be absent when the MIP mapping quality is set to anything other than 4.
- ATI Rage 128 with the latest drivers: At resolutions of 1024x768 and above, pressing ALT causes graphics display problems. At resolutions below 1024x768, however, such problems do not occur.
- ATI Rage 128: If you see random colored triangles drawn on the screen, your ATI Rage 128 card needs an updated driver.
- ATI Radeon DDR 64 MB in Windows 2000, retail drivers: Polygons may flash on the screen, usually when the airplane is flying.

3Dfx (<http://www.3dfx.com>)

- Voodoo 5 5500, Windows 98 SE: Weather effects, such as rain and snow, may not display properly.
- Voodoo 5 5500, 64 MB, Windows 98 SE, all drivers: When pressing the **ALT** key or when selecting from the drop-down menus during a flight, objects, such as airplanes, buildings, and clouds, may not display correctly. You may also notice lines on the screen.

Creative Labs (<http://www.creative.com>)

- Creative Annihilator Pro, Windows 98 SE, retail drivers: The game will not run.

Elsa (<http://www.elsa.com>)

- ELSA Gladiac MX, all retail drivers: The numbers on the back of the Cessna Skylane appear as a black square in the preview window.

Intel (<http://www.intel.com>)

- On the Intel 845 chipset with driver versions above (newer than) 33.17, fog may not display properly under low-visibility conditions. Setting the visibility to 10 miles may cause display problems.

Matrox (<http://www.matrox.com>)

- Matrox Millennium G-200: Rain and snow are not animated. Airports may look white at night.
- Matrox Millennium G-400, Windows 98 SE, Windows ME, and Windows XP, retail and latest drivers: The game may lock up, usually when the aircraft is flying. The problem is less frequent with Windows XP.
- Matrox Millennium G-550 in Windows ME, latest drivers: Background screen will be corrupted in full screen mode. Use windowed mode instead.

Nvidia (<http://www.nvidia.com/>)

- Nforce motherboards with integrated audio may require upgraded BIOS (Basic Input/Output System) and drivers.

S3 Graphics (<http://www.s3graphics.com>)

- Savage IX with latest driver: Clouds in the distance may appear in front of the horizon. These clouds disappear in Slew mode.
- Super Savage IXC and Twister K, latest driver, Windows XP: The aircraft and runway may disappear when you select weather.

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Joysticks

- Having two joysticks installed on your system may cause stuttering in Flight Simulator. Remove the unused joystick from the list of joysticks in the Game Controller dialog box in Windows to solve the problem.
- When using the Microsoft Sidewinder Force Feedback 2 joystick and running Windows 9x or Windows 2000, you need the version 4.0 driver for the feedback to work properly. If you do not have the version 4.0 driver, once you select the **Forces** tab in the Game Controller dialog box in Windows, the forces stop functioning until you exit and restart Flight Simulator. The Sidewinder 4.0 drivers are available when you purchase a Sidewinder 4.0 product.

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Setup

- It is not recommended to install Flight Simulator onto FAT 16 drives because the space requirements are incompatible.

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Troubleshooting

There are two easy ways to help you troubleshoot when you start Flight Simulator using the **Start** menu.

Reset Defaults

Reset Defaults resets the defaults to the baseline configuration that is most appropriate to your computer's hardware and drivers. By choosing this option, any customization of keyboard and joystick assignments will be erased and replaced with the default options. If you have made changes to Flight Simulator 2004 and are now experiencing performance, graphical, or controller problems, then Reset Defaults is an excellent first troubleshooting step.

- Click **Start**, select **Programs**, select **Microsoft Games**, select **Microsoft Flight Simulator 2004**, select **Troubleshooting**, and then click **Reset Defaults**.

Safe Mode

Safe Mode places Flight Simulator 2004 in a Software Video Rendering mode that is independent of the video hardware and its drivers. This mode is useful in diagnosing hangs and crashes as being specific to your hardware and drivers, and, in some cases, may be the only way for you to start and use the simulator. If your issue disappears in Safe Mode, it's a good idea to updating your video driver.

- Click **Start**, select **Programs**, select **Microsoft Games**, select **Microsoft Flight Simulator 2004**, select **Troubleshooting**, and then click **Safe Mode**.

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Viewing and Printing the Flight Simulator Manual with Adobe Acrobat Reader

Using Adobe Acrobat Reader, you can view and print the .pdf file version of the *Flight Simulator 2004: A Century of Flight* manual. The .pdf file for the Flight Simulator manual is located on Flight Simulator Disc 1, in \Extras\Adobe.

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Accessing the Adobe folder and its contents

1. Insert *Flight Simulator 2004: A Century of Flight* Disc 1 into the CD-ROM or DVD drive.

2. In Windows Explorer, double-click the CD-ROM or DVD drive, double-click the **Extras** folder, and then double-click **Adobe** to open the folder.

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Installing Adobe Acrobat Reader

- In the Adobe folder, double-click the appropriate file for your version of Windows:
 - Double-click **rp505enu.exe** for Windows 98.
 - Double-click **AdbeRdr60_enu.exe** for Windows 98SE, Windows ME, Windows 2000, and Windows XP.

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Operating System

- If you install Flight Simulator on a Windows 9x machine, then upgrade your computer's operating system to Windows 2000, the operating system upgrade moves your document folder containing Flight Simulator files, such as saved flights and flight plans, to the root of the system drive (for instance, C:\my documents), rather than <user>\my documents. You will need to move the files to <user>\my documents\flight simulator files\ when the operating system upgrade is complete
- If you re-install Windows, you also need to re-install DX9a (on Flight Simulator Disc 1).

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Kneeboard

- The Navigation Log page of the Kneeboard shows estimates for Ground Speed, Fuel Usage, and Estimated Time of Arrival (ETA) for each waypoint, as well as blocks for the corresponding "Actual" data blocks. If you load a flight you've saved, the "Actual" data blocks are blank until you arrive at your next waypoint. To view the Actuals data for a saved flight, see the **Navigation Log** dialog. (On the **Flights** menu, select **Navigation Log**.)
- If you save a flight with the Kneeboard open on a second monitor, the Kneeboard will be hidden when you load that flight on a computer with only one monitor. Restarting Flight Simulator will make the Kneeboard visible on a computer with one monitor during this flight. **Note:** The Kneeboard will be visible on a computer with one monitor if the flight you select was saved on a computer with only one monitor or if the Kneeboard was not positioned on the second monitor when the flight was saved when using a computer with two monitors.

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Scenery

The world on your disk

- If you chose **Compact** installation, and you fly through several geographical areas in one Flight Simulator session, and you have limited hard drive space, you may notice slow performance. This is because Flight Simulator is reading the scenery off the CD and storing it in a temporary cache on your hard drive. This is not a problem if you fly in only one area, but with longer flights spanning several scenery areas, system performance may be affected.

Water effects

- If you cannot see water effects when you have set Water Effects to high, you may have to adjust the Terrain Detail slider to the second highest setting. If either slider is set to its maximum setting (all the way to the right), the other slider will automatically move to its second-highest setting. To adjust terrain detail textures go to the **Settings** menu, click **Settings**, and then click **Display**. Slide the **Terrain Detail Textures** slider to the second highest setting, and then click **OK**.

Other

- If you clear the scenery cache when exiting Flight Simulator, the scenery indices will be rebuilt the next time you launch Flight Simulator. This will occur each time you clear the scenery cache when exiting. If you do not clear the scenery cache when exiting, the scenery indices will only need to be built once. Cache emptying is turned off by default.

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Simulator

In-simulator help

- When accessing help while flying in the simulator, the Learning Center may show display problems if you press **ALT+ENTER** (change between windowed and full-screen mode) while viewing it.

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Aircraft systems

- There is no autothrottle arming switch in the Learjet 45 like there is in Boeing aircraft. The autothrottles are automatically armed in the Learjet. Disengaging the autopilot in the Lear does not disengage Airspeed Hold. The pilot can disengage Airspeed Hold by pressing **CTRL+R** or clicking the IAS autopilot button on the panel.
- In the Boeing 747-400, the control to set the COURSE is on the upper right corner of the Nav Display. The Course indicator works with the APR, LOC, BC, and NAV hold modes. Click the CRS on the Nav display to change the course. The key command for changing course selection is **V**. Then use the **=** or **-** keys to choose a new course.

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Simulation systems

- When you fly the introductory flight and Flying Lessons, the flight planner menu is disabled until you restart Flight Simulator.
- If you increase the simulation rate, computer-generated AI aircraft are disabled above 4x.
- If you use the Slew feature, when you disengage it your aircraft will be at cruise speed. Be careful that you don't slew to a low altitude at which cruise speeds would cause your aircraft to crash.

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Multiplayer

- Manually opening ports when behind a firewall or NAT solution:

The ports you need to open:

<u>Port</u>	<u>Protocol</u>	<u>Inbound / Outbound</u>
23456	UDP	Both
6073	UDP	Both

For more information on how to manually open Multiplayer ports when behind a firewall or NAT solution, see the Troubleshooting Multiplayer Issues article, and the Troubleshooting Multiplayer Connections section of the Multiplayer Connect article in the Learning Center.

- The Asante FR3004C Non-Universal Plug & Play router is not supported unless you set your IP addresses manually.
- The Asante FR3004C Non-Universal Plug & Play router is not supported and cannot connect both internal and external clients to the same game hosted inside the NAT.
- Only internal clients of Windows 98SE ICS can see a game that is hosted on an ICS Server. Clients external to a Windows 98SE ICS machine cannot see or join games hosted on an ICS Server.
- If you end a single-player mode flight with the ATC window open and begin a multiplayer session, the ATC window will remain open, but will be inoperative during the multiplayer session. Since ATC is not designed to work during multiplayer sessions, you can close the ATC window by clicking the headphone icon on the instrument panel or by pressing **^ (ACCENT)**.
- If you are using Windows 9x or Windows ME and type multi-byte characters (such as Korean, Japanese, and Chinese characters) in a multiplayer chat session using the in-game scrolling chat

text, the multi-byte characters may not be displayed correctly. To display these characters correctly, use the Multiplayer chat window.

- If Flight Simulator is in full-screen mode and you access Multiplayer from the left side of the main screen, the Internet Explorer browser will appear behind Flight Simulator when you click the Zone icon in the multiplayer connect dialog box. Click the browser window or the icon on the task bar to bring the browser forward. **Note:** The browser will not appear behind Flight Simulator in full-screen mode if you click the Zone icon from the Flight Simulator menu bar along the top of the screen.
- If you experience problems on the Microsoft Base Station MN500, such as being unable to connect an internal Windows ME client to a game hosted internal to the NAT MN500, you should upgrade the firmware. The latest firmware version is MN500_runtime_v1.08.003.dlf. You can find the upgrade at <http://www.microsoft.com/hardware/broadbandnetworking/download.aspx>.

Multiplayer Connections

- You should have a high-speed connection if you're hosting a large Internet Multiplayer session. Conversely, if you connect to the Internet using a dial-up modem, you will need to keep your sessions relatively small.
- When you are in an MSN Gaming Zone game (host or client) you can disconnect from the Multiplayer session and reconnect to another host/session via a direct IP connection, but not a Zone connection.
- The Zone lobby can accommodate 16 players. The default Max Player setting for Flight Simulator on the Zone, however, is 8 players, and you cannot change the Max Player setting while in Flight Simulator in the Zone. Therefore, the Zone uses the host's Max Player setting from the previously hosted game. If you are attempting to host a game with up to 16 players and some players are getting the error message "The selected session is full of players, would you like to join as an observer?", here is a solution:
 1. The host can create (host) a LAN game or Direct IP game and set the player limit to a number between 1 and 16.
 2. The host must exit that session.
 3. The host should launch a Zone session.

The Zone game will use the previous Max Player setting.

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Miscellaneous

- To directly launch a default flight:

The option to disable the opening screen and directly launch a default flight can be set in the Flight Simulator configuration file. To disable the show opening screen and directly launch a default flight, you must edit the fs9.cfg file. To disable the opening screen, set Show_Opening_Screen=0 in the fs9.cfg file.

The fs9.cfg file is located in:

- Windows 2000 and Windows XP: C:\Documents and Settings*username*\Application Data\Microsoft\FS9.
- Windows 9x and Windows ME: \WINDOWS\Application Data\Microsoft\FS9
- *Aircraft Preview Box in Full-Screen Mode*: If you are in the full-screen mode, the preview box that displays the aircraft you have selected is inactive. The mouse cursor does not appear and cannot be used to move the aircraft. To use the mouse to move the aircraft in this window, press **ALT+ENTER**, which will switch the program to windowed mode. Because the mouse does not work on the preview box in full-screen mode, it is not possible to set the spot camera direction from the View Options dialog when in full-screen mode.
- In the Learning Center article Troubleshooting Basics, under the subtitle of Adjust Display Settings, the procedure to change the display settings in English Windows XP doesn't match the procedure for Chinese Windows XP. To get the display property in Chinese Windows XP, click **Start**. Click **Control Panel**. Click **Display and Theme**. Then, click **Display**, and the display property will pop up.

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Learning Center

- If you see columns and/or boxes of text that overlap, update your version of Internet Explorer (www.microsoft.com/downloads).
- Controlling the Engine article in the Learning Center: The procedure to control the magnetos should read:

To control magnetos

- Press **M** followed by the **+** (**PLUS**) key or the **-** (**MINUS**) key.
- or-
- 1. On multi-engine aircraft, Press **E, 1** to select Engine 1; press **E, 2** to select Engine 2, etc.
- 2. Press **M** followed by the **+** (**PLUS**) key or the **-** (**MINUS**) key.

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Flying Lessons

- If you see columns and/or boxes of text that overlap, update your version of Internet Explorer (www.microsoft.com/downloads).

- To make Flying Lessons easy to follow and fly, set units to U.S. Standard rather than International (metric). For more information, see the article Changing International Settings article in the Learning Center.
- In some flying lessons that require navigation with instruments, IFR weather (cloudy conditions with low visibility) may not be present. To set low-visibility weather conditions during these flights, press the **ALT** key, then choose **Weather** from the **World** menu. Click **User-defined weather** and then click the **Customize Weather** button. Set **Clouds** to **Overcast**. Set **Precipitation** to **None**. Set **Visibility** to **1 mile / 1.6 km**. Set **Wind speed** to **None**. Click **OK**.

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Century of Flight

- If you see columns and/or boxes of text that overlap, update your version of Internet Explorer (www.microsoft.com/downloads).

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The Air Traffic Control (ATC) system

- Visibilities are not given in fractional amounts by the ATC system. If the visibility is set to 1 $\frac{3}{4}$, for example, ATIS and AWOS will report it as 2 miles.
- With the Autotune feature, the transponder squawk codes are autotuned upon issuance of IFR clearances. If you cancel IFR, you should manually tune back to 1200 if you want to use that transponder code. Similarly, you should manually squawk 1200 when you cancel flight following.
- After takeoff from a CTAF or uncontrolled airport, at about 200 feet, the ATC menu switches to the "VFR en route" state. If you want to do a Touch and Go, you have to reselect the airport and announce landing intentions. Upon landing, the Announce Take-off menu appears.
- The ATC menu is disabled in Instant Replay and Flight Video. This is deliberate.
- Clicking OK from Map view cancels your IFR (in other words, it resets ATC, IFR, and the current Flight Analysis data) if you have made changes in Map view. *If no changes are made in the Map view, there is no problem.* However, if you do make a change in Map view, the program will cancel IFR when you click OK.
- You have to assign yourself a flight number if you want to hear a flight number as your call sign. To assign a flight number when you are creating a flight, click **Select Aircraft**, and then click the **Change** button next to ATC Name. Then type the number into the **Flight number** box. If no flight number is used, then ATC calls aircraft by tail number.
- ATC doesn't always detect taxi routes as seen in the scenery, so if you select Progressive Taxiing you may be routed in a direction that does not appear to be the most direct path.
- If ATC is using the runway with the ILS, you get an ILS approach. If ATC is using the other runway, you get a visual approach.

- Sometimes a controller and a computer-generated aircraft's pilot have the same voice. When this happens, it may sound like one big instruction from the controller because the readback is virtually the same as the initial instruction. This is necessary because of the limited number of different voices.
- When ATC text is off and no pilot voice is selected, you may experience brief periods of silence.
- Sometimes, your aircraft is told to hold short even if it is already on the runway, if a computer-generated aircraft has requested takeoff.

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Sound

- When you change the sound settings in the sound quality slider while a flight is in progress, the new sound setting does not take effect until you either reload the aircraft you're flying, load a different aircraft, or reset the flight.
- If you experience "popping" or other low sound quality, try upgrading your sound driver or experiment with the sound settings.

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Weather

- If you select the weather theme "Major Thunderstorm," fly a flight, and then change the weather theme, you may still hear thunder for a few seconds after loading the new weather theme.
- The settings at individual weather stations cannot be changed on the Flight Instructor advanced weather dialog box. You should only set global weather.

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Kiosk

- When using Windows 2000, if you encounter Kiosk titles that appear twice, refresh the screen by pressing **ALT+TAB** to go to the desktop. Then open a folder, if one is not already open. Drag the folder window on top of the area with the double titles (which forces the screen area to refresh), and then press **ALT+TAB** to return to the Kiosk mode in Flight Simulator.

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Imported and Third Party Software

- *Airport 2000, version 3*: Some textures do not load correctly. You may find that some objects are either untextured or appear black.
- Older add-on aircraft that were created using third party animation tools are often not fully compatible with Flight Simulator. Flight Simulator will still load the aircraft if you click the **Yes** button when prompted to choose whether you want to continue loading the aircraft. The incompatibility, however, may cause Flight Simulator to become unstable, the aircraft to function incorrectly, or both. Contact the aircraft software manufacturer for updates (not Microsoft).
- We have eased the requirements for imported aircraft to just the *.mdl* and the *.air* files, but that may allow for some aircraft to be imported with other components missing, such as gauges, panel backgrounds, sound files, and textures.

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Viewing Images

- If you encounter an image that appears to be absent, clipped, or does not display completely, refresh the screen by pressing the back button and then return to that screen.

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Installing Windows Media Player to View Videos

If you did not install Windows Media Player (WMP) while running the setup program, you can still install it. Simply place *Flight Simulator 2004: A Century of Flight Disc 1* in the CD drive. The WMP files are located on Flight Simulator Disc 1, in \Redist\WMP.

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Accessing the Windows Media Player (WMP) folder and its contents

1. Insert *Flight Simulator 2004: A Century of Flight Disc 1* into the CD-ROM or DVD drive.
2. In Windows Explorer, double-click the CD-ROM or DVD drive, double-click the **Redist** folder, and then double-click **WMP** to open the WMP folder.

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Installing Windows Media Player

- In the WMP folder, double-click the appropriate file for your version of Windows:

- Double-click **MP71.exe** for Media Player 7 on Windows 98.
- Double-click **MPSetup.exe** for Media Player 9 on Windows ME and Windows 2000.
- Double-click **MPSetupXP** for Media Player 9 on Windows XP.

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