

Install instructions:

1. Download and install the F16 World Wind demo using Java WebStart.
2. Download the World Wind texture cache zip file.
3. Locate the WorldWindData cache directory.

Common Locations:

Windows XP - C:\Documents and Settings\All Users\Application Data\WorldWindData

Windows Vista - C:\Users\All Users\WorldWindData

Mac OSX – Libraries\Caches\WorldWindData

4. Extract the zip file into the /Earth subdirectory of the WorldWindData directory.
5. The F16 World Wind demo should now utilize the cached textures instead of loading them from NASA's World Wind servers.