

SILANTRO FLIGHT SIMULATOR

UPDATE LOG

FEATURES

v 1.14

- Added 2 new controls
 - Ruddervator
 - Elevon
- Added vectored thrust system with proper nozzle movement
- Added 1 new engine
 - Rocket Motor
- Updated and finished up the unguided rocket weapon
- Added weapons stores manager
- Added JATO system with the new rocket motor as boosters
- Added Full Enter-Exit System
- Added Multi-Aircraft-Scene system i.e. multiple aircrafts can now be used in a single scene without shared control problems
- Added full aircraft scalability i.e. aircraft setups can now be scaled down or up with affecting the aerofoil or other intricate systems. PS: Should only be used in cases where the model scale is incorrect or there are issues with the setup scale after completion.

v 1.12

- Added 7 new sample aircraft demonstrators
 - A-10 Thunderbolt = Medium Bypass Engine Demonstrator/ Attack Aircraft
 - F-35 Lightning II = Low Bypass Turbofan Engine/ STOVL System Demonstrator
 - KC-10 Extender = High Bypass Turbofan Engine Demonstrator
 - V-22 Osprey = Turboshift Engine/STOL Demonstrator
 - EA-29 Tucano = Electric Engine Demonstrator
 - ME-262 Sturmvogel = Turbojet Engine Demonstrator
 - P-2006T Tecnam = Piston Engine Demonstrator
- Added 5 new Engines
 - Reaction Engines
 - Turbojet Engine
 - Drive Engines
 - Turboshift Engine
 - Piston Engine
 - Electric Motor

- Liftfan
- Added new Bladefoil system
 - Added Direct creation of blade airfoils in the unity editor
- Added direct creation of new airfoils for wings with data from Javafoil directly in the editor
- Added option to edit already created airfoils
- Added new controllers (conventional and Complex for STOVL) and embedded VMC System
 - Added 2 new aircraft configurations
- Added 3 new secondary airfoil controls
 - Flaps
 - Slats
 - Spoilers
- Added weather system
 - Full day and night system
 - Added temperature localization system
 - Added temperature variation with time of the day.
- Added new lighting system
 - Strobe, Navigation, Beacon, Landing and Airport lights
- Added Electrical Power System
 - Battery
 - Battery Charger and battery Pack
- Added Solar Power System
 - Solar Cells
 - Solar Modules
 - Solar Panels
- Added new weapons
 - Unguided Bombs
 - Basic Rockets
- Added Control configuration for controllers and joysticks
- Added direct creation of new engine powered aircrafts from the gameObject menu
- Added direct creation of new weapons also from the gameObject menu
- Added new Radar System
- Added rotating barrels for the minigun weapon
- Added health and destruction for external fuel tanks

- Added support for both combined and separate gear hydraulics
- Added incremental braking system
- Added blade propulsion system for Drive engines
- Added distribution for up to 15 fuel tanks.
- Added engine effects e.g. exhaust smoke particles and exhaust illumination for afterburner enabled engines
- Added new GUI system.

CHANGES

v 1.12

- Control surfaces have now been embedded in the aerofoil component
- Aerofoil health and engine health have all been moved into their respective parent components
- Landing gear hydraulics control has been isolated from the Silantro Gear System
- Steer speed has been limited to 20m/s to reduce catastrophic roll possibilities. Note: Can be modified in the gear component.
- Direct thrust generation has been removed the drive engines. A suitable blade must be connected to generate thrust.
- Skin drag Generation has been removed from the main controller script, it'll be better handled by the hydraulic system.

FIXES

- Fixed issue of ineffective parking brake actuation
- Fixed excessive wheel sliding during takeoff roll and landing.
- Fixed assignment of instrumentation component at wake/start
- Fixed incorrect operation of the Turboprop engine. The core script has been rewritten to drive power from the turbine
- Fixed Blackbox save location problem
- Explosion will now derive from Explosive/Warhead component (still under development).