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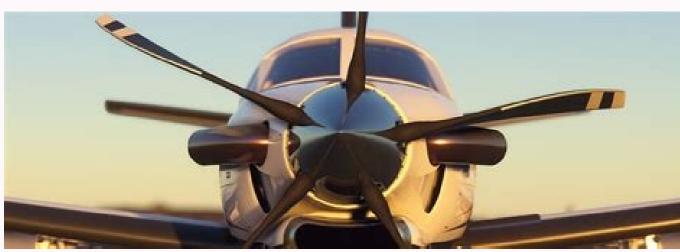
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Your browser does not support HTML5 video. Click here to follow Microsoft Flight Simulator on Twitch. For two weeks from December 22, save up to 70% in more than 400 items. 2021 is coming to an end, and our team will take a short break. This will be the latest development update until the new year. 4 Articles of the FS Academy for sale now on the market! Our pre-release test opportunity is also available for Steam users! To learn how to download the compilation of tests, see this blog for more information. We are pleased to announce that we will release a public test opportunity for anyone who owns the sim through Microsoft Store (PC) or Xbox. This optional construction includes corrections for various issues, including Track IR and VR controls. A complete list of release notes will soon be found in the pre-release test section. Reno flight line When it comes to speed, not all planes are created equal. Since Reno's first air races, competing planes have separated into different classes from their speed and performance. That first event in 1964 had three classes: Biplanes like the special Pitts, Formula 1 racing planes that must meet the identical, and unlimited performance standards: Classic WWII warbirds where anything goes when it comes to ... Continuing Although the sport of air racing had once been immensely popular with an American audience fascinated by aviation, it had disappeared almost completely for the 1960s. That's when Bill Stead, a Nevada rancher and World War II veteran, saw a chance to relive pilon-based air races in the United States. For more than 55 years, some of the best drivers in the world have beenMeeting at Reno-Stead Airport every September for the National Air Racing Championship, a one-week racing and air demonstrations festival. The team is proud to announce a new series of launches called "Local Legends" that will announceThey coincide with global updates. These aircraft are famous in the region of the global updating, but they are often not as well known by a world public. For the World VI update, we chose a famous German Avión of 1930 called Junkers Ju 52, now available in the market. This article deals with Microsoft's original flight simulation series. For the most recent edition, see Microsoft Flight Simulator (2020 Video Game). For all others, see flight simulator (disambiguation). It should not be confused with Microsoft Flight. Windows-based flight simulator software Video game seriesMicrosoft Flight Simulator A new logo entered in E3 2019 for Microsoft Flight Simulator 2020GGÅ © Nero (s) Flight Simulation AmateurDevelopment (s) SublogicBruce Artwick Organization Game StudioDovetail GamesAsoBo Studio [1] Editor (s) MicrosoftXBox Game StudiosDovetail GamesCreator (Bruce ArtwickPlatform (s), Classic Mac OS, PC-98, Windows, Xbox Series X / SFIRST ReleaseMicrosoft Flight SimulatorNovember 1982; 39 years ago (1982-11) Last versionMicrosoft Flight Simulator18 August 2020; 16 months ago (2020-08-18) Microsoft Flight Simulator (often abbreviated as MSFS, MFS or FS) is a series of amateur flight simulators for Microsoft Windows operating systems, and formerly for MS-DOS and Classic Mac OS. It is one of the most low-known and more complete home flight simulators programs in the market. It was one of the first products of the C Arra of Microsoft applications and it differed considerably from other information programs from Microsoft, which were largely oriented to business. With 39 years of age, [2] is the smaller software line for Microsoft, preceding Windows in three years. Microsoft Flight Simulator is one of the oldest videogame series of all time. [2] Bruce Artwick began the development of Simulator in 1977. His partner, Sublogic, initially distributed it for several personal computers.[4] In 1981, Artwick was approached by Alan M. Boyd of Microsoft that that interested in creating a "definite game" that graphically demonstrates the difference between the old 8-bit computers, such as Apple II, and the new 16-bit computers, such as the IBM PC, still developing. In 1982, the Artwick company sponsored a version of Flight Simulator for IBM PC to Microsoft, which commercialized it as Microsoft Flight Simulator 1.00. In 2009, Microsoft closed Aces Game Studio, which was the department responsible for creating and maintaining the Flight Simulator series. In 2014, Dovetail Games won Microsoft's rights to bear Microsoft Flight Simulator X's Gold Edition to Steam and publish Flight Simulator X: Steam Edition. Microsoft announced a new delivery in E3 in 2019, simply entitled Microsoft Flight Simulator, which will be launched initially on PC and will be carried to the Xbox Series X at a later date. It was released on August 18, 2020 on PC. The Xbox edition was released on July 27, 2021.[5] On July 12, 2020, Microsoft opened pre-orders and announced that Microsoft Flight Simulator for PC will be available on August 18, 2020.[6] The company announced three different versions of the title "standard", deluxe and premium deluxe, each providing an incremental set of game features, including airports and airplanes to choose from.[7] History Main article: History of Microsoft Flight Simulator Release TimelineMicrosoft Title omitted1982Flight Simulator 1.019 831 984Flight Simulator 2.019 851 986Flight Simulator (for Macintosh) 19 871 988Flight Simulator 3.01 989Flight Simulator 4.01 990×19 921 993Flight Simul 5.019 941 995Flightset of articles written by Bruce Artwick in 1976a 3D computer graphics program. When the magazine's editor said subscribers wanted to buy the program, Artwick set to work to create it and incorporated a company called Sublogic Corporation in 1977. The company began selling flight simulators for various computer platforms, including the 8080, Altair 8800 and IMSAI 8080. In 1979 Sublogic released FS1 Flight Simulator for the Apple II. In 1980, Sublogic released a version for the TRS-80, and in 1982 they licensed a version of IBM PC with CGA graphics to Microsoft, which was released as Microsoft Flight Simulator 1.00. It was unusual because it was not an application program that required an operating system, but contained its own operating system, which moved the installed one while the program was running. In the early days of IBM PC-compatible systems, Flight Simulator, and Lotus 1-2-3 were used as unofficial compatibility testing software for new PC clone models.[8] Sublogic continued to develop Flight Simulator II for other platforms and ports to the Apple II in 1983; the Commodore 64, MSX, and Atari 800 in 1984; and the Amiga and Atari 800 in 1984. ST in 1986. Meanwhile, Bruce Artwick left Sublogic and founded The Bruce Artwick Organization to continue his work on subsequent Microsoft releases, starting with Microsoft Flight Simulator 3.0 in 1988. Microsoft Flight Simulator reached commercial maturity with version 3.1, and went on to encompass the use of 3D graphics and graphics hardware acceleration. Microsoft continued to produce newer versions of the flight simulation software, adding features such as new types of aircraft and augmented landscapes. The 2000 and 2002 versions were available in the "Standard" and "Professional" editions, where the latter included more aircraft, tools and scenography options. The 2004 launch (version 9) marked the celebration of one hundred years of motorized flight and He had an edition. Flight Simulator X, released in 2006, returned to dual versions with a Å «Standard» and a one edition. The flight area covers the planet earth with varying degrees of detail and includes more than 24,000 airports. There is a list of growing landscapes that represent the main reference points and popular cities. The details of the landscape become scarce as the game moves away from the population centers within the flight simulator, especially outside the United States, although a variety of websites offer landscape accessories to remedy this. The last three versions incorporate a sophisticated weather simulation, along with the ability to download real-world weather data (first available with Flight Simulator 2000). Additional features in these newer versions include air traffic environments with interactive air traffic control functions, new aircraft models from the Douglas DC-3 Historic to the modern Boeing 777, interactive lessons, challenges and aircraft checklists. The last two versions of Microsoft Flight Simulator have a "kiosque mode", which allows the application to be executed in electronic kiosks located in public places as shopping centers. Microsoft Flight Simulator has a wide selection of updates and add-ons, both free and commercial, official and fanatic. Microsoft Flight Simulator X Main article: Microsoft Flight Simulator X Microsoft Flight Simulator X is the third most recent main version of Microsoft Flight Simulator, and the last developed by Aces Game Studio. It includes an update of the graphics engines and compatibility with the DirectX 10 preview and Windows Vista preview. It was launched on 17 October 2006 in North America. There are two versions of the game, both on two DVDs. The "Deluxe" edition contains the new Garmin G1000 integrated flight instrument system in three cabins, additional aircraft and missions; Tower control capacity in three cabinsmultiplayer: More detail landscape for cities and airports; and a software development kit (SDK) for development. The main improvements are graphic. Microsoft has also launched a demonstration of Flight Simulator X, which contains three three Two airports and two missions. It is compatible with Windows XP SP2 and Windows Vista. Closing of the Game Studio Ases See also: Game Studio aces on January 22, 2009, it was reported that the development team was strongly affected by the Microsoft Working Scrapbook, with indications that all Microsoft team Flight Simulator had been fired. [9] [10] Microsoft confirmed the closure of the Game Studio Aces on January 26, 2009, in a post on the official FSINSider website. [11] "This difficult decision was taken to align Microsoft's resources with our strategic priorities. Microsoft X flight simulator will remain available at retailers and retailers on the web, the Flight SIM community will continue to learn and encourage some To others, and we are still committed to the long-term Flight Simulator franchise. " According to the former ACES employee, Phil Taylor, the closure was not due to the sales performance of FSX, but due to management problems and delays in the execution of projects, along with a higher demand for personnel. [12] Speculation in the main and playing media was that future versions could be published as a version based on the Internet, or on the Xbox platform of Microsoft. [13] In October 2009, two (more than fifty) ancient members of the Aces Game Studio formed a new game study called Cascade Game Foundry [14] for the development of simulation games. [15] [16] External developers agreements Lockheed Martin Prepa3D At the end of 2007, Aces Game Studio announced Microsoft ESP (Enterprise Simulation Platform), a development platform for companies that want to create products that use the technology in Flight Simulator. After closing the Aces Game Studio in January 2009, Lockheed Martin announced at the end of 2009 that they had negotiated with Microsoft a license agreement to buy intellectual property (including the code para el producto de Microsoft ESP. Es la versiÃ³n de uso comercial de Flight Simulator X SP2. El 17 de mayo de 2010,[17] Lockheed Lockheed That the new product based on the source source code would be called Prepara3D (P3D). Lockheed hired members of the original Aces Game Studio team to continue developing the product. In November 2010, Lockheed Martin debuted preparation3D version 1. [18] Version 1.1 was launched in April 2011, with a cost of real license of 499 dollars. [19] A developer license is also available for a monthly charge of 9.95 dollars. In March 2012, along with version 1.3, the price fixation strategy was reviewed. Professional edition is now available for US $ 199, with an academic license available for US $ 59.95. After posting version 2 in 2013 and version 3 in 2015, the team launched the 64-bit version 4 in May 2017. [20] Version 5 was released on April 14, 2020. [21] Due to changes in the elevation between version 4 and version 5, many developers charged to update their airport scenarios compatible with the new version. [22] This elevation number, in turn, created new developers to create "compatibility files" for previous version airports 4 to work in Versión 5. Companies such as Inibuilds and Scandinavian Mountains lead the development of compatibility files. [23] [24] Dovetail Games and Microsoft Flight Simulator X: Steam Edition on July 9, 2014, Dovetail Games announced that Microsoft had granted rights to develop the next Flight Simulator in the series. Dovetail Games also announced the launch of Flight Simulator X: Gold Edition in Steam by the end of 2014, entitled Microsoft Flight Simulator X: Steam Edition. It was released on December 18, 2014. It is a re-release and includes the content provided with the original FSX: Gold Edition that includes FSX: Deluxe Edition, the acceleration expansion package, and both the official service packs and replaces them in a single package and one The Steam Edition includes "all standard Steam functionality", including a revision of multiplayer support to switch to Steam instead of the now defunct GameSpy,[25] GameSpy,[25] stability in Windows 7 and 8, and has minor performance settings, including a complete recompilation with VS2013.[26] In addition, Dovetail Games has worked with existing developers and publishers to distribute their content on Steam as DLC. There are currently more than 100 add-ons for FSX: Steam Edition [27] of more than 35 developers available in the Steam store including Aerosoft, Captain Sim, Orbx Simulation Systems, Real Environment Xtreme (REX,) Carenado, Virtavia and others. Flight Sim World In May 2017, Dovetail Games announced the Sim World Flight, based on the code base of the X flight simulator, and launched later that month. [28] Only one year later, on April 23, 2018, Dovetail announced the end of the development of the Sim World Flight and the end of sales from May 15, 2018. [29] Microsoft Flight Main article: Microsoft Flight is not part of the Microsoft Flight Simulator series In February 2012, Microsoft launched a new flight simulator entitled Microsoft Flight. Developed by The Coalition (such as Microsoft Game Studios Vancouver), it was not part of the Microsoft Flight Simulator series, but was designed to replace it and aimed at attracting new users to flight games. While claiming to be simpler to use for inexperienced users, it is incompatible with the flight simulator and does not allow the use of existing Flight Simulator add-ons (including airplanes, objects and photographic scenarios). On July 26, 2012, Microsoft cancelled the new flight development. [30] Microsoft Flight Simulator (2020) Main article: Microsoft Flight Simulator (2020 videogame) On June 9, 2019 as part of its E3 Microsoft conference ads revealed that they would bring back the Flight Simulator series with an updated version, simply titled Microsoft Flight Simulator. On the same day, Microsoft launched a new website for the title and posted a video teaser on its Xbox YouTube channel. [31] LaVersión has a narrow integration of terrestrial satellite data and the Microsoft Microsoft Azure AI itself the simulator engine to generate almost-photoreal graphics. Asobo Studio is the main developer. [32] The game is the first Microsoft Simulator since Microsoft Flight in 2012. [33] In addition to the PC version it was also released for the Xbox Series X and Series S, making it the first entry of the Microsoft Flight Simulator series to be released for a game console. The Windows PC version of the simulator was released on August 18, 2020. [34] Microsoft Flight Simulator released for Xbox X Series and S Series on July 27, 2021. Complements, customization and community participation See also: Category: Microsoft Flight Simulator add-ons The long consistent history and sales of Flight Simulator has encouraged a large set of additional packages to be developed as commercial and voluntary companies. There is a formal software development kit and other tools for further facilitate the efforts of third parties, and some third parties have also learned to retouch the simulation several ways by trial and error. As for the number of add-ons, tweaks and Flight Simulator modifications, it can be accommodated only depending on the user's hardware configuration. The number is not limited by the simulator, and when multiple computers are connected with multiple third party monitors and software and controls, Flight Simulator enthusiasts can build their own realistic home cabins. Aircraft A PMDG Beech 1900D of "American Flight Airways"; in AFA Express colors Individual attributes of Flight Simulator aircraft that can be customized include: cabin design, cabin image, airplane model, plane textures, flight features of airplanes, landscape designs and landscape textures, often with simple use programs, or just a real editor like Notepad. dedicated Simmers have taken advantage of the vast capacitiesof Flight Simulator, having managed to link Flight Simulator with hardware built at home, some of which approach the complexity of the commercialFlight simulators. The simulator aircraft are composed of five parts: the model, which is a 3D CAD model of the outer and virtual cabin of the aircraft, if applicable. The models consist of two different sections: the main chassis or "core", and accessories or dynamic parts, such as the landing equipment of the ailers. The textures, images of bits maps that the game layers on the model. These can be easily edited (known as repainting), so that a model can adopt any imaginable, real or fictitious painting scheme. The sounds, literally as the avion sounds. This is determined by the definition of the WAV files that the aircraft uses as its sound set. The panel, a representation of the cabin of the avion. This includes one or more bitmap images of the panel, instrument meter files, and sometimes your own sounds. The FDE or the flight dynamics. This consists of the air file (a * .air file), which contains hundreds of parameters that define the flight features of the aircraft, and the aircraft.cfg file, which contains more parameters Facilities to edit. Most of the Microsoft Flight Simulator versions include some of the most popular aircraft in the world of different categories, such as the Mooney Bravo and Beechcraft Baron 58, which enter the general aviation category; the Airbus A321 and Boeing 737, which enter the category of civil jets; the Robinson R22, which falls into the helicopter category; The Air Scheffel 738, which falls in the general aviation category again; and many other planes. By not limited to using the default aircraft, ADD-ON aircraft can be downloaded from many sources for free or purchased, which can be installed in Microsoft Flight Simulator. The 1900D Beechcraft is an additional avion. Likewise, Repaints Add-on to predetermined aircraft can be added; These repaints are downloaded for free. Traffic A growing additional category for the series is AI traffic (artificial intelligence). The AI traffic isOf other vehicles in the Panorama FS. This traffic performs an important role in the simulator, since it is possible to block the traffic (can be deactivated), ending the session, and interact with the traffic through the radio and ATC . This function is active even with third-party traffic. The Windows PC version of the simulator was released on August 18, 2002 with several passenger aircraft and private aircraft. Since then, this has been complemented with many files created by third-party developers. In general, the models of third-party aircraft have multiple levels of detail, which allows the Traffic of the IA to be better at the frame speeds, while still detailed during the first planes. There are several prominent freeware developers. Part of the third-party IA traffic can even be configured for outputs Å «in real time.» Landscape FS2004 in the Lake District of the United Kingdom with VFR (Visual Flight Rules) Fotografic Landscape and Additional Land Components Landscape supplements generally involve replacements for existing airports, with improved and more accurate details, or large extensions of highly detailed terrestrial landscapes for specific regions of the world. Some types of set-up supplement replace or add structures to the simulator. Both Freeware and Payware landscape add-ons are very widely available. Airport improvements, for example, range from simple accessories that update tracks or tracking tracks to very elaborate packages that reproduce each lamp, pavement and an airport structure with an almost total precision, including animated effects such as luggage wagons or Classification agents. Landscape improvements in wide areas can use detailed satellite photos and three-dimensional structures to reproduce closely regions of the real world, particularly those that include large cities, monuments or Natural wonders. Flight Networks Virtual flight networks such as VATO, VATSIM and Pilot Edge, as well as Virtual Skies and AirspaceVR from Mindstar Aviation [35] use small special additional modules for Flight Simulator to allow connection to their proprietary networks in multiplayer mode, and andenable voice and text communication with other drivers and virtual controllers over the network. These networks allow players to enjoy and enhance the realism of their game. These networks are for ATC (air traffic control). Miscellaneous Some utilities, such as FSUIPC, simply provide useful settings for the simulator to overcome design limitations or errors, or to allow a more extensive interface with other third-party plugins. Sometimes, certain plugins require other utility plugins to work properly with the simulator. Other add-ons ons provide navigation tools, passenger simulation and cameras that can see planes or landscapes from any angle, more realistic instrument panels and meters, and so on. Some software add-ons provide operability with specific hardware, such as game controllers and optical motion sensors. FSDeveloper.com is a website that hosts a forum-style knowledge base aimed at developing add-ons, tools and software. Excel Unusual hosts two versions of flight simulator downloads and tutorials, built from the ground up using only VBA and cellular formulas, in both 2D[36] and 3D,[37] Availability Several websites are dedicated to providing users with additional files (such as real airline aircraft, vehicules, etc.) airport utilities, real buildings located in specific cities, textures and city archives). The widespread availability over the Internet of free additional files for the simulation package has fostered the development of a large and diverse virtual community, connected by enthusiastic design groups and message boards, online multiplayer flights and "virtual airlines". The Internet has also facilitated the distribution of add-ons ápaywareº for the simulator, with the option to download files, which reduces Distribution costs. Recalci PC magazine in January 1983 called Flight Simulator Å «Extraordinarily realistic ... A classic, unique program on the market. He praised the graphics and detailed landscape, and concluded: Å« I think it goes AA. The magazine concluded that â € œThorn can not have everythingâ € ™ t ». [39] A pilot wrote in the magazine in March 1984 that he found that the simulated Cessna 182 was «surprisingly realistic.â €" while criticizing the requirement to use the keyboard to fly, he concluded that "Microsoft Flight Simulator is a Force Tour of Art From or a joystick, the magazine concluded that â € œThorn can not have everythingâ € ™ t ». [39] A pilot wrote in the magazine in March 1984 that he found that the simulated Cessna 182 was «surprisingly realistic.â €" while criticizing the requirement to use the keyboard to fly, he concluded that "Microsoft Flight Simulator is a Force Tour of Art From the programmer ... it can be an excellent introduction to how a plane really operates for a budding pilot or student and can even help instrument pilots or those who seek a qualification of instruments to refine their skills. "[40] Another pilot praised Flight Simulator 2.0 similarly in PC Magazine that year, giving him 18 out of 18 points. He informed that his realism was compared well with two hardware flight simulators of 3 million dollars who had recently flown, and that he could use real approach plates to land and navigate airports The Flight Simulator Manual did not document it [41]. COMPUTE! He noticed â € œI do not know much about flying, this program can overwhelm you. It is not a simple simulation. It is a challenging program even for experienced pilots. "The magazine concluded that Flight Simulator Å« It is interesting, challenging, graphically magnificent, diverse, rewarding, and just fun ... pure delight ». [42] Flight Simulator 2.0 was reviewed in 1989 in Dragon # 142 by Hartley, Patricia and Kirk Lesser in the column Å «The Role of Computers.â» The reviewers gave the game 5 out of 5 stars. [43] Computer Gaming World declared in 1994 that Flight Simulator 5 "is closer to simulating real flight than ever before." [44] Microsoft Flight Simulator X was reviewed in 2006 by The reviewer gave the game an 8.4 out of 10 and commented how it was realistic enough to be used for real-life flights Awards for June 1999, the series had sold 21 million units around the world, for which the Guinness World Rule was granted for the saved flight simulator series. [46] The success of Microsoft Flight Simulator Series has led Guinness World Records by granting the Seven World Records records in Guinness World Records: Gamer's Edition 2008. These records include "long flight SIM series", " Most successful flight simulator series ", and" the most expensive home flight simulator cabin ", which was built by the Australian Truck Magnate Matthew Sheil, and costs around $ 200,000 to build. [47] See also Airflight FlightGear FlightsSim.com and avsim.com â, ¬ "Flight Simulator Simulator and Review Communities International Virtual Aviation Organize Microsoft Train Simulator, Microsoft Space Simulator and Microsoft Combat Flying Simulator Simulator Virtual Simulation Air Traffic Simulation Network X-Plane (simulator) References ^ "Archived copy". Filed from the original on 2019-09-30. Recovered 2019-10-

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