



Announced by Microsoft at Electronic Entertainment Expo 2019 (E3 2019) is their new flight simulator package set for release in 2020 for both PC and Xbox.

We weren't expecting this announcement - given the history of Microsoft's attempts to revise its historic Microsoft Flight Simulator package (aka Microsoft Flight).

This is a developing story so be sure to bookmark this page - it will be updated regularly with more information as and when it becomes available.

The announcement was made via a *YouTube* video previewing the new sim. At first, we thought it was a hoax (like [our 2014 April fools joke](#)) however the video was verified and had been released on Microsoft's official Xbox YouTube channel.

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Release of Microsoft Flight Simulator

NEW Posted 14th July 2020

Finally, after all the waiting, Microsoft Flight Simulator is set to be released on the 18th August 2020 courtesy of Xbox Game Studios and Asobo Studio. The release will be available for PC as well as Xbox Game Pass for PC (Beta).



Release Set For August 18th, 2020

Indeed, it has been almost 40 years since the first Microsoft Flight Simulator was released back in 1982, so it is hard to disagree with the developers that it is “the right time to develop the next generation of Microsoft Flight Simulator”. The world was an entirely different place in the early-1980s, as was the technology and hardware available. Now, with the technological advances in the decades since, everything is in place to roll out and finally release it.

So, what can we expect with the upcoming release? Well, it would appear, quite a lot.

Depending on the edition you wish to purchase (which we will move on to shortly) you will receive up to 40 further highly detailed aircraft – and these range from smaller light planes to huge commercial airliners, as well as up to 40 highly detailed airports, much more intricately designed and replicated than the 37,000 generic airports also available to land and take-off from, each of which is still amazingly reproduced and easily recognizable to anyone with an interest in aviation.



It isn't just the exterior of the planes that is highly authentic, this realism continues in abundance in the cockpit, which is “highly detailed and accurate”. Essentially, whatever you would see if you sat in the cockpit of the real thing, you will see in the virtual equivalent.

There is also a highly detailed and comprehensive new checklist system. This interactive guide of the instruments allows the virtual pilot to test their abilities and indeed knowledge of virtual flight. It can be set to full manual right the way to full assist meaning that whether you a veteran of the virtual skies or about to embark on your first adventure, the new feature will be of great benefit.

Furthermore, each of the highly detailed aircraft features a “state-of-the-art physics engine”. This aerodynamic modeling means that on the runway, during the takeoff, in the skies, and when landing, the experience and effects on the plane will be as realistic and lifelike as possible, with over 1,000 control surfaces on each plane.

Pre-Order Launch Trailer Video

Below is the official Microsoft Pre-Order Release/Launch trailer video.

Dynamic Weather In A Living World

Of course, as important as the details of the aircraft are, there is also the virtual world around them, something which has certainly been taken into account and improved by the developers. For example, even at the airports themselves, the background animation of cargo and luggage being loaded onto planes or carriers, or even the realistic way the windsocks blow in the wind all add that extra element of authenticity.

Microsoft Flight Simulator also makes use of real-time weather meaning the conditions will change as quickly, and as randomly, as they would in the real world. And what's more, they will change according to the current weather in any specific location – so if you heading to Los Angeles, for example, and it is raining there at the time, it will be raining during your flight as you approach the City of Angels.

However, the features of the new dynamic weather engine mean the virtual pilots have the option to switch between live-weather or set it to their own liking. Whichever you choose, and whichever conditions you fly in, not only will they appear realistic, but they will have a realistic affect on your chosen plane.

A Landscape Realistic In The Extreme

Another newly improved feature is the night and day engine. This allows the pilot to not only set the time of day (or night) that they wish to fly but also the time of the year. If you are looking to improve your skills in specific conditions, then this particular improved feature will be of benefit to you.

Live traffic is another feature which adds to the realism, as is the use of animals. Essentially, “a living world” has been created for you to explore in your plane of choice.

Furthermore, the landscapes and beauty of the planet have also truly been captured intricately and accurately. From roads, rivers, mountains, fields, and woodlands, whatever you might expect to see should you glance down from a real plane you will see from your virtual cockpit. Just to demonstrate the amount of detail that has been captured, as well as these natural features and purposely built roadways, the program features replicas of over 1.5 billion buildings.

The use of Bing Maps data and Azure AI (via Asobos's in-house engine) will make the scenery realistic in the extreme.

Editions, Pricing & Airports/Aircraft Included

There are three editions that will be available for release.

Standard Edition

First, the Standard edition which for the asking price of \$59.99 you will receive 20 “highly-detailed planes”, each with unique flight models, as well as 30 “hand-crafted airports”.



Aircraft

- A320neo
- Pitts Special S2S
- 747-8 Intercontinental
- XCub
- TBM 930
- DA62
- DA40 NG
- EXTRA 330LT
- Flight Design CTSL
- ICON A5
- VL-3
- CAP 10
- DR400-100 Cadet
- Beechcraft Bonanza G36
- Beechcraft King Air 350i
- Cessna 152
- Cessna 172 Skyhawk (G1000)
- Cessna 208 B Grand Caravan EX
- Cessna Citation CJ4

- Savage Cub

Highly Detailed Airports

- Aspen/Pitkin County Airport (USA)
- Bugalaga Airstrip (CAMA) (Indonesia)
- Chagual Airport (Peru)
- Courchevel Altiport (France)
- Donegal Airport (Ireland)
- Entebbe International Airport (Uganda)
- Cristiano Ronaldo Madeira International Airport (Portugal)
- Gibraltar International Airport (Gibraltar/UK)
- Innsbruck Airport (Austria)
- Los Angeles International Airport (USA)
- Tenzing-Hillary Airport (Nepal)
- Nanwalek Airport (USA)
- John F. Kennedy International Airport (USA)
- Orlando International Airport (USA)
- Paris Charles de Gaulle Airport (France)
- Paro International Airport (Bhutan)
- Queenstown Airport (New Zealand)
- Mariscal Sucre International Airport (Ecuador)
- Rio de Janeiro-Antonio Carlos Jobim/Galeao International Airport (Brazil)
- Juancho E. Yrausquin Airport (Dutch Saba)
- Gustaff III Airport (France/Saint Barthelemy)
- Seattle-Tacoma International Airport (USA)
- Sedona Airport (USA)
- Sirena Airport (Costa Rica)
- Stewart Airport (Canada)
- Sydney Airport (Australia)
- Telluride Regional Airport (USA)

- Haneda Airport (Japan)
- Toncontin International Airport (Honduras)
- Billy Bishop Toronto City Airport (Canada)

Deluxe Edition

If you can stump up an extra \$30 for the Deluxe Edition, then for a cost of \$89.99 you will receive five extra “highly accurate planes” and five additional international airports on top of those offered in the standard edition.



Additional Deluxe Edition Aircraft

- DV40-TDI
- DV20
- Beechcraft Baron G58
- Cessna 152 Aerobat
- Cessna 172 Skyhawk

Additional Deluxe Edition Airports

- Amsterdam Airport Schiphol (Netherlands)
- Cairo International Airport (Egypt)
- Cape Town International Airport (South Africa)
- O'Hara International Airport (USA)
- Adolfo Suarez Madrid-Barajas Airport (Spain)

Premium Deluxe Edition

For a few dollars more – specifically another \$30 taking the price to \$119.99 – you will receive the Premium Deluxe Edition which includes an extra five highly detailed aircraft and international airports than the deluxe edition (and ten more than the standard offering).



Additional Premium Deluxe Edition Aircraft

- 787-10 Dreamliner
- SR22
- Virus SW 121
- Cessna Citation Longitude
- Shock Ultra

Additional Premium Deluxe Edition Aircraft

- Denver International Airport (USA)
- Dubai International Airport (United Arab Emirates)
- Frankfurt Airport (Germany)
- Heathrow Airport (United Kingdom)
- San Francisco International Airport (USA)

All of these will be available for digital download as you would expect, and what's more, each of the planes and airports promised will all be available immediately. There will also be a physical disc release by Aerosoft at stores throughout Europe.

Just to note, it is possible to upgrade from one edition to another after purchase, but you should expect to pay more (overall) to do so. Essentially, if you think you are interested

in the Deluxe or Premium Deluxe editions, it is perhaps worth opting for that one at the outset as opposed to trying out the standard edition first. Potential users should also note that license sharing is not allowed.

An Eagerly Anticipated Release

If you're reading this, then chances are you are waiting for this release with anticipation. It would certainly appear that is the overall feeling in the simulated flight community, with many pleasantly surprised at the sooner-than-expected release date. Indeed, most of us who have been waiting for the release were seemingly expecting a date somewhere around October or November.



One question that appears to come up a lot from anticipating users, is whether the new release will be able to be played across multiple monitors, with the user able to view the cockpit on one, and the outside elements on the other. At this stage it is uncertain if this will be the case, at least initially. However, as soon as there is clarity on this issue, you will read about it here.

If the trailer is anything to go by, it is easy to understand this rampant anticipation. The difference between the virtual world and the real one, once you become immersed in the simulation, is a delightfully blurred one, with stunning graphics that appear as though they are from a movie as opposed to a simulation.

Perhaps the anticipation of this upcoming release has been best summed up by one online commentator when they offered:

“How to travel the world quickly and cheaply? Buy Microsoft Flight Simulator!”

[You can place your pre-orders here.](#)

COVID-19 (Coronavirus) Delays

In light of the recent events, it is not only these most recent developments that have been delayed. For example, there is expected to be another Feedback Snapshot update

in early April. And Episode 8 in the Microsoft Flight Simulator developments is expected to be available a week or so later in the middle of the same month. As is a Partnership Series update.

The Alpha build updates should be released and available in the next week at the start of April. Initially, as previously stated, access to this new database will be by invitation only. The developers will be looking to ensure over the coming days that those users who have “received an acceptance” can also get access to the Alpha. They will also be looking to do the same for those who had registered for the “pre-release build testing”.

For those currently not accepted or granted access to the Alpha testing, the company is looking at ways and timelines to get more people access. Although, at the moment that timeline stands at “as quickly as possible”.



If we turn our attention back to the Feedback Snapshot we can anticipate what that next update might look like or comprise of. For example, some of the top questions revolve around a list of aircraft and airports, as well as users looking for information on the Bing Improvement Plan/update frequency, or for information on the campaign modes and missions. It is most likely, at least in part, that these questions will be addressed in one of the upcoming updates.

Other top questions are such things as pricing, what the minimum spec to run the program will be, and the timeline to pre-order and, of course, the actual release date.

On the other side of the most asked questions are the contents that appear most on users' wish lists. Top of the list is for more 3rd party content, while the second would be for more AI Traffic.

Plenty of other users expressed a desire for more helicopters, while others wished for better peripherals, seasons, and even shared cockpit functionality. Whether the items on this wish list are addressed and/or actioned only time will see, but if they are, you will find out about them here, so make sure you bookmark this page.

Perhaps items of concern that will most likely be addressed are the Top Alpha Issues experienced by users. Top of the list were issues with Controls Mapping, but other issues such as Input Sensitivity and issues with Live Weather have also been highlighted by those who have had access to the developing database.

The scale of the grass and trees has also seemingly been an issue, as has handling, friction, and appearance of the various grounds.

We should expect most, if not all of these to be addressed over the following updates, although, perhaps we should note that at the best of times delays can happen, and these are certainly are not the best of times.

There will be further updates soon, however, and for the foreseeable future, the developments look set to be coming to us sooner rather than later.

X019 Update

NEW Posted 15th November 2019

Microsoft released a new video trailer at their X019 Xbox event in London. They also released an additional 16 screenshots demonstrating the aircraft available in the new simulator coming in 2020.



At the event and on their releases, they announced that they are working with several real-world aircraft manufacturers and also announced that the new simulator will cover, "a broad range of aircraft" which include light aircraft, business jets, commercial aircraft (large passenger jets) and general aviation aircraft. This will be good news to simmers as they were concerned that the "heavies" won't be included... they will be pleased to know it appears the 747-8 is going to be available out-of-the-box - you can't get any heavier than that!

Here is the official list of manufacturers they are working with (at time of writing - more could follow):

- Airbus
- The Boeing Company
- CubCrafters
- Daher
- Diamond Aircraft Industries
- ICON Aircraft
- Robin Aircraft

- Textron Aviation

From the screenshots released (and what's visible in the trailer video) - we can expect at least; Boeing 747-8, Diamond DA62, Airbus A320, Icon A5, Cessna Citation CJ4, Mudry CAP 10, CubCrafters XCub.

So far we have *no news on helicopters* or rotorcraft being included but with many more updates to follow (and development time) we are sure that Microsoft has thought of this, listened to the community and will be including some whirlybirds in the release.

[View the NEW X019 Trailer Video here.](#)

[View the NEW screenshots demonstrating the aircraft here.](#)

FSX Beta

Announced 15th November 2019

Microsoft, now they have taken the reins back for Flight Simulator X on Steam has released a new *beta* edition which will help them "gain valuable new telemetry data" for the upcoming release of Microsoft Flight Simulator (FS2020).



Bugfixes in the beta

Bugfixes were included in this beta update.

Turbine

- Resolved issue in N1 values where some settings were set to zero
- Fixed issue where fuel flow not saved and set to 0 when started in the air

Agent radar

- Resolved in-flight issue which resulted in intermittent crashes when using navigation way-points

Conversion

- Impression fixes when converting knots to meters per second

Piston

- Small fixes to oil pressure table
- C172 oil pressure changed to start with a valid value

Live Weather

- Reintegrated Live Weather
- When a weather station METAR line reading is failing the data will now be extrapolated from the weighted mean of the closest available METAR sources, instead of resetting to default weather

Some chatter suggests they are gathering data to make the new simulator more backward compatible with FSX so users are able to use (most) of their FSX add-on with the 2020 release... wouldn't that be great!

We're unsure as to what "data" will be gathered but if you want to show your support, help the development team out!

Join the Beta

Follow the steps below to join in Microsoft's data gathering beta version.

1. Right-click on the FSX: Steam Edition in your Steam Library.
2. Select Properties.
3. Select BETA Tab.
4. Choose fsx-beta External Beta branch. You DO NOT NEED a code.
5. Restart your Steam Client.

To reverse the changes and go to live build once again, just select branch - NONE and restart your steam client.

So far, it seems only the *Steam Edition* is supported for this beta. Users of the boxed editions are out of luck.

Global Preview Event Analysis

NEW Posted 1st October 2019

The continuing saga of Microsoft's highly anticipated Flight Simulator program went up another notch in the past several days with the announcement that the team has "[reached another critical milestone](#)" in the program's development.

And this development was finally reached following a recent two-day preview event of Microsoft Flight Simulator at the Rainier Flight Service in Renton, Washington, which also demonstrated the team's commitment to developing a solid and two-way relationship with their audience, at least that is the hope of the MSFS team.

While Fly Away Simulation didn't attend the event, many other members of the flight simulator community did - below is our analysis of what they found.

More specifically, "four important topics" were covered during the recent demonstration – World, Sky, Aerodynamics, and Cockpits. With all that said, then, what do those privy to this demonstration have to say on the matter?

A View Of The Both Worlds From A Cessna 172 – Pulling Out All The Stops!

So, what exactly did those lucky enough to attend the event in question take away from it? Well according to [one reviewer](#), due to the "hyper-realistic new version of (Microsoft) Flight Simulator (they) now know what it's like to fly a Cessna Skyhawk". And what's more, just for good effect, the reviewer got to do so over the virtual version of his very own neighborhood.

And just for good measure, and a testament to the fact that the Microsoft development team very much intend to pull out all the stops with their latest project, guests attending the event were able to view the real world while "taking actual flights" in the real version of the same plane.

Indeed, while we will get into it in more detail as we go and there will undoubtedly be some caveats to the following statement, but if the two days in Renton are an indicator of the quality of the final product it would appear to be a safe bet that virtual pilots everywhere will be in for a real treat.



And furthermore, the overall approach by Microsoft appears to be working better than most in that they are catching both new inexperienced members of the flight simulation world as well as the grizzled veterans of the virtual skies. After all, this is the “first full refresh” for the company’s flight simulation program for well over a decade.

Jorg Neumann, the head of the franchise would claim from the podium during the event that as much as anything “this was just the right time” in terms of updating, refreshing, and relaunching the flight simulation program. And what’s more, they are

“trying to bring something new to the table... and some new innovations that really drive flight simulation forward!”

Indeed, if there are a three Rs in education terms where only one of them actually begins with an R, then the equivalent of the flight simulation world, at least according to Neumann are

“realism, accuracy, and authenticity!”

Flight Simulator “Older Than Windows!”

Neumann would further note for good measure that “Flight Simulator is actually older than windows” and shows no signs of going anywhere any time soon. Furthermore, the “right tech” has now provided programmers with the “right tools” to bring the long-established program back to the forefront of flight simulation. And ultimately, begin to [erase the mistakes of Microsoft Flight from 2012](#).

It would appear that “Hollywood-level graphics” are soon to be enjoyed by virtual pilots, be they newbie or experienced pilots to the simulated skies. Satellite and cloud computing technology combined with constantly evolving Earth-mapping technology are all set to play a significant role in his major overall of Microsoft’s flight simulation experience.

We should recall that since the early 1980s the flight simulation software “has been a perennial top-seller”. And furthermore, its real strength, which revolves around the technical “non-gamelike” feel of the program, is very much retained in the new revamped and reworked version.

If there were mistakes made in the aforementioned 2012 program, then as cliché as it is to put it into words, the programmers have most certainly learned from them. And barring some unforeseen circumstances, glitch, or other variables unknown to the wider flight simulation community, they now look set to grow from them. In fact, as overly dramatic as it might sound, there is a distinct and growing impression that the programmers and their ultimate end product could “sneak up” on the competition.

A “Gutsy” Move That Just Might Pay Off!

Another [reviewer](#) who also took to the skies in a real Cessna after “flying” the virtual version for “barely an hour” just a short time before. OK, as the reviewer in question states, “to clarify” a fully trained and experienced instructor was with him at all times. And he did, in fact, not actually manage to take off or land the plane. But once in the air, he did indeed “pilot the Cessna 172 for about half an hour”.



Furthermore, this same reviewer would claim that they were “astonished” by how similar the actual flight he took was to the simulated one several hours earlier. Particularly when he went through turbulence in the real plane and noted how realistic the simulated version had actually been.

Indeed, as extreme a way of testing the authenticity of the flight simulation as it might be, the words are a ringing endorsement of the realism that awaits virtual pilots who opt to purchase Microsoft Flight Simulator when it is finally unleashed into the public arena.

This “gutsy” move by Microsoft appears to be achieving its aim of putting the package on a different pedestal to other flight simulation programs. So much so that the mistakes and seemingly costly (at the time) errors of 2012’s Microsoft Flight are surely being pushed further and further into the back of the collective memories of those virtual pilots who experienced what the company are eager to point to as a blip in their long-standing and proud history in the industry.



Back To Those Three Rs Of Flight Simulation – Realism, Accuracy, And Authenticity!

OK, enough of how great a job of marketing the Microsoft team may or may not be doing, what about the ins and outs of the program itself. What is the general consensus from those who have managed to get up close with the software?

Well, to begin with, it appears to be widely agreed that the appearance and finer details of the aircraft on offer are realistic and authentic. And very much so. *FSElite* claimed the “modeling and texture quality is of an incredibly high standard”. Going further this same reviewer claimed that

“every rivet, air vent, and latch was represented”.

And what’s more, this attention to detail is carried on and maintained throughout every visual aspect of the respective aircraft.

Furthermore, the aircraft responds to the “forces of nature”, which themselves affect the surfaces of the planet (of which there are 1,000) which, in turn, affect the plane should you need to land. Basically, realism appears to be at the center of every aspect of the software. This same adaptable realism continues once you take to the air, with the “shaking” of the plane when it hits turbulence or air pockets adding an extra layer of authenticity.



As you also might expect, the interior of the plane is just as authentic as the exterior, with perhaps the automatic lighting up of the dashboard in dark/night flying conditions being the icing on the digital cake.

The World – Quantity And Quality In Equal Measure

What’s more, due to the partnership and utilization of Bing Maps every part of the planet will be immediately available as the base package upon release. And while there will undoubtedly be improvements and add-ons made available as time passes, this is an impressive pedestal to begin from.

Even more so, perhaps, when we learn that over 400 cities from around the world will be represented and waiting for you to explore them in the virtual world. And some of these cities with iconic skylines or very specific features – think New York, London, Rome, Berlin, we could go on – are captured and represented with breathtaking accuracy and

detail. Potential users can then add to that somewhere in the region of 40,000 airports with which to begin your flights from or indeed use as your final destination.



On top of this, the use of real-world data through the previously mentioned Bing Maps, every last detail of these cities, right down to the where trees are, is represented. Even such smaller details as 3D grass blades and the texture of the world's waters determined by the speed and direction of the wind all contribute to the overall sense of realism, as well as the two remain three Rs of Flight Simulation, accuracy and authenticity.

In short, The World aspect of Microsoft Flight Simulator appears to not only provide value for money in terms of quantity, but the quality also appears to be on an equal footing.

Even More Authenticity With The Weather

Similarly, as the plane responds in real-time and with stunning accuracy, should you alter the weather conditions, the need for alertness and response to the changing environment is yet again another example of the overall genuine feel that the virtual pilots will enjoy (or have to overcome depending on your experience) should they choose to take the plunge and opt to install and explore the MSFS package upon its eventual release.

Just as you would have to do in a real cockpit should you find yourself flying through a sudden change in weather conditions an alertness in the changing logistics of the flight and the capabilities of the plane itself is yet another example of the overall genuine feel of the software. We will come back to these aspects shortly.

Streaming Options

For those who might have concerns that all of this data will essentially freeze or fill up their systems and storage, rest assured, this won't be the case. And while Microsoft were a little apprehensive to go into the technical specifics of the operation, it would appear that ensuring the average PC doesn't become overloaded is something they have addressed in the short term (immediately upon the release) with increased, more

long-term plans clearly in the pipeline, and most likely significantly further along in the development stage than even that.

This is a good sign for those looking to purchase the new FS. Especially if you were one of those who “got burned” with the 2012 Flight edition. There appears to be a real commitment to not only provide one of the best experiences in terms of Flight Simulation software but to continue to do so for some time to come.



A little bit of initial information regarding the accessibility of the program, though, shows us that *three different streaming options are available*.

Firstly, and undoubtedly the option offering “the most detailed experience possible” would be to use the **Adaptive Streaming** option. Once more, the actual specifics on this remain the knowledge of developers only and were not discussed at the recent public exhibitions of the software. While having a “slow Internet connection” will perhaps affect the textures available to the virtual pilot, the frame rate should remain unaffected. Of course, ultimately, “the better the bandwidth, the better the experience!”

There is also a **Fully-Offline Mode** available for the user. This means that if you do have any issues whatsoever with your broadband connection you can still enjoy offline with access to all the data. The overall logistics as to how this works has not yet been divulged but descriptions from those who have sampled the offline mode are that it is “reasonably accurate”.

However, there is a happy halfway point between the two in the form of a **Pre-Cache Mode**, which allows the user to download in their entirety specific regions or destinations. These can then be accessed offline but with all of the details and data that would be available for online users.

Whichever one is best for you it is perhaps another demonstration that the Microsoft team are attempting to cater for each and every virtual pilot’s needs.

The Sky

Perhaps one of the most underrated aspects of flight simulation, in general, is the details and authenticity of the actual skies themselves. And with the launch of Microsoft Flight Simulator, it appears this aspect of virtual flying has not been lost on the developers.



Judging from the recent public demonstration, five main aspects of this layer of flight simulation have been looked at. For example, the simulation of the atmosphere, in general, is of great importance to the developers. Things such as light, real-time weather changes, and even air pollution all contribute to making the virtual skies as authentic as the real ones.

The time of day or night will determine how this atmosphere is affected – for example, if there is a full moon then the lighting in the skies and on the ground will reflect this, or intense clouds will do likewise. Incidentally, the night-lighting, in general, is a vast improvement on previous versions and authentic to the max.

Even the rain and fog is now in 3D, which sounds trivial, but makes a huge difference to the realistic look it provides. And, if you happen to fly in sunny, rainy weather, expect to see a rainbow form exactly as you would in the real world.

Aerodynamics

If there is one single area that may swing those who remain in two minds as to whether to purchase or not, the vast improvements and at times mere tweaks, to the aerodynamics of the program – essentially the overall realism of flight – just might swing them to give the upcoming program a go. The developers' desire to create a more "fluid sensation" when flying as opposed to the "on rails" and restrictive feelings of past programs.



Everything from taking off and landing has been thought of, with the friction mode making such actions much more realistic. And what's more, because of the real-time nature of the data in the program, the virtual pilot will find themselves making constant adjustments throughout their missions – just like one would in the actual skies.

Even the airflow around your plane has been taken into consideration here. So much so that even such things as tall buildings and changes in the weather will all affect how your aircraft moves through the air.

Every aspect of real flight and the things that would have an effect on it have been taken into account. The amount of fuel you have onboard, for example, will impact the handling of your plane, and this will change constantly as it is consumed during your respective journeys.



Even the problem of ice building up on the plane when flying in particularly cold conditions has been taken into account.

And perhaps importantly for those of us waiting for the final and full release of, it appears these improvements to the overall aerodynamics of virtual flight are set to separate the program from most others.

Cockpits

Of course, if there is one other element other than the skies that the virtual pilot will spend time looking at it is the cockpit of their chosen aircraft. And according to the recent demonstration in Renton, developers of the Microsoft Flight Simulator program have come up with an “all-new cockpits” which will “immerse” the virtual pilot in realism. And, if the demonstration is anything to go by, these improvements will be appreciated by many.



Everything from the shadowing of the dashboard due to weather conditions and lighting to the reflection from the cockpit windows has been addressed. And, like most other aspects of the program, the full 3D nature of the graphics makes respective cockpits almost come to life in front of your eyes. Indeed, at times one might have to shake their head a little to remind themselves they are not looking at a photograph but computer graphics.

If the aerodynamic abilities of the planes are most important to virtual pilots (generally speaking) then the detail and authenticity of the cockpit is surely a close second.

Everything about it screams realism. Even the audio and general sounds that fill the pilot’s ears are authentic and based on real-time adjustments by the program itself - for example, if you suddenly hit turbulence or heavy wind, expect to hear a “rattle” or stress on the exterior of the plane, just as you would should during a genuine flight.

And while more information is yet to come, it appears the development team has also taken into account those who might have built their own home cockpits. More information on this will be released in good time.

Freeware And Payware –Yes It’s Still Available! Yes, You Can Still Sell It On Your Site

What’s more, and perhaps one of the most important aspects of flight sim in terms of the end-user is the role of third-parties who may develop addons payware and freeware, and more specifically, whether that will be available to run on the new platform. The developers went out of their way to inform potential users that they are not building a “closed ecosystem” and that such developers will be (and in some cases already have been) given all the tools to continue to develop such content and to sell them on their websites as they have done for some time.



And what's more, it appears this arrangement is one that all sides are happy with. After all, as the Microsoft developers have stated, as much as these third parties are glad that Microsoft are back in the flight simulation market, Microsoft themselves are more than appreciative of these third parties that enrich the overall experience for the end-user.

There are even plans to introduce an in-game store which, according to the Microsoft developers, is of great appeal to the aforementioned third parties involved.

In short, Microsoft claimed that

“third parties are critically important”

...to the development of Flight Simulator. So much so, that they “want them all” on board. Furthermore, and of importance to the Microsoft development team, is the awareness that virtual pilots – who they described as some of the most dedicated fans in the world – have a great love of freeware, and this is something that the developers will go out of their way to ensure they still have access to.

Ready To Take A “Massive Step For Flight Simulation!”

So, what is the overall general feeling of the upcoming Microsoft Flight Simulator package? In short, it looks very good. Very good indeed. And in the words of Jorg Neumann, the package looks set to “take a massive step ahead for flight simulation”.



And with this recent demonstration looking to improve before being made available to the public, the package is one that truly could set the standard for such programs for the next decade and beyond.

There will be more updates to come before the final release sometime in 2020. However, it seems that the waiting for this increasingly anticipated product will very much be worth it.

We'd love to hear your feedback re. this update - [let us know by posting a comment here!](#)

Preview Event Video Coverage

Below is a video by AIRBOYD that covers the Global Preview Event in detail and includes some great 4K video footage from the pre-alpha version of the new simulator.

FAQ

Updated January 17th, 2020

The community has many questions regarding this new simulator being released by Microsoft and you can find the answers to most of those questions below in our frequently asked questions sections. These are updated regularly so keep an eye on them - perhaps even bookmark this page.



What is Microsoft Flight Simulator?

Microsoft Flight Simulator is a flight simulation software package released by Microsoft that enables users to use their personal computers for virtual flight. It was first released in 1982 and the latest version is set to be released in 2020 called simply, "Microsoft Flight Simulator".

What is the latest Microsoft Flight Simulator?

"Microsoft Flight Simulator" being released in 2020 is the latest iteration of the MSFS package for Windows PC.

What is the official name of Microsoft's new flight simulator being released in 2020?

The official name is simply, "Microsoft Flight Simulator". They have dropped any dates and years from the simulator title to make it an "evergreen" product.

When will Microsoft Flight Simulator be released?

The new Microsoft Flight Simulator will be released on August 18th, 2020.

Who makes and develops Microsoft Flight Simulator?

The new Microsoft Flight Simulator release is developed by Microsoft and Asobo Studio.

Will I be able to use FSX aircraft and add-ons on the new simulator?

It's unlikely you will be able to use old add-ons developed for FSX in the new Microsoft Flight Simulator. However, never say never and while not confirmed this could be possible however they are likely to look awful.

Will third-party content be supported?

Yes, third-party content will be supported - both freeware and payware. Microsoft is already in discussion with third-party payware developers regarding this.

Will it be a closed ecosystem?

No, it will not be a closed ecosystem. Microsoft is ensuring users that everything you did with FSX such as third-party add-ons, freeware and purchasing from third-party websites will continue to take place. Users will have full access to the files, file structure, and most things will not be encrypted and fully editable as with previous releases such as FSX, FS2004, FS2002, etc. They have announced that they are making it even easier than before to edit config files and settings in a text-based format.

Will an SDK be released and when?

Yes, an SDK is on the schedule. Microsoft have said it's likely to be released at the same time as the tech-alpha. We have [posted an update here](#).

What aircraft will be in the 2020 release?

This is unknown but so far we have seen the Cessna Grand Caravan, Socata TBM 930, Cessna 172 Skyhawk, Icon A5, Robin DR-400, Diamond DA-40 and Airbus models in preview screenshots and videos.

How much will it cost?

This is yet unreleased however there is chatter suggesting we can expect a subscription-based model - but who knows; maybe a one-off payment.

Can I play offline?

Yes, you will be able to play offline with the option of pre-downloading content before you go offline.

SDK

Updated January 17th, 2020

There has also been an exciting update regarding the Software Development Kit (SDK), specifically that “an alpha version of the SDK will be available in the upcoming ALPHA release”.



This means, providing you are a “3rd party development partner” you will have the capability to edit existing airports and scenery, and even create your own. And this extends also to creating add-on planes and the missions that will be undertaken.

This latest development means 3rd party developers will have access to the same/similar tools and programs as the development team themselves, allowing them to “create based on the samples” provided already. This is something that the Microsoft Flight Simulation team states they simply “can’t wait to see”.

And it is easy to see why, if the updates and samples already released are anything to go by then this influx of creative minds will further enrich the overall content.

Once MSFS-2020 is released as a final version some time this year, all users of the software should have access to the SDK which should kick the freeware add-on developers and enthusiasts into gear to start producing wonderful add-ons such as obscure airports and exotic aircraft. Of course, scenery add-ons are a possibility too but the developers of photoreal terrain may be out of luck - the package is already based on satellite imagery from Bing. The community is excited (and appreciative) of what the freeware development community is going to create.

Of course, this is all still very much a work in progress, and there will be more updates over the coming weeks and months, as well as further updates and developments based on the feedback that is received over the coming weeks.

The Microsoft Team will contact developers over the coming days but should you be a 3rd party developer and you wish to express an interest in being involved, you can contact the development team at msfsim@microsoft.com in the first instance.

The Announcement

Not much information as of yet (at least official information) but it appears from the YouTube description that we can expect the new simulator to be released some time in 2020. While the video and artwork scream Xbox, we should also be able to see it released on Windows using the *Xbox Game Pass*. Xbox Game Pass games are cross-platform compatible so it can be used on both Windows and Xbox with a subscription to the service (which we believe is monthly).

Microsoft announces the new version to be, "the next generation of one of the most beloved simulation franchises". They also mention you can fly, "light planes to wide-body jets". Out of the box they also mention that it will be an open world and you can "fly anywhere on the planet".

Our Analysis

Firstly, it appears Microsoft have dropped all dates, names and years from this new sim. It seems to be officially called, "Microsoft Flight Simulator" - perhaps indicating an evergreen platform that will continue to be developed over the years (version-less). I suppose the community will lovingly call it MSFS or FS11, FS20, FS2020 or something similar.

From what we can see the entire engine is brand new. Microsoft sold the rights to their older platform to various companies over the years (Dovetail Games, Lockheed Martin, etc.) The detailing and 3D modeling, lighting effects and textures on display in the video below is something we have never seen in a simulation platform as of yet - it gives X-Plane a run for its money (and more).



Despite some initial confusion regarding exactly which platforms the new software will be available on, it would appear that the content is indeed likely to be available on both PC and Xbox. As we will examine below in a moment, however, PC users will need to sign

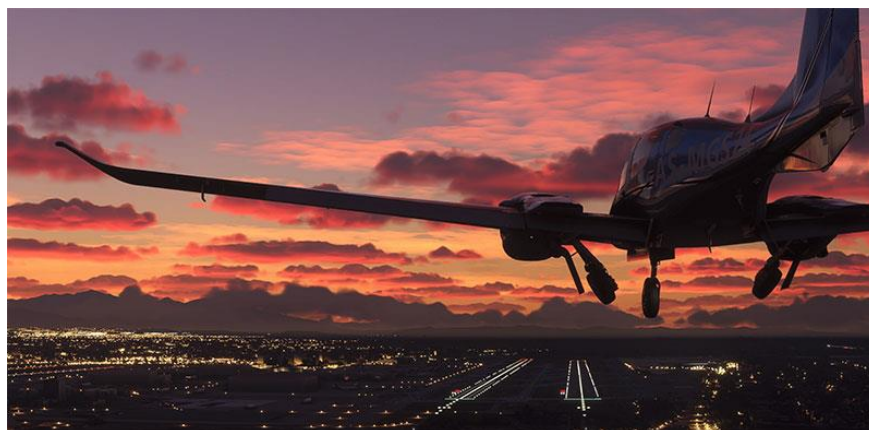
up to the Xbox Insider Program if they wish to enjoy previews and even take part in testing the software.

It would also appear that the platform will work with other developers to provide third-party add-ons, just like we do today with FSX and X-Plane. The initial noises Microsoft are making suggest they are keen to work with the community to get this one right time, as we will also discuss below.

The screenshots and the video below show next-generation graphics - for the first time bringing a new simulator up to the same level as most new games. We can see highly detailed clouds, terrain, and photorealistic water and ground textures. It makes me wonder though - how can we improve on this with third-party add-ons? If it's this good out of the box, where do we go next?

What About Those Add-Ons?

Well, this is a tough subject and nobody has much information regarding add-ons at the moment. Given the history of Microsoft Flight, we can only anticipate it to be a closed platform system i.e. Microsoft sell the add-ons directly from within the app or online store. Having said that, it's possible they learned a hard lesson from the *Flight* flop and have considered third-party add-ons including *both* freeware and payware.



What about the thousands of add-ons already available for FSX? Will they be compatible with the new version? This is highly unlikely as it appears this release is running an entirely new engine. We know this because Microsoft relinquished the rights to their older platform which FSX was written on. Anyway, could you imagine an old FSX add-on running in this new platform - the models and textures would look out of place in such a modern system.

With all fingers crossed, Microsoft will hopefully release an SDK and allow users to play around with files/structure just as they have with *all* versions of their previous simulators. This would enable both freeware and payware developers to continue their work (and when it comes to payware **their living**).

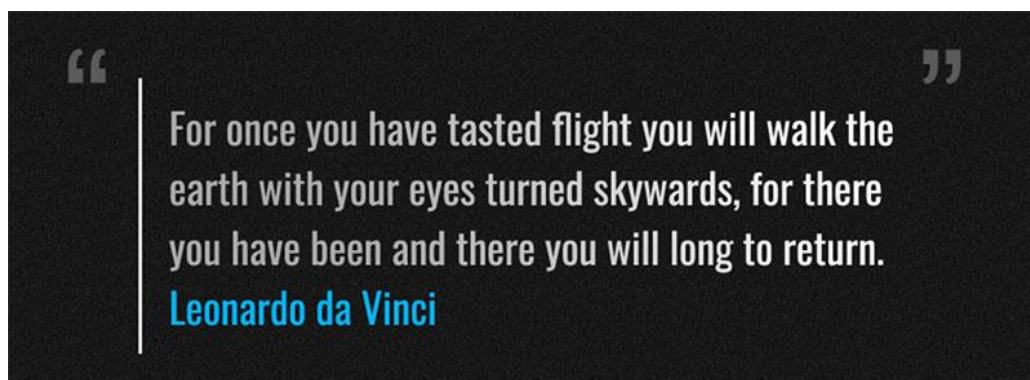
Stay tuned re. add-ons - we will have more information published shortly.

The Next Generation Of Flight Simulation, “For You, With You!”

Posted June 20th, 2019

A ninety-second video trailer by the Microsoft Flight Simulator team at a recent Microsoft Keynote presentation has seemingly lit the blue touch paper for what promises to be an explosive reception of the greatly anticipated, cross-platform simulator package for both Xbox and PC.

That is certainly what the MSFS team are hoping as they addressed their fan base and customers in a recent statement release, which among other things thanked them for their past loyalty, not least in the face of their “previous missteps” in recent years. In short, there could be serious consequences for the developers should this new release prove to be another misstep.



If the trailer and information already in the public arena is anything to go by, though, that doesn't seem to be likely. Indeed, it would appear many of the features incorporated into this upcoming release come from feedback directly from their customer base. In [their words](#):

“We hear you, we value you, we want to make the next generation of Microsoft Flight Simulator for you, with you!”

Tall words, no doubt, but ones that are likely to be genuine, as well as laying the groundwork and foundations for what appears to be a genuinely masterful release.

Support Of Third Party Content

Not only is this new and highly anticipated release going to be available for the PC and Xbox, but the software will also support third-party content, which was one of the main “concerns of the current eco-system”. This last detail appears to be one that is a process very much in motion and with additional add-ons in time.

It's **still unknown** whether third-party content will have to be delivered/installed within the actual software itself (internal marketplace) or whether users will still be able to download from sites like ours, FlightSim.com, Avsim.com etc using their file libraries. Of course, the entire flight sim community resides on these sites so cutting third-party content provided by an external source would be essentially blocking the community from doing what it has done for years with FSX - diversity.

And that does not mention Payware content - sites like SimMarket, FSPilotShop, SimShack, and FlightSimStore, for example, all provide payware third-party content externally.



Furthermore, the input and feedback from the simulation community is likely to be an ongoing process, with an apparent regular “back-and-forth” between developers and the end users – you guys. The first of these updates is set for early-August.

According to their recent press release, this is just “the first step in an adventure” that will involve both the developer and the consumer.

These plans and changes in programming are to be released regularly throughout the year to those who part of the Microsoft Flight Simulator Insider Program, which is where we will be stopping next.

The Insider Program – Keeping The User At The Heart Of The Development

So, why should you make sure you are part of the Insider Program? In short, aside from the regular updates you will receive there is also the potential, as previously mentioned, to continue to put across your opinion regarding the upcoming software, as well as any other issues, concerns, and recommendations you might have regarding the wider flight simulation community. In short, it is your opportunity to stay informed and have your say.

As their [guide states](#):

“As an insider you will have the opportunity to provide feedback and insights that help shape and inform current franchise initiatives and the future of Microsoft Flight Simulator!”

In more detail, then, what can you enjoy by signing up for the program. Among other things, access to private, members-only forums where you can discuss the weekly newsletter you will receive with other members.

Members will also receive regular short surveys, which will perhaps not only serve as an opportunity to get your thoughts and opinions directly to the developers but will also, on occasion, provide you with the thought process of the developers, and even hints of upcoming features. You will certainly be provided with a peek into the upcoming

programs with the opportunity to take part in “Technical Alpha and Beta tests of in-progress Microsoft Flight Simulator releases”.

Most of these Alpha/Beta tests will revolve around features and facilities already mentioned by the Flight Simulator community as important, and so will develop with as much input as possible from the end user. And while not everyone will be able to take part in each one – for example, should you be chosen on one time, chances are, other users will be chosen the next time.

Feedback That Will Be Taken And Actioned Seriously

This is seen as a “critical step” by the developers and is very likely to continue well into the development and even the release of the program. And the genuine goal of the developer team is to ensure that “everyone participates” at some level or stage of the program.

What’s more, upon signing up, based on the data and details you provide, the developers will be better able to match you to a specific part of the program that best suits you. And make no mistake, the experience and feedback you give will not only be taken extremely seriously as the final developments are made, but it will also most likely be acted upon one way or another. This is just another example, and genuine attempt, to keep the product users at the heart of the upcoming release.

For those who have an interest in this upcoming release – which is most likely, the vast majority of those reading this – it is well worth five minutes of your time signing up for the Insider Program. Especially if you know you are going to purchase the product upon release.

There are, however, some specifics to keep in mind and small print to double-check.

A Few Things To Consider

First of all, you will need to have a Microsoft account, which while most of you will almost certainly already have. Doing so is easy, free, and quick.

You will also need to be a member of the Xbox Insider Program, as it through this where information and content will be delivered. Members are instructed to install the insider app on their PC.

One more thing to mention, all users of the Insider Program must be 18 years or over to participate due to the legal requirements surrounding permissions on the use of personal data.

Providing you meet the above requirements, and assuming you wish to be a part of what might be one of the most exciting and anticipated releases for the flight simulation community for some time, you might wish to hurry over and sign up as soon as you have finished reading this article.

August 8th Update: Development & Control of Flight Simulator X

Posted August 8th, 2019

For the Microsoft Flight Simulator team, the summer has been a long but productive one. And what's more, their "impatience to share this information" with the flight simulator community is reaching new levels.

At this stage, the new programs are just undergoing having the "finishing touches" on them before they are finally ready for release at the end of the summer. And what's more, many aspects of flight simulation are up for discussion – everything from new simulation features to VR support.



Clouds over Barcelona - a sneak peek from MSFS or "FS2020".

Those in the developing rooms are also keeping a keen eye on the forums and chat rooms dedicated to flight simulation in order to see exactly what their pilots are looking for when they take to the virtual skies. We will come back to this in a little more detail later.

So, what exactly should we expect and is all this build-up likely to be worth it? The answer to those questions would seem to be an emphatic yes to both.

The End Of An Era And The (Re)Start Of Another!

The end of July saw the end of a five-year arrangement between Flight Simulator X and Dovetail Games in bringing FSX to Steam that has been in place since 2014. Taking over from Dovetail Games in this capacity will be Microsoft.

However, as CEO of Dovetail Games, Paul Jackson stated, the company was "incredibly proud" of their five years with FSX and will

"continue publishing existing and new add-ons for FSX: Steam Edition on Steam!"

For their part, Flight Simulator X would state the deal with Microsoft was "an important step in embracing our accountability and responsibility to those that have come before us". In short, there is a long history with Microsoft prior to the 2014 arrangement with Dovetail Games, and FSX is confident this new chapter will take the software

“into the next generation!”



Perhaps crucially, for both the developers and you, the end-user, there will be no impact on the game experience during this transition. Nor will any add-ons, existing or any of the future, be affected in any adverse way. In short, as far as virtual pilots are concerned, it will be business as usual.

Underlying all of this, certainly in the Flight Simulator community, is a desire to correct issues with FSX and Microsoft in previous. As one forum user put it, “there is unfinished business”.

August – More Information On The Development Roadmap

As we move into August more news is available regarding the Development Roadmap, whose official release date will be available in the next few weeks. However, a timeline of sorts has been put in place.

The first content to expect should arrive in early-to-mid August with the Insider Program Kickoff. This will offer an advanced look at the Development Roadmap which will lay out what to expect and when. Furthermore, this will include sneak previews of “In-Sim” content taken directly from the new build, of which more detailed and inside information will be available at this time also.



In mid-to-late August will be the official release of the Development Roadmap, during which time there will be updates on SDK, Third Party Content, and UGC content. By late August the Build Program Kickoff will take place. This will offer detailed information on the first upcoming build as well as information on the Public Participation sign-up program.

Then, as we move into September there will be further announcements and releases.

September – Two Important Developments

Two particularly important plans and announcements will come in September. The first of which will be an in-depth look at the upcoming product, including how it will be provided. Furthermore, the information will be made available on how the flight simulator community will be integrated into this procedure to “facilitate a collaborative partnership to bring this product to launch”.

With this last point in mind, developers would state that although they are not interacting directly with their audience in online forums, they do monitor regularly what is said in them, and more importantly, in their words, “we hear you” and such comments are “valued by the team”.

So while August will provide a full and rounded idea of what to expect with the new and rekindled partnership, September will concentrate on how to get everything working as it should, “together!”

This last point is important and one that is quite obviously of importance to Microsoft Flight Simulator. There is a genuine feeling that they want to put the end-user, you, at the center of their new venture. And what’s more, it appears to be more than just empty words.



An example of what we can expect from 3D VC panels in the new MSFS?

Speculation, Expectation, And Impatience

We still have several weeks to go before we can begin to appreciate these changes in full. And even then, it will be some time after before we can judge if the build-up does indeed equal the end product.

It would appear, at this stage, there are equal amounts of speculation, expectation, impatience, and even, for some, suspicion among virtual pilots awaiting these changes. Only time will tell if they are indeed the correct path to venture down.

All indication at this stage, though, is that any lessons that had to be learned, have been. And, for the most part, there is an eagerness in the flight simulation community for FSX to unravel its long-awaited and much-hyped plans. When they do, it will either propel

them as leaders of flight simulation into the next generation, as they wish, or it will be an update that faces tough questions from its audience.

Of course, one of the first places you will hear about any developments, breaking news, or anything else concerning this upcoming Microsoft Flight Simulator release is right here. So, make sure you keep checking back to this page for further updates as they come in.

One thing is certain, it is going to be a busy, active, and intriguing summer and late autumn as far as both FSX and FS2020 are concerned.

Insider Launch

Posted August 15th, 2019

The Insider program has officially launched and Microsoft has gone ahead and released several new short videos and screenshots demonstrating the sim. You can find the details below.

Microsoft Flight Simulator											
DEVELOPMENT ROADMAP											
PREVIEW VERSION #1.08DRR											
AUGUST 2019	PLANS	DEPLOY	SEPTEMBER 2019	PLANS	LOCKED	OCTOBER 2019	PRODUCT OVERVIEW	REVIEW	NOVEMBER 2019	PRODUCT OVERVIEW	REVIEW
<ul style="list-style-type: none">August 15th<ul style="list-style-type: none">Insider Program KickoffMedia UpdateDR preview release to InsidersTech Alpha – Internal TestingAugust 22nd<ul style="list-style-type: none">Media Update3rd Party Progress UpdateTech Alpha – Internal FlightingAugust 29th<ul style="list-style-type: none">Media UpdateBuild Program UpdateDR Release (General)Tech Alpha – Internal Flighting			<ul style="list-style-type: none">Early September<ul style="list-style-type: none">Media UpdateDR Update (Sept)Mid September<ul style="list-style-type: none">Media UpdateDR Update (Preview Oct/Nov)Build Program – Tech Alpha TimelineLate September<ul style="list-style-type: none">Media UpdateFeedback Pipeline OverviewDR Update (General)Feature Discovery Series – Preview<ul style="list-style-type: none">Ep #1 – WorldEp #2 – WeatherEp #3 – AerodynamicsEp #4 – Cockpits			<ul style="list-style-type: none">Feature Discovery Series Release<ul style="list-style-type: none">Ep #1 – WorldBuild Program – Tech Alpha #2 TimelineDR Update (Preview for November/December)Feedback Pipeline OnlinePartner feature announcement series kickoffInsider Program Updates					
									Update coming in September		

They have released a development roadmap outlining what's to come - click for larger version.

Videos

Feature Discovery Series

Updated January 17th, 2020

Microsoft has created a series of videos demonstrating features users can expect in the new sim called, "Feature Discovery Series". You can find all of the videos released below.

Episode 1: World

Without a doubt, one of the biggest and most crucial features of the next generation of flight simulation is the virtual world through which we all venture into.

This feature looks at what it takes to present that finished, yet constantly evolving product to virtual pilots everywhere, the use of various real-world data sources that ultimately results in an authentic presentation of our planet, with lifelike replications of some of the most well-known natural features of the world such as the Himalayan Mountains, as well as some of the most iconic buildings such as the Eifel Tower or the Statue of Liberty.



This was no small task, literally, with the sheer size of the planet as well as the abundance of data to work with forcing the Microsoft Flight Simulator team to embrace new technology and methods to achieve their goals.

Just to give an idea of the absolute scale of data to be then turned into realistic representations of our world, consider the fact that over 2 million of the world's cities are represented, as are all of the 45,000-plus airports, and the countless roads and mountain ranges. And just to demonstrate how intricate and detail-filled this virtual world is, the makers encourage you to take to the virtual skies upon installing the program and "fly over your house!"

What's more, the use of the Azure Cloud program by developers is constantly generating new data which, in turn, allows for upgrades and alterations to truly reflect the real world as it is in real-time.

Perhaps to sum up the excitement of this new approach to realism one virtual pilot commented recently that they had “never been so hyped about something in a long time!”

Watch the video...

Episode 2: Weather

Of course, once you are up in the virtual skies you will be at the mercy of the elements – the weather. And as this episode examines, this is another aspect of the program that developers have left no stone unturned in their attempts to make such weather conditions as realistic as possible, including the use of Live Real-World Weather.



Indeed, one user quipped that, at least in theory, you could take off into the virtual skies and check the real-world weather in any city in the world such was the authenticity of such updates.

This episode also delves into just what kinds of intricacies go into creating such a realistic weather backdrop, including everything from how the sun, moon, and stars alter the light, to how humidity and pollution affect general visibility and flying conditions.

Even such intricate details and effects as the shadows on the ground from the cloud cover are taken into account, and indeed, add that little bit extra to the flight simulation experience.

For example, even the rain and the effect it will have the windshields and consequently, general visibility have been taken into account, or the real-time “icing”, and the accurate position of the sun in sympathy with the time of year. Even the cloud formations are dictated to by the weather conditions required for them to form.

In short, the overall approach to these finer details truly does bring the world from the virtual skies very much to life. Once more, it appears the attention to detail given by the Microsoft Flight Simulator team is second to none, with one virtual pilot calling them “the gold standard of flight simulation”.

Watch the video...

Episode 3: Aerodynamics

While the world and the elements around and in it have to look as accurate and realistic as possible, the aerodynamics – how the plane “feels” to pilot – is also of importance. This episode from the Microsoft Flight Simulator team looks at just that.

It looks at how they examined five key areas that the team targeted for improvement, including the general core of the physics engine – such as how the make-up of the runway, whether it be concrete or tarmac, affects the wheels of the plane upon landing and taking off, for example - but also the specific reactions and aerodynamics of the individual aircraft and their operating systems.



Furthermore, as demonstrated in Episode 2, the real-world weather systems and atmospheric conditions also have an effect on the aerodynamics of each aircraft and how “the air makes the aircraft fly” meaning such real-world conditions act likewise in the virtual world. And it isn’t just the aircraft this “air mass” effects, the 3D environment all around the virtual pilot will also act in sympathy with these real-world conditions. As a result, the overall aerodynamic system has been “rebuilt from scratch” to give an overall authentic, credible, and realistic feel.

Part of this improvement, and is explained in intricate detail, is how the virtual aircraft are simulated as 1000s of individual parts so creating a realistic flexibility and fluidity of movement and reaction.

One user would comment that “never in the history of PC gaming was a software more deserving of a pre-order!” Fine praise indeed.

Watch the video...

Episode 4: Cockpits

Whatever your preference of plane, flight route, take-off location, or destination, you will spend most of your time in the virtual skies in the cockpit of your chosen vehicle. So it goes without saying, then, that this part of the video series, is one of the most important to the overall experience.



This episode examines how every aspect of the individual cockpits for the vast array of aerial vehicles available. Not only the significant improvements that have been made to them, both generally and individually, but also the use of new responsive technology that adds so much to the overall flight simulation experience.

Even the pre-flight checklist is seemingly dripping in authenticity with assist mode being available for beginners, to fully manual for more experienced virtual pilots.

Furthermore, the program is set to respond to the rapidly popular VR simulations, with such aspects as touchscreen responsive systems, such as flight plans, already being active. Further still, the team explains how the system and software are user-friendly to those who have committed as far as to building their own home cockpits.

Like every aspect of virtual flight covered by the MSFS team, the cockpit is as realistic as one might get without actually sitting in the real version in the real skies. Every minute detail, even down to how the sun will cast a shadow over your instruments and navigation boards have been taken into account.

As one anticipating virtual pilot claimed recently on social media, "I can not wait until 2020 to get my hands on this!"

Watch the video...

Episode 5: Soundscape

While it might not be the first thing that comes to mind when thinking about what makes flight simulation that little bit more authentic, there is no doubt that audio stimulation – the sounds you hear – contributes massively to making the virtual flight as close to the real thing as possible.

The new sound effects that will be incorporated into the upcoming release is based on Audiokinetic Wwise technology, which means they can incorporate “real-time audio effects or dynamic mixing”. What’s more, this technology is connected to the “simulation variables” which, in turn, creates what is essentially an audio-smart program that is a “breathing soundscape” capable of simulating not only the sounds you would hear in real flight but at the correct time you would hear them.



Whether it be outside noise or the internal acoustics of the cockpit itself, the new soundscape technology will “add depth” to the overall experience of simulated flight. Furthermore, this development software will be customizable, meaning you can create your own flight experience sounds and adjust the variables connected to them.

Perhaps even more impressive is the fact that each of the planes available has their own unique “sonic signatures”, something achieved by the development team visiting the plane manufacturers directly and recording the sounds of the planes at the site itself. And these recordings themselves are of the highest quality, using digital hi-fidelity equipment and 16-channel recording and mixing equipment which each record specific sounds of the plane, and from varying perspectives (internal and external).

And again, the smart-capabilities of the program mean that what you hear depends on where you – the virtual you – are listening to it from. For example, if you were to walk nearer to the engine, it will grow louder and then diminish as you step away from it.

Even how accurately you land your plane will be reflected in the audio you hear, as will the strength of the wind and how it affects your plane in flight.

Without a doubt, one of the most impressive features of the new development is the World Soundscape. This means that wherever you are in the world during your virtual flight, the sounds you hear will be unique to that location. Whether it be the plains of Africa which are serene and full of the sounds of nature, or if you are flying at night, the sounds will reflect that, as will the weather (if it is raining, for example) and so on.

And once more, these are all customizable to the user.

Watch the video...

Episode 6: Airports

OK, so while a large part of flight simulation is spent in the skies, a considerable amount of time is spent at the airports themselves. Whether approaching to land or taking off from, the realism of these airports from all around the world only adds to the general authenticity of the virtual pilot's experience.

Up from 24,000 airports previously, the improvements are so significant that they now include "all airports on Earth". And these literally range from the huge international airports and travel hubs even those of us not readily familiar with air travel has heard of, to the "small countryside" airstrips (essentially a runway in the middle of a field). And the team really has captured each and every airport all over the planet.

You will find the ones you might expect attached to the world's major cities, to more makeshift-like landing strips on tiny islands or even nestled within some of the planet's most famous and captivating mountain ranges.



The airport database is based and built from the previous FSX version. In total 37,000 airports have been edited – and these have been based on the genuine, authentic pictures of satellites orbiting the planet. Because of this thorough manual editing, the airports themselves are as realistic as they could possibly be, with attention paid to the small intricacies that each respective location boasts.

In fact, so unique and groundbreaking in the virtual flight industry was this approach, that an entirely new creation tool was created for developers to use.

Every detail has been thought of, from the exact measurements and size of the runways to the taxiways and parking spots, and the actual surfaces of the runways themselves. Even such details as how the sun might reflect off the runways surface or how the wind will make windsocks blow has been accounted for, so adding to the overall authentic feel.

Perhaps taking that realism to yet another level is the attention paid to “Airport Life”. For example, the general activity of vehicles around the airport transporting cargo and passengers is particularly realistic. As is the fact that such a simple detail as their headlights being switched on in nighttime simulations.

This is much the same with the general workers you might expect to find walking around the park-spots in a real airport setting, particularly the bigger international ones. In short, any type of activity you would expect to see at any airport, from baggage handlers to refueling vehicles have all been taken into account and catered for. And what’s more, the option to edit and tweak this activity to suit your own needs is available also.

Watch the video...

Episode 7: Multiplayer

Of course, while many are happy to travel through the virtual skies alone and with their own thoughts, many also like to connect with other virtual pilots of the same mindset. And the multiplayer options will be right up their street.

Perhaps the key aspect to the multiplayer option according to Sebastian Wloch, was to “provide users with a new experience that would bring all the pilots on the planet together in one shared online world!” So, this means that whether you are flying with the virtual world in the simulator version, or choose to fly with real-world traffic, the latest developments allow all pilots to access the same “shared world”. And what’s more, this “transition is seamless”, meaning there is no need to configure settings or launch another program in order to do so.

There are, of course, options and “filters” available to each virtual pilot should they wish to make use of the multiplayer option.



For example, the “Live Players Only” option is perhaps better suited for those who wish to take to the virtual skies with a much more realistic, or strict, rule-based environment. In this option, all virtual pilots must use real-time weather, and the real-time traffic is also an option.

If you wish to have more control over the shared online world you can opt for the “All Players” selection. This will not only allow you to select various different environments, but you can also edit those conditions to your liking.

As there are “no rules” to adhere to, this selection is perhaps ideal for newcomers to the virtual flight world as it allows them to simply move around the skies however they see fit, trying out certain planes, and basically to become familiar with flight simulation in general.

If you wish to appreciate a combination of both of those virtual scenarios, then there is the option to create groups exists. The creator of the group can select and edit the conditions as they see fit, and perhaps more importantly, can be selective as to the very specific people they allow access into the group.

To achieve this latest stage of the evolution of flight simulation, Microsoft Flight Simulator has created “clusters” of servers in data centers in various locations across the planet. So that means, that no matter where you are in the real world when you launch the flight simulator, the program will automatically connect and utilize the server network closest to you. However, you should note, that should you wish to opt to connect to a specific server then that option is also available to you.

Furthermore, the technology in place means that should you opt to utilize multiplayer, you won’t be suddenly confronted with a sea of planes as you attempt to traverse the virtual skies.

The program will essentially maintain a “normal” level of traffic you might expect to see. Also taken into account is that the graphics and air traffic that multiplayerers will see will still be of the highest quality and “smooth” in their appearance.

Watch the video...

Official Trailer for X019 (November 14th, 2019)

Also, view the [new screenshots released at the same time here](#).

August 22nd, 2019

August 29th, 2019

September 12th, 2019

September 26th, 2019

Release Trailer

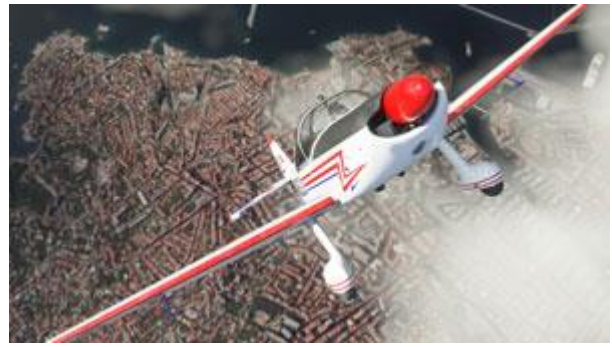
Screenshots

Below are some of the official preview screenshots. Click/touch on the image to see a larger version.

X019 Update

Screenshots released at the same time as [the X019 video trailer on November 14th, 2019](#).

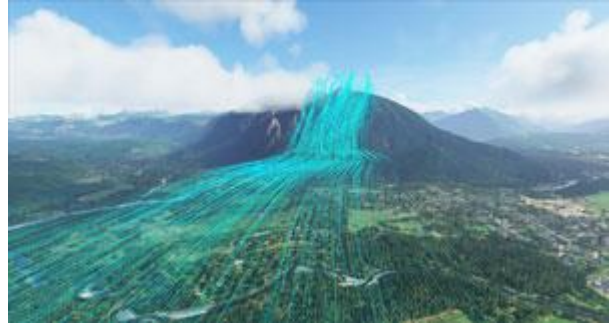




Global Preview Event

Screenshots from the Global Preview Event, September 2019





Insider Opening August 15th, 2019



August 22nd, 2019 Update



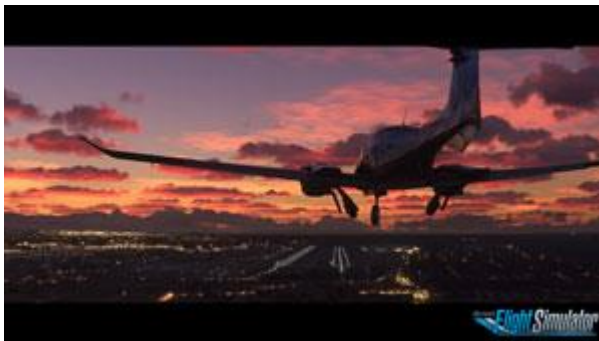
August 29th, 2019 Update



September 19th, 2019 Update



Announcement Screenshots





What do you think?

As you are well aware, this is a massive announcement for the flight sim community. What will the future hold? What features would you like to see included? What could be improved from their last release? What are your opinions in general? **Please post in the comments section below.**

Finally, worth noting - Microsoft is taking feedback from users already in the form of their "Insider" program.



Don't forget... We have a huge selection (over 24,000 files) of free mods and add-ons for FSX, P3D & X-Plane in the file library. Files include aircraft, scenery, and utilities. All are free-to-download and use - you don't even need to register. [Browse on down to the file library here.](#)



Ian Stephens

Ian Stephens is a flight simulation industry expert with over 20 years of experience and also has a keen interest in aviation and technology. Ian spends a lot of his time experimenting with various simulator packages but has a love for Microsoft Flight Simulator X because of the huge selection of add-ons available. However, Ian also has copies of Prepar3D and X-Plane installed.

Ian has been writing for Fly Away Simulation for over 9 years. Should you wish, you can contact Ian via email at ian.stephens@flyawaysimulation.com.

- [Building A Flight Sim Home Cockpit: 5 Examples You Can Learn From](#)
- [Flight Sim World: The Ultimate Guide](#)

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373 comments

[LEAVE A RESPONSE](#)

The content of the comments below are entirely the opinions of the individual posting the comment and do not always reflect the views of Fly Away Simulation. We moderate all comments manually before they are approved.



Eduardo Silva Mon, 10 Jun 2019 01:47:18 GMT

At last! We are not forgotten!



Gary Young Mon, 10 Jun 2019 01:49:18 GMT

I am a private pilot myself and have used the Microsoft Flight Simulator X for some time. I loved the program then, and I would hope that Microsoft will uphold the quality and enable older joysticks and peripherals to work with the new software? I look forward to seeing what is on offer.



Carl Kelsen Mon, 10 Jun 2019 01:56:57 GMT

I have been a keen user of computer-based flight sims since the very first appeared in the 1980s but since Microsoft Flight Sim 2004 has had continuing problems, that lots of money spent on hard and software has failed to correct.

My current sim is Flight Sim X Steam Edition, but my high-end spec computer fails to run it without issues such engines on multi-engine aircraft constantly stopping. I have had no luck correcting this which means I can't fly aircraft with more than one engine.

I will without question buy the new Flight Sim software in the hope that if nothing else, it runs as well as pre-2004 software functioned. While it would be great to be able to re-install many of my current add-on software and I would be prepared to start afresh with the latest software if that meant a well-running flight simulator package.

Its certainly exciting news!



james Mon, 10 Jun 2019 01:58:48 GMT

AWESOME! I CANNOT wait for the NEW RELEASE OF Microsoft Flight Simulator. I've been a fan of the ENTIRE series of MFS all the way through FSX. The NEW release is STUNNING, the likes of which has NEVER been seen in modern day simulation games. BRING IT ON, MICROSOFT, this has been LONG OVERDUE. NOW IS THE TIME FOR SOMETHING OUT OF THIS WORLD! ROCK ON!



Stefan Kozlik Mon, 10 Jun 2019 02:19:20 GMT

Great news; have been using MS FSX forever but do hope I can get or use all the add-ons that I currently have..military, civilian aircraft, helicopters, etc as well as all the world scenery.



Derek Robertsun Mon, 10 Jun 2019 02:28:37 GMT

Yaeh Microsoft! I have been flying every day using FSX I will now use the new simulator.



William Flint Mon, 10 Jun 2019 02:39:01 GMT

WOW! If this new MSFS is as good as shown in the YouTube video, then it will be truly excellent and will eclipse all existing flight sims!

Looking forward to it! :)



PAT KENMIR Mon, 10 Jun 2019 02:50:29 GMT

Hopefully the NEW FLIGHT SIM WITH A NEW fsx.cfg file will be able to be adjusted to run on very high-end graphics computers, so the flying experience will be super normal and not compromised as it is now. One can only hope!



Ray Prasad Mon, 10 Jun 2019 03:20:50 GMT

Looks great; when does Australia get it?



Edmeister Mon, 10 Jun 2019 03:21:11 GMT

Cool! It's about time! The graphics are out of this world! One of my questions would be what the minimum requirements would be to run it. Am I going to have to buy a new computer to run it?

I am running windows 7 64 bit 8 mb ram. I really like FSX, not the STEAM version. I don't like the idea of having to pay a subscription fee to use it, but that may be the wave of the future. Also the initial cost of the program, I may have to consider as well. But still, it sounds and looks very intriguing.



Rob Finn Mon, 10 Jun 2019 03:25:14 GMT

Well, it seems superb looking at the available screenshots. BUT, if the detail is as complex as shown how will that amount of detail effect frame rates.

Performance wise is it equal to or better than the current 64-bit sim's. Higher end payware aircraft such as A2A, PMDG, QW etc, do we have to purchase all that again, I certainly hope not after all the hundreds of dollars spent on these purchases plus the Addon scenery also purchased.



Fred R Duck Mon, 10 Jun 2019 03:25:52 GMT

I am anxious to pre-order the new simulator. I have flown Microsoft sim from sim through to the gold version. I now only fly X-Plane 11, but I will purchase the new Microsoft 2019.

I have one of the top of the line Jet Line Systems - love it. They better hurry up, I am almost 87. I would love to see the WW2 version of the KB50J, I use to fly as a flight engineer. Gosh... such good memories... 27 1/2 years USAF. Fred.



BarcodeUK Mon, 10 Jun 2019 03:34:01 GMT

My money is as good as in their account already, it looks brilliant, just hope I have the hardware to run it.



Mitchell Glicksman Mon, 10 Jun 2019 03:59:19 GMT

I am a serious flight sim user. I fly FSX to keep my skills current and for adult entertainment in a realistic flight environment.

I'm more than a little suspicious about an Xbox connection to this new sim as that is a game platform for kids and not what I consider to be in the realm of serious flight simulation.

Also, if I cannot fly A2A Simulations' aircraft add-ons on your new sim, I will not purchase it, period.

I believe that many thousands of others like myself will have the same view. It does look very good and it could be highly successful if it is accepted by serious flight sim users. It is in your best interest to see that it is.



Greg Blass Mon, 10 Jun 2019 04:04:08 GMT

Finally, a flight sim announcement I want to know more about and how! On your marks, get set, SPEND MY MONEY!



Agent Orange Mon, 10 Jun 2019 04:08:11 GMT

Sounds great, but we'll have to see where it goes!



Alex Gillespie Mon, 10 Jun 2019 04:49:39 GMT

Looking forward to seeing this new product. If it is as good as all

Your previous Flight sims it will be great as this is the only game I play through my PC in over 20 years.



Reginald Hill Mon, 10 Jun 2019 05:15:05 GMT

I think this is a major improvement to an already great flight simulator system! I've wondered often why Microsoft couldn't upgrade FSX to something greater. Maybe this is the answer.



Jose H Ruiz Mon, 10 Jun 2019 05:50:34 GMT

Beautiful! I can't wait for the year 2020 for that... Let me know as soon as is ready. Keep up with the good works. Jose.



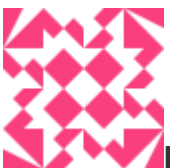
kojak2 Mon, 10 Jun 2019 06:24:39 GMT

I have flown FS2004, FSX, and X-Plane. I love X-Plane, I also ran the steam version of FSX, I liked it a lot. If this is like what I just read and saw in the video please bring it on as it looks a lot more realistic than all the others.



Pasquale Marrulli Mon, 10 Jun 2019 06:25:58 GMT

We hope that Microsoft's awakening is a simulator close to reality and not a game, according to the video, expectations are more than valid.



DAVID DONNE Mon, 10 Jun 2019 07:26:13 GMT

Great graphics and detail. Will I be able to download on Steam?



Mariney Soares Mon, 10 Jun 2019 08:14:31 GMT

Excellent, I love FSX. Congratulations Microsoft.



Ian Plowman Mon, 10 Jun 2019 08:26:34 GMT

WOW! I hope this is true because WOW!



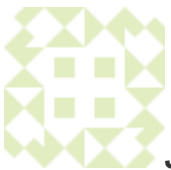
pj de villiers Mon, 10 Jun 2019 08:30:32 GMT

Really exciting news, hope it will track FSX closely, but with the 'higher quality' attainable. Looking forward to it.



william lambert Mon, 10 Jun 2019 08:40:42 GMT

I think it is a good idea to have a more realistic flight simulator, I can't wait for it to come out I hope it comes with more information on setting up for flights the nearest to realistic simulator is flight simulator x and if it is like or better than this that will be brilliant keep up the good work.



John Cross Mon, 10 Jun 2019 08:49:37 GMT

It certainly looks good but firstly, will the outside world be real photographic scenery included in the price, secondly, what is the price likely to be.

In order to draw all the current enthusiasts away from their flight simulators and the investments they will have made over the years in scenery files, aircraft and a host of another add-on, the price had better be well targeted and the contents sufficiently good enough to tip the balance away from all the other flight sims.



Kit Stevens Mon, 10 Jun 2019 09:03:34 GMT

Exciting news indeed. But the as yet unanswered questions regarding third-party add-ons are important ones Microsoft needs to heed.

Having largely abandoned a dedicated customer base in the past (to the point a Windows update switched off FS9 until you searched through the massive update list and found and deleted the offending download) the global Flight Sim community -of which we must number in the millions- might treat a new Microsoft platform with a dose of scepticism.

The staggering amount of work third-party developers have put in to provide the Flight Sim world with quality freeware and payware add-ons will not just be forgotten or abandoned by our community. If, as indicated, the new Flight Sim involves a totally new engine then one hopes MS provides a crossover from, for example, FSX.

In terms of what the new Flight Sim might be titled, perhaps Microsoft could engage in a survey of the Flight Sim community. Microsoft certainly needs to engage in a PR job as well as a new product.

Kit Stevens New Zealand Flight Simmer



Gharbi youssef Mon, 10 Jun 2019 09:11:34 GMT

How can we played with the Xbox controller?



Leo Fontanella Mon, 10 Jun 2019 09:30:12 GMT

Having owned MFS since the early 2000's I am looking forward to purchasing the new version.



Neil Hemingway Mon, 10 Jun 2019 09:30:44 GMT

This is good news for simmers but bad news for your bank account if like me you have spent a fortune on FSX add-ons. Let's hope Microsoft will consider this and think of its past supporters.



Bill Figueroa Mon, 10 Jun 2019 10:38:48 GMT

About time that Microsoft came out with a new version of FS.



Arthur Reginald Atkins Mon, 10 Jun 2019 10:56:48 GMT

I suspected that Microsoft had this planned from the start by selling off the old FSX.

The new version will be totally new and probably not compatible with what we have enjoyed for many years. I guess we shall have to install Windows 10 or even a later version. Upgrades or additions will have to be purchased from Microsoft.

However, it looks wonderful and we look forward to further news. We shall probably have to go for a newer version of a graphics card, which was a limitation of good old FSX. I have had endless fun from way back FS98. Get a move on Microsoft, I am getting old!



Bradford Frotten Mon, 10 Jun 2019 11:12:11 GMT

It looks great, looking forward to it!



James Barnes Mon, 10 Jun 2019 11:59:03 GMT

Can't wait friends! I've been waiting, like you, for a quality of graphics and flying! Please deliver this to us soon. Hopefully, many of us can be put on a list of people that can put this NEW FLIGHT SIMULATOR through its paces!



steven reissner Mon, 10 Jun 2019 12:09:25 GMT

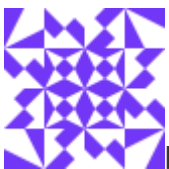
It sounds like a fine idea whose time has come - it would be a very good idea to include enough tuition tutorials to learn more and in-depth about instrument flying so you can learn how to reach a destination in instrument conditions which is what I have been doing for the last years with FSX, also through the use of add-ons. It should be possible to choose between more demanding instrument lessons and simpler visual flight VFR.

I think this is most important - instrument learning and familiarisation for the enthusiast.



James Mathis Mon, 10 Jun 2019 12:22:58 GMT

Have been a fan from day one. At 79, I'm running out of time so bring it on.



Bud Lane Mon, 10 Jun 2019 12:23:18 GMT

If it is mot for PC's then forget it.



robert I dewalt Mon, 10 Jun 2019 13:03:40 GMT

Will there be railroads?



Gerard M Theurin Mon, 10 Jun 2019 13:21:35 GMT

At last, it looks much improved. I've been an owner of Flight Simulator X; seen it started. Can't wait to get the new one next year.



Robert Allard Mon, 10 Jun 2019 13:26:37 GMT

It is nice to see Microsoft Flight Sim be back in action although I have lost all my flight sim due to fire... now I have a chance to get some back and up to date sure hope it will be sent on hard copy and will be it for sure will it be compatible with Windows 10?

Can hardly wait to buy this new version. I am flying X-Plane 11 for now and it is nice to go back to the pioneer in FS. Let me know if it would be possible to buy it outright.



Maknwavs Mon, 10 Jun 2019 13:31:11 GMT

I have purchased all versions of Microsoft Flight Sim over the past several years.

I currently run FSX on a new HP gaming computer along with a BenQ gaming monitor. Everything seems to run just fine, but would not be nearly as realistic if it were not for the add-ons of aircraft, scenery, and weather.

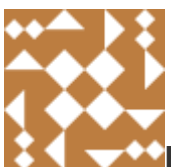
Let's hope the new Flight Simulator has it all, plus being able to purchase add-ons if necessary.

Being a retired professional pilot, I appreciate the realism I have achieved. Hoping for more of the same.



Larry Quave Mon, 10 Jun 2019 13:40:45 GMT

With all the tens of thousands of airplane, rotorcraft, etc., "sim objects" out there, are they going to be made obsolete and unusable overnight so that only Microsoft sim objects will run on the new platform... requiring all the old aircraft to be rebuilt and re-released by their developers? That would be a "big wrench" into the works.



Ed Baker Mon, 10 Jun 2019 13:55:25 GMT

Beta testers anyone?

Is Microsoft interested in offering some beta testing versions?

X-Plane has done that for several releases.

I think it would be a good move on Microsoft's part and would be a lot of "free" public relations for them. I doubt that it would hurt their future sales. I, actually, think it would prime the pump and increase them.



Carl Vangness Mon, 10 Jun 2019 14:49:09 GMT

Having gone from FS 9, FSX, FSX Steam Edition, I tried X-Plane 10 with my dual core computer. No way. Then the announcement about FSW. Wow. But still no way. So I upgraded to an 8 core AMD Athlon and I was ready.

About the time the computer was set, the death announcement of FSW came out. Ouch! BUT I was able to get one of the last working copies and have run that.

Love the graphics but limited aircraft choice.

Went to X-Plane 11 and that works very well but I still pull up FSW for the better graphics despite the uncured bugs. If the announcement here is real, I am all set for the new product. Can't wait.

P.S. I am former Link C-11 instrument trainer instructor/technician SSGT USAF. Simulation has sure come a long way!



Syd Kowall Mon, 10 Jun 2019 15:12:41 GMT

I have been using FSX for many years and love it. Glad to see that it will be continued. It would be nice, however, to be available for Mac!



Piet de Geus Mon, 10 Jun 2019 15:27:49 GMT

Fantastic preview! How about a comparison between this new MS flight sim and Prepar3D v4? Prepar3D has already developed far away from FSX.



John Trownson Mon, 10 Jun 2019 15:42:31 GMT

Delighted to hear this; have FSX & x-plane 10, prefer FSX, bring it on ASAP.

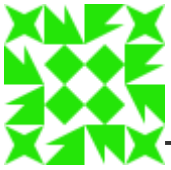


pierrepaquet Mon, 10 Jun 2019 16:36:20 GMT

An incredible new approach to Flight Simulation. It would be great from Microsoft to advise what recommended hardware requirements will be.

I have just bought a new gaming computer and I am now not sure if my Intel I7 chip, my Samsung 970 Pro NVME M.2 or my graphics card with Turing architecture will be enough.

I will surely wait for more news from Microsoft before adding any new Hardware or Software.



Tim Fraser Mon, 10 Jun 2019 16:50:56 GMT

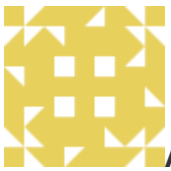
In fairness, I have all the Microsoft flight sims, from 95 to FSX SE. However, after spending a small fortune on addon aircraft for both 2004, FSX and FSX SE, I gave up and moved to X-Plane 11.

The flight dynamics are incomparable. Unless Microsoft, allows some very high end freeware addons to be incorporated, I will be avoiding what has always seemed to be a money pit of a flight Sim. X-Plane 11 is the way forward.



TERRY L MARTIN Mon, 10 Jun 2019 17:45:18 GMT

I would only hope Microsoft will bring out a Virtual Reality version to work with their Mixed Reality Platform. Now we have the HP Reverb device with a really awesome resolution, I don't want to only sit in front of my computer screen. I want to be surrounded by Virtual/Mixed Reality.



Antonio Augusto Souza Lima Mon, 10 Jun 2019 18:07:32 GMT

Fantastic. Great. Finally an improvement.



Scott Grumann Mon, 10 Jun 2019 18:42:24 GMT

Great news, but what at what expense in purchasing a new gaming, high-end PC?



Robert A Dahmes Mon, 10 Jun 2019 21:03:01 GMT

I gave up on FSX Steam and switched to X Plane, both for graphics and flight models. X plane delivers in many areas but the scenery is not as detailed as I would like to see for VFR flying.

Also, I sincerely hope that MS will include some "affordable" general aviation aircraft in their release, like Piper Archer, Piper Cub and Cessna 172. Some prop transports and warbirds would be a joy to us "senior" simmers.

Overall, I am looking forward to reviews of the program and the computer requirements to run in a realistic fashion.



Carl Cat Mon, 10 Jun 2019 21:10:18 GMT

My first flight sim was in the early '80s, a black and white linear image on a floppy disk. Next, I thought I was flying state of the art with flight Sim 1 on my Omega computer system.

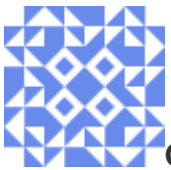
Back then I could only wish for a flight sim with this kind of resolution and detail. Can't wait to fly over the old neighborhoods that I grew up in as well as explore the world and this program.

Probably need to buy a new computer!



BRIAN PAUL McCarthy Mon, 10 Jun 2019 21:14:38 GMT

I have enjoyed MSFSX and previous versions. I have purchased add on scenery which was great but not compatible with Windows 10. MUCHO BLASTO. This took away a lot of my enjoyment as I flew a lot of light aircraft in real life and the scenery kept me up to speed. I hope the new edition will enable good scenery and add on aircraft.



German Diaz Mon, 10 Jun 2019 21:40:18 GMT

I have been using the FS2004 and FSX simulators continuously since 2005 or 2006 and with some problems that I have been solving over time such as changing equipment with better resources and some technical flaws in the software.

Now we are presented MSFS or whatever you want to name, FS NN, it does not matter. I look forward to really being as shown in the video and not having to make too many changes in the equipment I have, although I have an excellent video card you never know what the results will be with the arrival of new software.

Hopefully, I will arrive soon as I will try to obtain it to continue enjoying the wonders of the virtual flight. I also enjoy the real flight to be a private pilot in my country.

Thank you very much for the information. I will wait very attentive. German Diaz.



Robert Shisler Jr Mon, 10 Jun 2019 22:19:58 GMT

I don't care if any of my FSX add-ons work, the graphics are stunning, if this comes out in 4K, I will invest in whatever hardware it takes to make it awesome.

From the video, it's by far and away the best VFR sim yet. Microsoft, bring it! I'm buying.



Weecosse Mon, 10 Jun 2019 22:20:44 GMT

It looks really good but I'll wait to see if a PC version comes out at a reasonable price.

I haven't really forgiven them for cutting off all support for their products in 2008 - MS lost a lot of my trust after that debacle. However, perhaps I should give them some praise for inadvertently creating an FS environment where a whole market opened up which created more realistic products like X-Plane, independent developers of aircraft, scenery and such.

I hope Laminar and the others stay in business with their fine product and I hope MS allows them to create add-ons that work with MS' new product.



KEITH LENZNER Mon, 10 Jun 2019 22:34:17 GMT

The rich finally get the good stuff. Yay me.



Enoch Garcia Mon, 10 Jun 2019 23:07:48 GMT

As I understand it, it will be 4K, which means New 4K monitors, and graphics card. However, it will be worth it, also what will happen to real weather programs?



johnmcenery Tue, 11 Jun 2019 03:20:09 GMT

Much appreciated efforts. I am still a novice but been a follower for some years. I have some trouble. I can download but get lost with the following steps. 83-year-old ex-air traffic controller from NEW GUINEA.



James Talley Tue, 11 Jun 2019 03:34:39 GMT

It looks amazing! I just hope that it has realistic weather, realistic ATC features, and live or AI real-world traffic with the authentic airliners and planes! This is what I've always thought would make FSX and true flight simming "As real as it gets".



John MacDonald Tue, 11 Jun 2019 08:18:51 GMT

It seems to be a product that will change the parameters of Flight Sim as we know it, the quality of the graphics and overall presentation are almost unbelievable, if this is going to be as it appears in the promo video then you will have a product that will eclipse everything else on the market at present.

I for one will certainly be very interested in this product when it eventually gets released, I am currently using ORBX products at the moment and am using REX Skyforce for weather which is both really good, but this is even streets ahead of what I can see of P3D as well, and I would be interested in what systems it would need to run on in terms of computer capability and performance and so on, but I am sure that you will release this info soon.

Regards

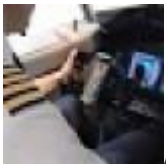
John MacDonald



Nicolas Van Tomme Tue, 11 Jun 2019 09:06:13 GMT

Finally, Microsoft realized we're getting nowhere with the crap studio that Dovetail is and sooooo slow evolving X-plane that still has no working ATC after 11 versions!

Thank you, MS that must be one of the most exciting gaming news I had in the last 10 years!



Ashir Umar Tue, 11 Jun 2019 09:27:07 GMT

Somebody says it's fake but the trailer is uploaded on Xbox site if the game is released and add-ons also work on then I think X-Plane 11 is no more.



Howard Walker Tue, 11 Jun 2019 10:17:19 GMT

Oh WOW. Thank you, Microsoft. I have flown every version of FS and fly continually with FSX still loving it. But WOW those graphics are beyond my wildest dreams.

High the expense, I'll buy the new version Welcome back Microsoft, you have been missed.



Wayne Turk Tue, 11 Jun 2019 10:50:26 GMT

Looking forward to the new FS. I love to fly instrument approaches in real-time weather situations. Bring it on soon in 2020!



Andrew Miller Tue, 11 Jun 2019 17:29:52 GMT

Well, the only way they are going to get graphics like that is using 64 bit, more than 4GB ram and full use of graphics card. Nothing 32 bit is going to work and no way for my add-ons at the moment to work. Do I want to spend hundreds again? Sorry, no...



James Ford Tue, 11 Jun 2019 18:20:32 GMT

Please whatever else you do, do NOT do a Flight simulator game because you will be laughed out of the community.

The preview video looks fantastic - let's hope that's what it will look like out of the box.



Roger Crosley Tue, 11 Jun 2019 20:22:14 GMT

I'm trying to sign up as a Micro. Flight Sim. 2020 insider. I get a message that an email will be sent to me with a link verifying my email address but I've never gotten the confirmation email. Has anyone else tried to register and had the same problem?

I know the MFS 2020 site is brand new but...



Nigel Beckley Wed, 12 Jun 2019 03:24:23 GMT

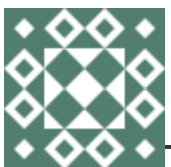
It's a long time coming but I am not surprised, Microsoft Flight Simulator is the granddaddy of them all.



Alan Arnold Wed, 12 Jun 2019 15:47:18 GMT

I hope this isn't as buggy as FSX was. I bought three PCs over the last 10 years hoping to run FSX to its maximum settings with my addons. Unfortunately, Windows 20 updated stopped it from working on my PC permanently back in 2016 and I have not flown since then.

I miss it but I am waiting till they get it right (hopefully soon).



Timona Mwayi Wed, 12 Jun 2019 22:24:11 GMT

Would like to see some passenger animations and proper interactive missions.



Robert Mattgon Wed, 12 Jun 2019 23:29:44 GMT

I've been an MSFS fan since its early days when it came on 7 floppy disks which ran on my DOS 6 machine. Then FS2002, FS2004 and finally FSX.

I recall back in the day when FSX was new and everyone complained about it being so "bleeding edge" that very few "home" based computers could run it at its full potential with all sliders "maxed out". Many users enjoyed FSX but with most features tuned low to avoid overtaxing their hardware.

Now; having seen the promo video with its fantastic, almost photoreal graphics; I believe we're going back to early FSX days again. The graphics appear great! Do I believe my existing hardware can duplicate this feat? Never!

The new FS's full capabilities will take high-end, top of the line hardware (translation = expensive) never mind your run of the mill I7 with 16G ram and 980GTX card. Your average flightsimmer cannot afford \$3500.00 dedicated sim rigs.

I still run FS9 alongside FSX-SE on my modest I5 Win10 rig and likely will be doing so for a while yet. But I am very happy to see Microsoft back in the flight sim game again.



Jim Lyman Wed, 12 Jun 2019 23:38:15 GMT

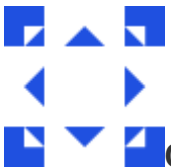
Myself, I've got a TON of money into flight panels; in the thousands Along with many others.

Aircraft? That's another story. Time will tell as the public will decide if this is going to fly.

Myself, I'll wait as I did with Steam for the end results.

From what I can see by the results of this video, this has the chance to blow the market wide open and lock it up tight if they play the poker hand right. But then again, this is M.S. we are talking about - sorry my opinion of M.S. is not very high as I've seen the game from them way back when.

For now, there is an old saying which I will stick with; if it works, then don't fix it!



Claude Khayat Thu, 13 Jun 2019 09:58:20 GMT

It is great to have the new version since I am not able to reinstall FSX due to error 1722. Should we wait? When it will be available... Thanks.



Michal Tengler Thu, 13 Jun 2019 12:25:35 GMT

I think, it will be again the big juggernaut with astronomically graphics card and CPU consumption, so 90% of users will have set 50% details or will play with 10FPS... maybe I am wrong, it will show in time, but from history, I guess again the same...

But have to say, the weather effects look absolutely insane, and I think it was not only directly from the game.

And finally the flight model... I hope they will manage other systems, the old precalculated behaving is simply an anachronism.

And about community and free content, XP wins at all... to the FS you have to almost all things buy...

Looking forward to having a chance to compare :)



Lou14 Fri, 14 Jun 2019 05:10:27 GMT

Most likely NOT TRUE!

NEW "MICROSOFT" FLIGHT SIMULATOR (in 2020 REALLY?)

I personally don't believe it.



Jim Soring Fri, 14 Jun 2019 13:02:02 GMT

Looks fantastic. I just wish they would pick up and update CFS3. I still play the original CFS3 online on a private forum. It would be so nice if they updated it.



Alf Saffer Fri, 14 Jun 2019 17:50:53 GMT

Waiting for it. Hope we can have it soon.



David Monroe Sat, 15 Jun 2019 06:14:23 GMT

The new SIM looks great! I use both FSX SE and X-plane 11.

Both have their pros and cons. X-plane has better default scenery, but FSX SE seems to be less sensitive on the rudder pedals on takeoff.

All I ask now is please, please, PLEASE have the option of removing the yoke so the entire panel is visible, just like X-Plane does.

That alone will give me more incentive to use the new MS FS. I am looking forward to trying out the newest version...



gabriel jorge da silva monteiro Mon, 17 Jun 2019 13:02:36 GMT

This new Microsoft F/S will be welcome for the simmers of all the world.

I hope the new F/S would not be a mere game platform for kids but a wonderful tool to be into the realm of serious F/S.

Hope it could be adapted to cockpit builders and suitable for addons, and controllers such as throttles, pedals, and fs hardware.

In the future, many new pilots would be needed. This would be very good for youngsters to practice.



Patrick Pinard Wed, 19 Jun 2019 13:23:42 GMT

Hello,

You are fantastic! I just come back for using FSX and I never imagined to have the possibility for loading free your airplanes and all others.

I will subscribe but not yet, I am also an amateur musician and I don't have time to play with FSX regularly. But I will do!

Many thanks

Patrick



Robert Allard Fri, 21 Jun 2019 01:24:25 GMT

I will buy the sim as soon as it become available.



Robert Allard Fri, 21 Jun 2019 01:34:14 GMT

I had every sim from Microsoft running on Windows; 95, 98, 200, 2004, FSX, etc. I had them all now since lost all in a house fire I fly X-Plane from 9 to 11 so I will buy the next copy out.



Todd Breda Fri, 21 Jun 2019 19:36:38 GMT

Judging by the trailer and screenshots alone, this looks to be a STUNNING upgrade to FSX that we have all been hoping and waiting for! My only concern is what kind of powerhouse PC would you need to run such high-level rendering and frame rates without seeing smoke come out of your machine?

Perhaps it is streamed to your PC via the cloud which could erase worries about processing from your PC but then that would lend itself to connectivity issues for some.

Anxious to find this out because what good is incredibly life-like textures and renders and frame rates if your PC can't handle it? I have a decent graphics machine that does pretty good but this looks next gen stunning and I hope I can enjoy it on my existing machine to its full potential.



Ludo Custers Fri, 21 Jun 2019 19:56:56 GMT

I have put several hundred of dollars in FSX add-ons.. Especially on geographical items. Now I fly FSX over photoreal countries. I wonder if the New platform will do better...



Mark Gorman Fri, 21 Jun 2019 20:55:42 GMT

Not interested. It will be way too expensive and I will probably need a new PC to run it on effectively anyway.

Flight simming is O.K. but there are better things for me to waste my money on than yet another flight simulation platform. If simulation is your passion, then why not? As for me, after using Steam FSX and all the problems that that has entailed, I have lost my interest in the subject altogether despite my initial enthusiasm and interest in aviation.



Gary G Olson Fri, 21 Jun 2019 21:12:35 GMT

FINALLY --- I've been through it ALL from FS5 to FSX and everything in the middle. I've predominately settled on FS9 (FS2004) because of the variety, etc. But having looked at the sample screenshots of 2020, I will definitely move up, as long as the Third Party people are allowed in.

With that weather and scenery, it looks like a superb winner for us old guys that can't go to the Real Stuff anymore. Thanks, MS for not forgetting about us.



Bonny english Fri, 21 Jun 2019 21:25:26 GMT

I have been an FS flier from the beginning but changed to X-Plane because to be honest, I thought it a better product. But will definitely be coming back if the SIM is anywhere remotely like the trailer it looked is amazing.

Keep on keeping on the development.



Keith LenznerFri, 21 Jun 2019 22:02:54 GMT

I'm skeptical. I have never seen a new v. hyped as bad, yet everyone paid but didn't like FSX/2004.

This huge change is touted as being worth the thousands to tens of thousands of dollars paid while patches and updates try to catch up to the "screenshots" shown here.

I have also never seen screenshots look other than real when in real use, only to find yourself hoping one of the updates (and there will be updates) will help it to appear close to the hyped screenshots.

Here's hoping it's worthy.



Sean YoungFri, 21 Jun 2019 22:10:35 GMT

Guess I'm old school, still using Flight Sim 2004. Has been reliable for years. Am hoping I can upload the new Flight Sim 2020 with few or no issues.

Will be quite the jump for those of us who have enjoyed 2004 to date. Just hoping...



Lhano Martins Xavier JuniorFri, 21 Jun 2019 22:18:50 GMT

What new planes can we expect for FS2020?



Les SaundersFri, 21 Jun 2019 22:37:40 GMT

The new Microsoft Flight Simulator looks great I can't wait to buy it download it and start using it, I have had both previous versions and now running FSX Acceleration with multiple screens yoke controls and joystick.



KonstantinFri, 21 Jun 2019 23:22:07 GMT

I wanna see the price and the difference between the Microsoft Flight simulator NG and the x-plane 11. Will x-plane 11 still hold the first place on flight simulation or Microsoft's FS is gonna win it? We have a big fight here.

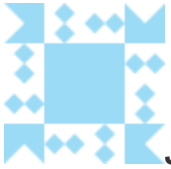


Gerald E. ReillySat, 22 Jun 2019 01:43:19 GMT

Will I need a Mainframe to get that level of detail?

MS should consider developing a dedicated PC that delivers that level of graphics power for maximum resolution and frame rates.

I would consider buying one even if it's dedicated to only FS.



Joseph C. McCormick IIISat, 22 Jun 2019 05:15:16 GMT

I went over to X-Plane a couple of years back when they dropped FSX. I have always been a builder, mostly.

When I went to X-Plane I was happy to see they many 3rd party software development tools, including their own scenery development tool called WED.

This software is so easy to use and intuitive, also making do with scenery objects ported over from other sims. Some of my favorite Art Poole scenery that I have ported over to X-Plane and used it with his permission.

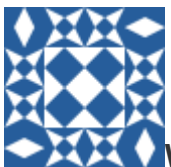
In X-plane I can build an airport using an imported photo scenery in WED in about a day depending on how dense you want to make it.

I will be testing the new FS, but it must have the pliability that X-Plane has before I consider going back on top of having a bad taste in my with all the thousands of dollars I spent on FSX.



George OutramSat, 22 Jun 2019 08:49:09 GMT

Looks great - will it be VR ready?



Wayne MyhillSat, 22 Jun 2019 11:04:03 GMT

One simple question. Is this new 2020 release going to be made available through Steam?



John DobsonSat, 22 Jun 2019 12:09:59 GMT

Looks very promising; trust it will be making the most of full 64-bit software and having 3 party add-ons is a must! I will reserve final judgment for a downloadable pilot/trial program...



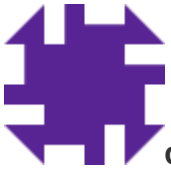
w bentel Sat, 22 Jun 2019 19:19:06 GMT

Been flying MSFS since the world was green lines in Chicago. Can't wait.



Kairasp (Ken) Daruwala Sun, 23 Jun 2019 02:22:25 GMT

I have always loved aviation, I have FS 2004 & FSX, love them, patiently waiting for the new FS, I am sure it will be great.



chris harvey Sun, 23 Jun 2019 07:55:44 GMT

I loved the fact that you could walk, drive and sail in flight sim x and when that all stopped I moved over to X-Plane.

I never got used to X-Plane even though its graphics are beautiful but I miss the simplicity of Microsoft FSX: things like choosing a route, flying any plane without falling out of the sky and the thousands of add-ons.

I wait with bated breath for the new FS 2020.



Mihai Blaga Sun, 23 Jun 2019 09:35:17 GMT

It has been an entire roller coaster; I have used FS2000, 2004, X and now P3D v4.5 which I find more stable.

I'm still unable to enjoy flying as much as I would like to due to various reasons, such as bad framerates the need of many add-ons which have a significant impact of the frames, trading graphics for performance since it's not multi-core optimized and mostly run of the CPU rather than GPU.

If I play say GTA V my CPU is running at 35 Celsius almost idle since almost everything runs on the much more powerful GPU... When I run FSX or P£D that is basically almost the same core code the CPU hits 55-68 Celsius.

Active Sky, Ultimate Traffic Live, ORBX, PMDG, FS Labs, FS2Crew are add-ons that are a MUST but are very heavy on FPS - you could make them as payware extras, rather than a third-party code being used.

The more 3rd party the more unstable and frame heavy the sim will become.

For further updates and extras, you should listen to the community. You could also make different versions say FS2020 basic for the ones that just want to play around for a smaller price and FS2020 pro for the real diehard simmer with extras preinstalled for a higher price.

If Microsoft will be willing and able to code all the extras that are necessary, like various professional aircraft: Boeing, Airbus, MD-11 etc. and do it at PMDG and FSLabs level, the community will rather buy the addon aircraft straight from you.

The same goes for all the other add-ons.

My rig today is Ocz 1250W, Intel 8086k running on Asus Maximus X formula motherboard, Nvidia RTX 2080 8gb, and 16GB RAM and still I can't max the settings.

All other games that run off the GPU run like a dream.

Really, what Microsoft needs to do for winning the community back is to listen to our needs.



Jiri KocmanSun, 23 Jun 2019 10:20:02 GMT

For all who cares about frame rates...

Forget current FSX, P3D or X-Plane; those runs very outdated graphics engines and everything which are not able to utilize the power of current hardware effectively, all stay at single core rendering, so the performance of single core is what current sims are able to do for frame rates.

Graphics we seen in the trailer is nothing special for current video games running even few hundreds of frames per second with high-end hardware and are able to run at FHD with over 60FPS on moderate gaming PC.

Physics simulation and system simulation is cheap on resources, those, of course, can utilize other cores on our multi-core CPUs...



SALEH AL-MULHIMMon, 24 Jun 2019 12:46:35 GMT

Finally at last... Wow! Like staring life again after death.



Alan CapoldoMon, 24 Jun 2019 15:46:31 GMT

I hope they keep the process of doors opening on the various aircraft. Also, hope they make it so we can talk to the controllers during VFR (something X-Plane does not).

Please continue to make the boarding bridges moveable. In my previous version of FSX, the planes were very small on my screen, even on the ground.

This sounds like a good flight sim and equal or better than X-Plane.



derrinredTue, 25 Jun 2019 07:30:34 GMT

There needs to be a massive update on ATC Operations.

FSX has some great graphics as does the new release when it happens, but their interactive ATC is totally unrealistic.

Real ATC gives you specific approach speeds and two miles or more separations, ground operations require permission for pushback, taxiing, hold short positions at various points by giving numbered and phonetic locations to taxi to and hold for further instructions, then they hand you off to the tower, departure gives you specific vectors to Waypoints, VOR's and NDB's during climb outs, plus pilots can request vectors to specific locations during IFR flights.

Sometimes they get those vectors in real life, sometimes they don't.

ATC will also turn aircraft during developing storms to avoid serious encounters, there are no real enroute NOTAM'S in FSX, nor any of the previously mentioned routine ATC Communications in real life, plus I haven't even mentioned declaring emergencies.

For those of us who choose to not fly that often online with other actual humans who are doing ATC Operations or during those times when no humans are available, realistic ATC is a definite requirement.

The current ATC is completely robotic and highly predictable. Warnings of aircraft and other vehicles on the Apron, Tarmac, and Taxiways come too late....of at all. Warnings of aircraft separations in-flight come way too late.

Thankfully, I have not experienced collisions in the air, but I've had plenty on the ground where other aircraft collide with me and keep on going. It happens so much, that I have to stop and hold near other aircraft and change viewpoints. Plus, what's with aircraft that disappear waiting in line at a runway and those ahead of me in 'Position and Hold'? Or aircraft landing that must Go Around and disappear at Climb out?

These are issues that take away from the pleasure and experience and greatly diminish expectations of a flight game versus a Simulator.

We're SIMS, not Gamers!



Jenny Shaw Tue, 25 Jun 2019 18:16:17 GMT

Purchasing music was the same. First, we had 78's, then vinyl, then tape recordings, then CD's Then MP3's then I subscribed to Spotify.

After buying the same products over and over filling up storage space at home the solution is the same. If this works and I think it will a monthly subscription could be the answer as well in MSFS.

Along with an open world with all the scenery there, everything, supported by developers and the community supporting them in this way would bring in a much more steady income and predictability to aid funding further development.

We've all been there, especially my generation having paid again and again for the same products only to find they were superseded a year or two hence by must have upgrades.

Go for it MS!



Tim O'Brien Tue, 25 Jun 2019 19:33:47 GMT

Like many others, I've been using Flight Sim since it came on floppies and I'm excited to see what this new product brings.

However, like others who remember the days of *purchasing* software (not leasing a license-to-use), I'll be less than enthused to get hit with a big purchase price AND a monthly subscription fee.

I don't mind paying a hefty sum for the sim, especially if it is as good as the teaser looks, and I don't even mind paying for (reasonable) updates but I'll be less likely to let Microsoft put their hand firmly in my monthly pocket.

Would any of us STILL be flying FSX *13* years after release if we had to pay \$10 per month (my guess of the minimum MS would expect for the privilege)? I doubt it.

I would have flown for a few years and then realized how much it was really costing.

All that said, me and my kids KNOW that I'll be kitting out a new PC when the game is released and realistic specs are tested.



frederick attwood Thu, 27 Jun 2019 08:07:34 GMT

Can't come quick enough for me, started flying with FS 1998.

It really helped me get through a stroke, just love the whole product and will definitely purchase the new system.

Bring it on.



Rodrigues da Silva Fri, 28 Jun 2019 15:19:45 GMT

I bought FS98 and FSX Gold Edition. I thought that Microsoft wasn't interested to continue the project, but, the fact is another.

I'm very satisfied and I hope that the future version:

- Increases the level of reality using the Windows 10 Pro 64 bit technology.
 - Includes real weather (doesn't work at the moment).
 - Include information about real traffic (like AI traffic).
 - Increases the level of ATC (more options, flight followed by radar, and so on).
 - Increases the level of image quality (today the graphics cards have the potential to do that).
 - All models developed and airports created to FSX Gold have to be usable in FS2020.
-

Sure, I'll be a user.



Kenzinio Sat, 29 Jun 2019 13:05:15 GMT

Never stop believing in Microsoft and here is the proof. Huge thanks to Microsoft for your work.



J. Zijlstra Thu, 04 Jul 2019 11:13:59 GMT

The trailer looks wonderful. But it seems to be a game for the Xbox. If you like to enjoy the forum for development, you need an Xbox. For most current flight sim users it would be a disappointment.



Albert F. Pate Mon, 08 Jul 2019 13:49:47 GMT

Microsoft Flight Simulator X is a basic platform for earth-wide education. As Earth steadily turns more frightened and cynical--and mercenary--it will be interesting to see how flight simulation is implemented in public education...



Juan G Mendez Tue, 09 Jul 2019 01:00:46 GMT

I am very pleased to hear MS has decided to return to developing a flight simulator. I was very disappointed when the franchise was shut down after FSX.

I hope they will allow 3rd party developers to offer add-on's, including aircraft, avionics, and utilities. I suggest they have a working G1000 & 530 WAAS which have become industry standards.

I hope they will build in an SDK with the capability to design an aircraft. The engine should be capable of using the vast power of modern Intel processors with multi-layer. I also hope they will work with simulator developers who want to use this software in a training role.

The future is hopeful, and we need to train a lot of pilots, therefore we need also to inspire young people who may want aviation as a career. I wish the MS development team Tailwinds and Blue Skies.



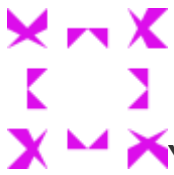
Bill Black Sat, 13 Jul 2019 19:15:24 GMT

So far, all sounds promising. I've been a part of Microsoft Flight Simulation from the beginning. What worries me is that nothing has been posted or discussed by M S regarding approximate general computer requirements, hardware, processor etc.

No doubt, it will require a high end or top of the line computer. Currently, to run some of the 64-bit platforms, one needs a pretty expensive set up to run them smoothly with all the associated add-ons and eye candy. I for one am retired and my fixed income doesn't leave much room for most of the higher-end setups.

I am also a licensed private pilot. Haven't flown much, primarily because it is expensive to do so. I rely upon my current set up and some study level aircraft to keep me engaged.

This may not be possible with newer releases. I also have never owned an Xbox set up. The announcement is exciting, but I await the information that will either include or exclude me from this new platform.



Yaksh Pachchigar Fri, 19 Jul 2019 21:23:09 GMT

This looks super dope and I can't wait for this to be released!

Only thing I wish they would change is that they should make it a one time purchase game instead of a subscription, like the current FSX Steam Edition, the one time payment makes it SO MUCH better for us teens who don't have their own money to throw into the game, as I know that many of the people who play FSX Steam Edition are younger and can't afford to throw money into a subscription game, not that it's not worth it, I'm sure it is.



Gaz Lever Mon, 22 Jul 2019 12:17:46 GMT

Another £200 per year subscription?! I would rather continue buying add-ons with this money for my copies of XP11 & FSX Steam.



Dan Wheeler Sun, 28 Jul 2019 20:37:59 GMT

Co\$t models; just my thoughts - Preamble - The money you've spent for what you have now, works with what you have now. What you have today is in the past by tomorrow.

Your older FSX & modern-ish P3D & X-Plane sims will continue to run as well tomorrow as well as they run today. > If you pay to see a movie, concert, sporting event, play a round of golf, you get to enjoy it at the moment, then it's gone. You don't get to keep it. It's the "cost of doing business" for entertainment.

Our previous "Versions" of Flight Simulators are still very enjoyable when we choose to play them. And, as long as we have them, our enjoyment won't change. But, if we keep what we have, we cannot expect much change in quality.

Current Co\$t of the Flight Sim hobby - Buy the base sim, then buy the add-ons. Those Software add-ons, over 12 months, can add up to \$100 to \$300 or More if you can afford it. Really, it is like spending \$10 to \$30 a month as if it were a subscription.

NEW technology is a Capital Investment. How to PAY for it?

1. A Once in a Lifetime Purchase to access the Base Flight Sim - provides the "start-up" Capital (money).
2. Subscription - Annual or Monthly Subscription to access a "Cyber Library" - offering hundreds of products to choose from and to use with the Base Flight Sim; not being limited to only one product for your money spent like it is now. Satisfied your purchase or not, your money is gone. > Different Subscription Rates would allow users to access "Casual" to "Hard-Core Study Level" offerings. For a small one-time "Surcharge" - a month of access to a higher level offering as a "try before you buy". > The developers wouldn't risk recovering their cost of production and would have a stable source of income by which to govern their production. Everyone pays a little and everyone gets to enjoy a wider selection.
3. No Subscription - After the Purchase of the Base Flight Sim, collect what you want as "Payware"; just as it is now. The User would have access to the "Software Code" that has already been written for the "Cyber Library". > Accommodating the "Ability to Pay" of the Community Marketplace would ensure that everyone would be able to participate... some contributing in a small way and others in

a big way depending on each one's requirements. If you could get just 5 cents from 1 million people, you'd have \$50,000. It's all in the numbers.

... Good-bye to 2000 to 2019 and Hello to 2020 ... just my thoughts at 73... Thank You "subLogic" (1984) Happy Flights...



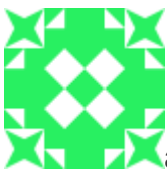
ERWIN BAMMINGER Wed, 31 Jul 2019 00:43:42 GMT

Will it work with Windows 7?



JAMES WITMORE Wed, 31 Jul 2019 14:03:56 GMT

Sounds great. I have had every copy of Microsoft Flight Simulator since the very first. Looking forward to seeing the new edition.



awaycola Fri, 02 Aug 2019 17:09:00 GMT

I am having a long love with simulators since 1990 with my first computer.

I then started with Microsoft Flight Sim 95, 2000, 2002, 2004 and FSX.

I also have X plane 11 - I am eagerly waiting for the new Microsoft simulator FS2020.



Gregor Jakob Sat, 03 Aug 2019 08:45:58 GMT

Looking forward to it!

I try out a lot of new ideas in flight simulation, even the Flight Sim World, which was really a disappointment.

The new beta of FlyInside Flight Simulator, being a completely stand-alone venture aside from X-Plane or P3D looks promising. As for now, I use Monitor for display, it's not ideal as it doesn't support TrackIR.

My yoke and stuff work fine. That what I expect of Microsoft too: hardware support and usage of all modern computer bases, not only single-core Intel brands.

It's possible obviously and could gather many simmers.

The behavior of aircraft, jet and propeller engines, drag by gear and flaps, controllability of slats and spoilers AND airbrakes could be defined not in tables but in algorithms for more natural behavior.

OK, that's a lot and enough for now. Big expectations from my side and as I said: I'm looking forward to it.



Scott B VitaleSun, 04 Aug 2019 14:23:37 GMT

I'm both excited and leary of this new sim.

Excited in the sense that it will take full advantage of high-performance graphic cards instead of relying solely on the CPU... this should make for much smoother flight in high graphic loads.

The leary part comes from the possibility of it being available only via download, no SDK so it would eliminate outside developers, would only run while connected to the net and all add-ons would only come from Microsoft's online store.

If the leary come true then this is nothing more than a game for Xbox and not for the serious flight simmer who wants as close to the real thing without leaving the actual ground.



Dr David JohnsonSun, 04 Aug 2019 23:28:07 GMT

It's about realism.

I've added on to FSX with Orbx, various freeware such as ships crossing the oceans to ports, some animals, clouds, and environment; the only thing I haven't found are realistic ocean waves.

The 2020 Version, if it incorporates even part of this and allows add-ons, it may be worth the purchase, like most judgment is reserved 'till it arrives.



Richard E FawcettFri, 09 Aug 2019 10:32:57 GMT

What about hardware add-ons such as Saitek yokes, rudder pedals, throttle controls etc?



Bert HarrisFri, 09 Aug 2019 16:53:44 GMT

Brilliant, can't wait to get my hands on it but does anyone know if my full Saitek package of instruments, rudder pedals, yoke and throttle quadrants will work with the new package?



Dustin AbaziFri, 09 Aug 2019 17:25:07 GMT

I have been playing Microsoft Flight Simulator since FS98. I've owned every single version of the simulation since then. That being said, the improvements that I am looking for...

1. A more realistic AI - I should not have to buy third party traffic packs. I want to see all the modern airliners with airline liveries, along with better GA and military flights.
 2. A career mode is what I am longing for the most. You create your pilot, earn your PPL through a series of lessons. Get your instrument rating in the same manner through training flights. Then eventually commercial rating. Once you acquire your commercial rating it would then start the real sim portion of the game. Three levels of difficulty based on money at the start, equipment failures, and other factors. The money aspect would allow you, in turn, to start your own airline with you as the pilot through the purchase of your first sim aircraft. Have an easy livery designer and other features. If you are thinking this sounds familiar look up FSPassengers for FSX. If the guy had the help that developed this add on it could be really brilliant.
 3. Better weather. The feature to pull the weather from the internet is awesome just make the textures better with improved real weather characteristics. Turbulence!
 4. Lastly better airport scenery textures. I want all the gates with current airport configurations. This gives players that actually fly the ability to practice real-world approaches.
-

With the addition of these 4 simple fixes, I would gladly pay monthly to play this sim. The addition of those features is invaluable.

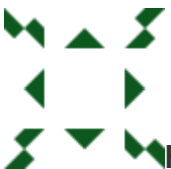


Adam Morgan Fri, 09 Aug 2019 19:02:01 GMT

The lighting engine in this game is staggering. Lighting, for me, goes a LONG way to making me buy into a world and FS2020 looks just beautiful.

If they can pull off that level of detail without lag I'm going to cry flying in this. I am beyond excited for the Insider release.

There are times I love doing super accurate flights, but then there are just times I am playing simply for the magic and wonder of flying and seeing the world from above.



Robert LaMontagne Fri, 09 Aug 2019 19:05:03 GMT

I use FSX as a flight currency tool when I cannot fly my own aircraft.

The Cessna 152 add on that I use is remarkably close to the flight dynamics of my 150. I constantly practice landings on the simulator and easily transfer my skills to the actual aircraft.

I hope the new edition keeps the current realism and also adds to it. AMAZING PRODUCT!



José Serra Fri, 09 Aug 2019 19:50:07 GMT

I've been used to Sims since Flight Simulator from floppy disks to FS Steam and X-Plane 11. But, as I'm a real pilot, all Sims I used are more games than really aviators' sims.

I think it's time that Microsoft goes a degree ahead and bring us (real pilots or not) a real simulator and not a game. If that occurs, I'll buy the "FS2020", whatever may be the cost of the software and the necessary hardware.

I hope that my wishes will come true.



Isak khysing Fri, 09 Aug 2019 20:52:44 GMT

I would like so much to see the Saab JAS-39 Gripen C/E in Microsoft fs 2020 it could be the new fighter jet in Microsoft flight simulator 2020.



Moises de cruz Fri, 09 Aug 2019 21:02:58 GMT

Excellent improvement - you just need to see the resources you consume on the computer.



David A Fri, 09 Aug 2019 22:22:07 GMT

So what kind of computer system will we need to run the new PC version?

Will it have a multiplayer segment that includes session lists like steam and what about communications -- built into the new simulator or do we still need to use TeamSpeak or Discord?

What about shared aircraft? Sharing of aircraft was a big thing when FSX first came out but many planes were not truly sharable. It would be very realistic to have a pilot and co-pilot flying shared airliners props or other 2 seat aircraft. Maybe even other seating could be included for some real passengers that might want to fly with friends

How about the formation flyers or military possibilities? For now, we add on TacPac for weapons and military aircraft like the F18 superbug. And what about precision flying teams like the Blue Angels team how will they fit into the new simulator?

Will there be ships like AiCarriers for carrier missions and landings? I run a steam session that uses F18 aircraft KC135 refueler that works, an AWAC to coordinate aircraft flying missions.

I have a really nice B29 B50 B62 B1 bombers from various eras but none of the weapons can be loaded.

We can do some very realistic flying simulations already in FSX including military missions using various payware and freeware aircraft with TacPac added on.

It would be great if the ACES team could include all of these features as well.



Glenn Hansen Sat, 10 Aug 2019 00:12:46 GMT

OMG, those graphics! Yes, bring on the new version. I'm a bit sick of buying add-ons for regions I regularly fly just to get scenery and traffic that's more than blocks.



Allan McConnellSat, 10 Aug 2019 01:32:20 GMT

I am hoping that they will include real weather updates again? I am an FSX flight fan and have been flying flight sims for quite some time.

Can not wait to see what the graphics are like and no doubt will be memory hungry.



Howard LongSat, 10 Aug 2019 05:21:31 GMT

At last. Since the launch of FS 2004, Microsoft has evolved, leaving the community with headaches of note, just to keep ourselves in the air. Looks great.



David SwinburneSat, 10 Aug 2019 08:10:46 GMT

Absolutely astounding graphics, I'm 27" iMac... will it be coming to Macs in the future?



Peter FinchSat, 10 Aug 2019 11:18:22 GMT

Wow, what a treat. Can't wait to have my love of FSX re-invigorated.

Talk about a 'mid-life kicker'.

Keep up the good work.



Michael MonceSat, 10 Aug 2019 12:24:13 GMT

This new and exciting version of MSFS just screams for VR!

Integrating VR into the sim will finally fulfill what was tried (and in my opinion failed) with the virtual cockpit.

If anyone of you has ever tried an Oculus VR set up you will know what I mean.

MSFS, Oculus VR, and Bluetooth CH yoke pedals etc would be a combination to make flight simming truly "as real as it gets".



Dennis OrzoSat, 10 Aug 2019 12:29:42 GMT

Would it be possible to take a stab at providing potential system requirements for desktop pilots?



Peter BeadleSat, 10 Aug 2019 12:33:35 GMT

So we have had all the fluff how about some real info? Will this be a 64-bit system? Will developers get the same access as FSX so that FSUIPC can be upgraded for example.



Ronald WallSat, 10 Aug 2019 12:55:34 GMT

I think one of the important questions is, what and how much computing power FS2020 will require for the amazing graphics we keep seeing in these glimpses of the sim.

Many of us, I am sure, would like to be prepared to jump into the virtual cockpits when the final version becomes available.



steven reissSat, 10 Aug 2019 14:15:33 GMT

I have been using both FSX and FS2004 including PMDG and freeware add-ons with great success overall and have learned my way into instrument flying along the way by my use of FS2004 etc over the last 20 years.

The way forward no doubt is to include interactive lessons such as will benefit all, also I've found out that naturally most FSX users etc are hardly able to fly by the instrument as they don't know how to use them properly.

An extensive flight school would be very important integrated into the software and should include things like VOR and NDB use as well as techniques such as procedure turns, DME arcs, as well as entering a hold from various positions.

Include an aerial map overview so that users can see where they are going. It should be necessary to be able to include in the menu of the new sim world to adjust the software for lesser detail settings so that all computers have a good chance of using the sim properly.



ALEXIS TADINAZSat, 10 Aug 2019 17:03:27 GMT

Sensational new is this new installment of Flight Simulator, I hope this new version of a program I use in a fairly complete flight simulator, using FSX Steam with PMDG Boeing 737-800 NGX, Windows 7 64bits and multiple addons, will solve the bugs and difficulties to keep a stable situation.

I am constantly looking for a compromise between realism, performance (FPS) and graphics. A major difficulty for me, in the fact that FSX only tolerates the cockpit instruments offset on up to 4 screens. The addition of a fifth screen (possible in my configuration) immediately leads to the blocking of the program and the PC.

I do not know if this phenomenon is due to FSX or PMDG, but that jeopardizes the further development of my simulator.

I think that the new FSX 2020 will run on windows 10 and that it will be able to exploit the resources of our modern PCs. I also hope that it will be able to integrate effectively into the elaborate flight simulator configurations, wanting to reproduce all the flight controls, and the characteristics of the aircraft used.

We must also consider the financial aspect of this new platform and that it is accessible and integrable to our simulators.

Thank you Microsoft, there is a long time that we dreamed of this upgrade.



David Monroe Sun, 11 Aug 2019 01:20:09 GMT

If the new MSFS gives us what they are promising, then X-Plane 11 is going to have some real competition to deal with.

I am a private pilot who wants a SIM that is as close to the real thing as possible. I'm not thrilled with the "out of the box" graphics in FSX SE, and for that reason, I moved to X-Plane 11. Its graphics are pretty good.

I don't mind paying a little for add ons that improve the scenery, but I'd like to see a flight sim where adding scenery or other aircraft is a simple process.

I'm 72 yrs old and don't have the patience to download an add on and then have to spend a lot of time trying to figure out what needs to go where to make it work right. I recently purchased Orbx NA SC, and I've not been successful in getting it to work. I also don't like having to search through forums to find someone else with the same problem I have.

I purchase products to make my flight sim experience more enjoyable, NOT to get stressed out trying to install it and make it work the way advertisers promise it will work.

Also, I prefer to fly GA aircraft. I have no desire to fly in the commercial airline environment, but I do want the realism of an airport environment, as well as being able to enjoy some very realistic scenery while just flying for the enjoyment of flying.

I'm hoping that MS 2020 will put as much effort into the GA portion of the new SIM as they probably will for the Commercial side.



Simon Dominguez Sun, 11 Aug 2019 17:19:34 GMT

Amazing. It is impossible to wait any longer for this wonder. I use MSFS since the 90s. Congratulations.



Dewey Parker Sun, 11 Aug 2019 18:48:41 GMT

I have flown Microsoft Flight Simulator since everything on the screen was a jagged stick figure, and a primitive, rattling, buzzing noise for engine sounds.

I relished each addition, every upgrade, every little touch of additional realism, and any news of developments from Microsoft. I considered glitches as the price of learning from making footprints where there were none.

If I had an issue I might have wished to get more visibility through the years, and still exists today throughout all flight sims it would be the preponderance of attention given to catering to heavy metal while other customer groups were, in comparison, thrown a crumb now and then.

A huge group of users are or would be if given the tools, BUSH PILOTS, and rural airport farmers, ranchers country doctors, and more. These pilots possess incredible skills, honed by the demands of their trade. They traverse the choice slices of all scenery areas. They visit small towns, rural airports, mountains, lakes, and streams. They are the only lifeline for food and supplies, and the only link to hospitals for thousands of people. Indeed, they are the only link with civilization for many of those people.

Imagine what the talents and creativity existing in those groups who actually animate and illustrate flight sims could do with the many faces of BUSH FLYING! I used to own a BC12D Taylorcraft. It was a pretty decent little backcountry plane. It couldn't haul much. But beyond that, it could outperform most of its peers.

The Piper J3 and a handful of other old rag and tube planes were redesigned and repainted over and over in flight sims but where was their superior brother, the Taylorcraft? Can you recall ever seeing one in a flight sim? That's just an example.

Please do consider some detailed bush areas and planes for "the rest of us".

I believe I speak for a large segment of your marker when I say that If I could have some wilderness areas with detailed scenery, challenging airstrips, cargo to haul, mercy missions, the ability to hydroplane my bush plane on the stream in order to add length to a sand bar too short to land on otherwise.

If there could be activity around the main airport, not crowds, but just someplace to sit outside and watch a plane shooting landings, or maybe wave to a fellow bush pilot working on his plane under a tree, just a feeling of being back home safely again after a day' work in my bush plane, I could die a happy flightsimmer!

In the meantime, my hat is off to all of you who use your time and talents to create the programs that bring so much pleasure to all of us who love things that fly.



Paul Steele Mon, 12 Aug 2019 00:24:43 GMT

I have been willing to pay full price for a version of FSX that would not have .Net framework errors and work in Windows 10 with 64 bit systems.

I do hope I won't have to spend another two to four hundred dollars for another graphics card upgrade that my current computer won't handle.

I am looking forward to this since I have had to fly using FS9 on my Windows 7 laptop and have missed the better graphics and all that came with FSX when it would work.

If I do try to fly FSX not on Steam and sometimes even on Steam it locks up and I cannot fly long flights without expecting problems.



Montgomery Bonner Tue, 13 Aug 2019 02:40:48 GMT

I sincerely hope, that all the cities and locations have copies of the then-current approach plates built-in. So COM and NAV frequencies can be added into the flight you are creating.

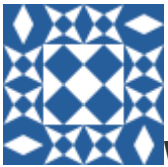
Additionally, a relatively medium-priced set of realistic control yoke system also needs to be at least partnered with for those of us who want to be as realistic as possible sans not having a real cockpit.

Not to disparage any set of controls, but the Logitech one is not realistic, and the most expensive ones are just that too expensive to justify purchasing for a hobby.

I have lots more things I need than a 1,400 dollars set of yoke and foot pedal set. Please MS, get someone to make them which are excellent quality and won't break the bank.

I am looking forward to this new simulator, but, I won't rent it from "the store" make sure I can purchase this game on a format so I can reload it, or take it off for a while and not have to download thousands of GB's because I live in the backcountry and my internet is slow to give us access to all the files necessary to run the complete game. That was my biggest complaint with Steam you took it off, you had to redownload the whole thing to use it again.

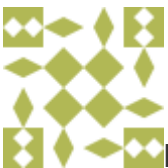
And yes, this will require me to purchase a new laptop, but that is in the budget anyway for late 2019 or early 2020.



Wayne Myhill Tue, 13 Aug 2019 18:14:04 GMT

Well, this is all very exciting BUT by the look of the graphics on display, it looks like you are going to need an i7 CPU, at the very least 16GB of RAM and a top of the range graphics card to take advantage of what is on offer.

For people like me who can fly FSX comfortably on an older machine, this will, for sure, mean investing in a new computer as well as the new sim.



Lance Fri, 16 Aug 2019 14:51:22 GMT

As a 30 year veteran of Flight Simulators and ORBx pay-ware scenery, I have two thoughts on this information.

First, given the quality of the screenshots, I cant see that Microsoft will need to rely on Third-Party add-ons for this version of Flight Sim, and in fact, we may not even choose to add third-party scenery to it, because we won't need it.

Secondly, because of the quality shown and the expected full immersion flying, I can't see anyone with less than an i5 system is going to be able to run this program (that includes me), and you may need to upgrade to an i7 to be able to enjoy a decent FPS and the high-quality graphics scenery...

The next 12 months will be very interesting...



John Galfo Fri, 16 Aug 2019 18:59:17 GMT

I am a pilot and use Flight sim X as well as X-plane, I have a Cessna yoke, rudder pedals, trim wheel, and throttle quadrant. I want the sim to be as real as when I fly.

I am very interested in what I see and I am definitely a customer. Please tell us what the hardware requirements are to run the sim with the knobs set to full realism. Thanks.



Wayne F. Dibert Fri, 16 Aug 2019 19:47:26 GMT

As others have noted, I have been using MSFS since its infancy of the 1990s. I actually bought my first computer in the early '80s with the intent of flight simulators coming forth.

I have tried the Sierra product and some Jetfighter products. Still, MSFS always gave me what I was looking for in a flight sim. I have to say though being a real world pilot, all Flight Sims left much to be desired for the actual feel of an aircraft and its dynamic response to Inputs. Still other parts of the sims, radios, Nav beacons, airports were pretty accurate.

I hope the new aircraft flight engines are able to replicate real-world flight dynamics of flight. The other part of our industry was you could make it as real as you wanted.

I am very frugal with spending on addons and prefer to put my money into the computer so it has the horsepower to effortlessly have the sim be smooth and accurate.

There was always freeware out there to enhance what I wanted and for the couple of planes that I wanted a better experience with, those purchase were well worth it.

I am looking forward to what Microsoft is going to bring and really have no expectations so I am leaving myself wide open to be amazed.



Neil Hemingway Fri, 16 Aug 2019 20:00:58 GMT

Like a lot of others I have invested a small fortune in addons for FSX and it would be nice if they would work in the new sim.



Phil C Fri, 16 Aug 2019 20:50:29 GMT

Great news but I hope the community remembers what a fine job Lockheed has done with the sim since Microsoft walked away.

They've clearly made it better and are they going to do a lot more development if the support simply melts away on a potential promise from Microsoft for 2020.

I'm of the opinion that until there is actually a sim ready to buy then all this is just a promise. I'll keep supporting P3d meanwhile and hope they will support the community still.



Lawrence Quave Fri, 16 Aug 2019 21:03:00 GMT

What is it in this release that has changed?

Obviously, one thing has to be the way the scenery is displayed (truly excellent!) but what about the "flight" software ... you know, the "stuff" that controls the presentation of the aircraft and how they fly in response to our controllers.

If that's all-new, is that going to make every aircraft currently flyable in FSX instantly inoperable and obsolete?

To cite a specific case, are the VRS people going to have to extensively modify their F/A-18E Superbug, or start all over? Please explain.



Ivan Dicalzi Fri, 16 Aug 2019 21:17:52 GMT

I'm going to need a better computer for this bad boy. I'm so getting it!



Jorge Roldan Fri, 16 Aug 2019 21:37:14 GMT

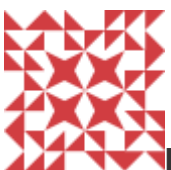
Has the word "HELICOPTER" been mentioned anywhere?

Jorge



Raffles Fri, 16 Aug 2019 21:44:17 GMT

Pretty sure there won't be a Linux version so unfortunately, I won't be using it.



Les Saunders Fri, 16 Aug 2019 22:14:42 GMT

The new Microsoft Flight Sim looks great, I can't wait to buy my copy.

I have been a registered user of the Microsoft Flight Sims now for over 16 years and if the new one is half as good as FSX Deluxe I will be very happy.

Bring it on in the Land Down Under.



John Page Fri, 16 Aug 2019 22:32:33 GMT

- Will the new sim be optimized for multi-thread core processors such as i5 & i7?
 - Will it be 4k or higher?
 - What computer specs will it take to run smoothly with all sliders maxed out?
 - Will ai ship and rail traffic be modeled as well as road traffic?
 - Will a software developers kit be included/available?
 - How detailed will the weather be modeled?
 - Will sea waves breakers and waterfalls be modeled?
 - Will there be an online flight portal built into the sim?
 - Will updates be automatically detected and installed?
 - How detailed will the standard scenery be, as good as Orbx or Google Earth?
-

Look forward to your comments, many thanks, Rob.



David Stewart Fri, 16 Aug 2019 23:29:19 GMT

Screenshots appear very, very good. However, we use Flight Sim in a whole different mode. McDonald's always has good images of the Big Mac but mine never appears that way when I visit.



Gonzalo Escovar Sat, 17 Aug 2019 00:48:45 GMT

I have been with MSFS since FS2000 and I can't wait for the 2020 edition, it looks superb and magnificent, I am so excited!



Montgomery Bonner Sat, 17 Aug 2019 01:50:48 GMT

One thing I hope MS does is when we fly into/out of a foreign airport, or fly within a section of the world, the ATC controllers have the correct sounding accent. Just flew from Mildenhall, UK to Prestwich, UK and all the ATC controllers spoke American English.

Don't think so, but English and USA measurements are the worldwide standard of aviation, nevertheless, the controllers will be employed by those nations they are in, and most likely from that country as a norm. Realize this is also nitpicking, but realism is the goal here.

Oh, MS, please try to identify the hardware requirements early on, so those of us who are going all the way with this have enough time to upgrade, or purchase new hardware so it will run.

Intel, if partnering on this are you listening, get the I-9 Chip and the Chipset in the mainstream market soonest so we can save our money and get what we need for PC's so the game runs seamlessly on our equipment.

Currently, FSX would not run until I upgraded the C drive to a larger SSD, once I did that, it runs fine.

Get us some specs out asap so we can budget and plan for what we are going to need, please.



Art C. OehmichSat, 17 Aug 2019 03:33:10 GMT

I hope that planes etc from Flight Sim X will be transferable to 2020.



pgthaiSat, 17 Aug 2019 08:21:23 GMT

The return of land-me would be welcomed by beginners.



Rene MathezSat, 17 Aug 2019 08:37:48 GMT

A question: what is going to happen with all the purchased DVD for FSX goes in hundreds of dollars or euros and francs. I'm disappointed with the company Microsoft.

I bought P3d 4 because FSX was out of memory and too long to boot.

Would be nice if Microsoft had something to say about it.

Sincerely, Fluianer HB-RMA



F. OrtSat, 17 Aug 2019 16:16:35 GMT

There are certainly some questions: Will operating multiple monitors be supported the same as the FSX?

Hardware compatibility with Saitek, VR Insight and soon also Honeycomb possible? Nice would be synonymous Spadnext for programming the hardware and and and...



Clifford MetzbergSat, 17 Aug 2019 16:30:47 GMT

Like so many others I got my start in flight simulation from all the Microsoft Flight Sims and continue to this day with the Dovetail version on steam which runs great.

I have purchased many aircraft and programs from them and they are in use almost every day. Like everyone in the flight community I am VERY excited to see what the new version is like but also am hoping I don't lose anything I now have that has been built up over the years.

If indeed Microsoft is monitoring these comments I have a question I don't think I have heard anyone ask. What happened to your last Flight Sim "Flight" I know many complained because it only had Hawaii and Alaska but I found PLENTY of fun places to fly in Hawaii and ESPECIALLY Alaska with the purchase of Vans R-V and the Carbon-Cub.

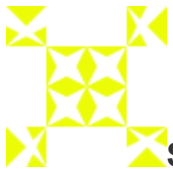
Actually, it became my favorite sim with great graphics and ran beautifully. Even after you got out of the flight sim business I continued to enjoy Flight for I think a couple of years until my computer was hit with malware.

My local geek squad got it cleaned and running again but lost Flight. Repeated calls to Microsoft Games brought only the response of "we don't service flight sim's anymore" as I can understand at the time.

When I purchased Microsoft X from Dovetail I asked them if they also got "Flight" and they said it was still a Microsoft product. So my question is there still a server with "Flight" that I can get hooked up to again and where do I go with password's etc, or was it just dropped?

I think I would be willing to pay if I could get it back with all the aircraft I purchased I enjoyed it so much.

While I hope to get this information on "Flight" I continue to enjoy Microsoft X on Steam and look forward to seeing what the new version will be like.



Stuart OdenbreitSun, 18 Aug 2019 04:10:28 GMT

A VERY useful inclusion would be a database of printable checklists!



Phillip SchroderMon, 19 Aug 2019 22:43:50 GMT

Not meant to be a negative but better save your cash to build a beast machine. Those graphics are awesome but they wont come without some serious hardware.



Stuart LeanMon, 19 Aug 2019 23:13:36 GMT

Boy, it's amazing how everyone is so excitable about MS2020, pretty pictures do not tell how the program will run, it's simple salesmanship that seemingly has been bought by many. Talk about selling igloos to Eskimos.

I have been with MS since FS98, they're OK but not like the newer boys on the block, P3D, and X-Plane, the latter being used for assisting pilot training and it's the one I would move onto. But miracles can happen and FS2020 maybe the wonder flight sim...



steven reissnerTue, 20 Aug 2019 11:20:11 GMT

It sounds like a fine idea whose time has come - it would be a very good idea to include enough tuition tutorials to learn more and in-depth about instrument flying so you can learn how to reach a destination in instrument conditions which is what I have been doing for the last years with FSX.

Also, through the use of add-ons. It should be possible to choose between more demanding instrument lessons and simpler visual flight VFR.

I think this is most important - instrument learning and familiarisation for the enthusiast.



John Pangia Sun, 25 Aug 2019 23:20:27 GMT

What kind of computer must I have in order for this new system to work well Right now I have a desktop Mac bought in 2013.



Cloutier Réal Fri, 30 Aug 2019 17:07:20 GMT

I hope in first more traffic on the ground and in the air.

I hope to have an adventure like the others versions, and in this section, it is possible, to have a section that offers to work on-air drama, like the accident of skully in the Potomac River or Capt. Piché when he as to landing his aircraft in the middle of Atlantic océan.

I pray that the new technology won't ask to have an expensive PC for having a good quality of looking on the screen.

Anyway, this will be something wonderful to have a new Flight simulator. Thanks.



Iquave Sat, 31 Aug 2019 00:05:08 GMT

Is this only an "improved scenery" release or does it also include brand new flight dynamics modeling?

If also the latter, will our existing collection (hangar) of FSX aircraft be flyable with the new release?

With respect to scenery issues, even now--though I have a pretty powerful system--if I try to fly a complex aircraft (e.g., F/A-18E Superbug) over complex and dense scenery (e.g., San Francisco, Dallas), I get "out of memory" messages and the flight sim freezes.

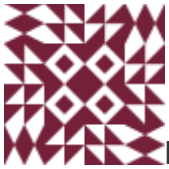


Charles Prowse Sat, 31 Aug 2019 10:13:20 GMT

One heavily invested in P3D 4.5 with way too much money dumped on add ons such as ORBX, PMDG, A2A, Pilots Global, etc, etc, will there be any compatibility?

Will this cater to the bush crowd as well as the tubes? I have been into flight sim since the early 90s having all versions up to FSX.

P3D was leaps and bounds better and this promises to be groundbreaking!



Richard OTooleSat, 31 Aug 2019 13:46:47 GMT

Been involved since day one. If I can't take my add ons with me I won't bother.

Many of the add ons are planes I've flown in the Air Force and as an ATP for over fifty years.

The sentimental value can't be underestimated and I hope the new product incorporates that...



Josh WellbrockSat, 31 Aug 2019 13:51:24 GMT

For those of you asking about having the hardware needed to run it, I'd say you'll probably have to upgrade.

I've been flight simming since about 2003 and ran an overclocked Dell for many years with the FSX package until X-Plane came along. The new FS looks to be a lot like X-Plane in regards to graphics, scenery, and FPS.

You basically need a machine that only does flight sim to run X-Plane at max settings. Here's what it took me:

Asus TUF Z390 gaming motherboard Intel Core i7 8700K 4.7 GHz Corsair H100-i CPU cooler Crucial Sport AT DDR4-3000 8GBx4(32GB) Corsair RMX 850X power supply GTX 1080 ti FTW 3 (16 GB) 250 GB SS drive for OS (Windows 10 Pro) 1 TB Samsung SS drive for programs and scenery packages

Total: \$1600

X-Plane on Steam is 80 GB alone. Start adding your favorite airports and scenery packages and before you know it, you've burned up 500 GB!

Micro Center is your best friend if you live near one. They always have the best prices and return policy. Hope this helps!



Malcolm BellSat, 31 Aug 2019 15:54:19 GMT

In all these comments what I would like to see is either a list (or a link) showing the specs of the machine used to produce these teaser videos.

Also, are these videos recorded from the game itself or are they specially created to sell the sim? Call me an old cynic if you like!



Clifford HargraveSat, 31 Aug 2019 17:02:00 GMT

I have been using Microsoft sims for years and only recently have I moved over to P3D v4 because my FSX failed.

I look forward to seeing the new Microsoft offering and decide then. The videos etc certainly look really good.



Keith Lenzner Sat, 31 Aug 2019 17:50:32 GMT

What will be the ultimate cost of this wild upgrade?

How much just in dollars and how much do we have to lose in our planes currently being used?

Should we stop purchasing until this new sim is launched?



Montgomery Bonner Sun, 01 Sep 2019 00:46:28 GMT

Hello Carl, please check out the forum on installing FSX, as I believe I posted the "correct way to do it" which fixes issues with Windows 10 and FSX. In a nutshell:

2. If you have to reinstall the DISC version of FSX, you will need to load the installer patch. Installer patch must be run from the command prompt. Here is what to do: a. Run mskb928080 from the desktop, it will unzip and create a folder called "C:\MicrosoftKB928080", open a command prompt as an admin move to that folder. b. Then Run "resetsld.exe /all" and it will clean up the installer files and the MS Store files. This should fix MS FSX so it installs correctly.

NOTE: Install FSX then Activate the program, then install SP-1 and SP-2. The activation code is in the box.

This should fix installation and run issues.

NOTE: some updates can mess with FSX, but running the fix/patch again should clear those up. Also, having too small a C: drive can make the program unstable, I had to buy a larger C drive and then reinstall everything to get it to work. It's fine now, recommend a minimum of 512 SSD for C, and if you got the money 1tb SSD.



Dick Warren Sun, 01 Sep 2019 08:51:53 GMT

Does this require a new PC as well?



Craig Hustadt Tue, 10 Sep 2019 21:56:24 GMT

Interesting reading all the comments.

My feeling is this is a web-based flight sim based on the pictures I have seen. If the whole world is like the Microsoft demo then you would require 2000 Terabytes of data. Which you will not run on your PC. So the most important item will be your internet speed to download the data which you are flying in.

My guess is you will require a 25mbps to 100mbps download speed. Now as to your computer you will not require a top-rated PC if this flight sim can run on Xbox. But a good GPU to handle the graphics data download would require an Nvidia 2070 to 2080 type for sure.

Hope this will answer most of your questions.



Joel Sat, 14 Sep 2019 13:00:27 GMT

Will there be Crossplay for Xbox to PC?



OSWALDO ROSERO Sat, 14 Sep 2019 19:18:45 GMT

To: Mr. Ian Stephens. I've been flight simming since about 2004 (the best sim running under XP windows the best op. system by far).

I kindly ask you if possible, provide me with a photo of the interior of the cabin of an Airbus A380 without pilots but with the displays operating. In order to print wallpaper for my office.

Please with the highest possible definition for printing. Thanks for your kind attention. Kind regards.
OSWALDO ROSERO.



ghun1 Sun, 15 Sep 2019 14:53:46 GMT

It's all very nice seeing almost still images in videos, probably made on an Xbox where the processing power is probably superior to any PC we may have.

Let's see how the performance of aircraft in the simulator compares to real-life performance values.



Joel Goldbeck Sun, 15 Sep 2019 16:00:06 GMT

Hopefully, Microsoft won't screw up their Windows programs so after a few years this Flt Sim will stop working like Flight Sim 2004 did.



mike lovell Sun, 15 Sep 2019 16:20:54 GMT

Good news, but will we get (in time maybe) any WWII combat additions for the more bloodthirsty of us? Miss the old combat flight sims, still got but won't work on W10. Here's hoping.



Capt De Sun, 15 Sep 2019 16:38:34 GMT

THANK YOU! With all the changes for 2020, I was afraid I would have to switch to P3D or X-Plane and don't want to part with my many years of FSX: SE. I want to try this as soon as able :)



michael grimes Sun, 15 Sep 2019 16:42:07 GMT

Will it work on my Windows 7 platform with three monitors?

Can we use aircraft from FSX in the program?

Is my i7 processor strong enough with the NVIDIA video card?



Aaron Swindle Sun, 15 Sep 2019 16:58:31 GMT

It looking pretty good. As long as they leave it open source for PC. Without that, we cannot develop add ons for it.

Cheers, Skysong Soundworks.



Lhano Martins Xavier Junior Sun, 15 Sep 2019 17:08:03 GMT

Have for Mac or Windows only?



Donald Bailey Sun, 15 Sep 2019 18:01:55 GMT

Add freight & passenger trains.



Hal Schmidt Sun, 15 Sep 2019 18:28:05 GMT

I hope there is online multiplayer capability which permits connectivity with third-party applications.



Nabil HaddadSun, 15 Sep 2019 19:13:53 GMT

It is exciting to hear that Microsoft is developing a new Flight Simulator program. I've been using FSX for quite a while and had quite a share of the problems with compatibility with Windows 10 and with all the gear manufactured by Saitek company.

I hope that Microsoft will consider this issue of compatibility with the hardware that we already have.



Claude LacroixSun, 15 Sep 2019 19:58:57 GMT

I started to fly with FS98 and was always there for the new flight sims that came with the time, I was very disappointed when windows 10 came about and in a way, blocked FSX.

I am 86 years old and hope that I will have the chance to fly again with FS2020.



Ted StaalSun, 15 Sep 2019 22:01:00 GMT

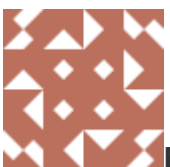
This is a wait and see. I started with MSFS years ago, switched to P3D then XP 10-11. As a one time real pilot and avid flight sim addict, I will be looking for realism and flight characteristics especially. With the Xbox a factor can MS serve two masters: Gamers and enthusiasts with the same software. Maybe, DCS does a great job, although I've never tried the gamer option.

If I remember correctly MS developed a flight sim a while back that failed to live up to expectations although the eye candy was exceptional. I would also hope this new platform will limit downtime, controller problems and win 10 updates. There will still be other choices which make this hobby so great and rewarding. Happy flying everyone.



Joe WielandSun, 15 Sep 2019 22:06:18 GMT

Like many others, I've been around FS since the beginning and still enjoy my barebones copy of FS-X. I'm hoping that the necessary computer system horsepower (minimum is never enough) is provided so that operating system technical issues are not encountered, short of buying a new X-Box to run the software effectively.



BryanSun, 15 Sep 2019 22:12:34 GMT

Love what I'm seeing but as others have said keep it true to real-world aviation as well as allow the end-user to use the equipment like yokes and other cabin devices that are owned. Don't do pay for play updates. Also needs to work well with online flying communities.

Keep up the good work.



Don Mathisen Mon, 16 Sep 2019 01:55:53 GMT

What type of computer will this run on? For example, the power needed graphics cards, etc.



Dylan Collins Mon, 16 Sep 2019 08:41:45 GMT

I currently fly X-Plane, mainly because of the multi-screen support.

I have built a sim with forward and side windows which makes this sim totally immersive.

Are you going to include multi-screen support? If so could it be developed so that you don't need a science degree to set it up? Most of us are simmers and enjoy the experience, we don't want to be spending hours of our sim time trying to set up the screens.

Good luck with this venture and I look forward to seeing the end results... I may even be a convert.

Regards,

Dylan



Rick Mon, 16 Sep 2019 10:17:49 GMT

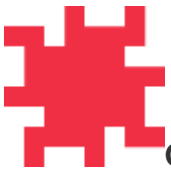
MS has been the best and many were hopeful for, even anticipated, a return after FSX. However, if it is to be subscription-based, where you have to pay every month, as has been reported that the MS head guy wants, then MS will lose very many. **RELEASE A FULL-FLEDGED PC VERSION WITH A ONE-TIME SOFTWARE PRICE!**



German Diaz Mon, 16 Sep 2019 19:57:13 GMT

I have a new comment that I think is very important. I have hundreds of add-ons for my FSX and FS2004. It is possible to use these aircraft in the new FS2020, or at less the FSX ones? Or we shall buy all the new add-ons again? This is my great doubt. Can you answer me?

German Diaz.



Guenter Tschoeke Tue, 17 Sep 2019 04:51:32 GMT

I knew a few Flight Simulators like X-Plane, Flight Gear, Flight Sim World but my FSX Professional Edition is the best I have played with.

It's surprised me every day and I trained with it for 4 Years. I'm looking forward to 2020 to play with the new sim and I'm convinced it will make the great world of flying more interesting and greater.

Thank you for the people which developed and produced FSX it's a lot of fun.

Roger Tschoeke.



Kasumba John Tue, 17 Sep 2019 08:39:08 GMT

FS 2020... this is a wonderful moment! Have they detailed the hardware requirements anywhere? I have flown simulators since the late '80s.

The progressive transformation in realism continues to surprise and heighten the passion for PC flight simulation. Wow bring it on, I say!

Anaesthesiologist & Flight Simulator Pilot.



Kasumba John Tue, 17 Sep 2019 09:02:47 GMT

FS 2020 is a long-awaited upgrade. The immersive realism continues to amaze in PC flight simulation. Hardware requirements anywhere? I have flown PC simulators since the late 80's - ZX Spectrum. Flight Simulator Pilot



Pedro Fernandes Tue, 17 Sep 2019 15:28:10 GMT

I don't know the specs the computer I think this simulator will work with. Streaming and all product's (add-ons) I bought all these years go to trash.

At this moment my simulator is Prepar3d v4.5 and have many add-ons invested going through the barrel but from what I saw the Flight Simulator 2020 is a bomb with all the best and best graphics ever seen, all done through satellite images - because of it my computer to run the simulator all installed needed 1TB.



Norman Macdonald Tue, 17 Sep 2019 16:23:42 GMT

Can't wait till this is produced and hope it will be soon. I have used Flight Sim now for about 20 years and assume the new model will be even better. ROLL ON!



bikoulFri, 20 Sep 2019 18:04:31 GMT

At the moment, tech alpha should be available on 17 September but nothing... just one email which says the same thing to register. I have preferred email notify "you are not selected for tech alpha" because in conclusion, we don't know if it's started or not.



bikoulFri, 20 Sep 2019 18:10:36 GMT

It's September 20th and tech alpha was supposed to start on the 17th. For now, we just have an email that is copied pasted from the original registration.

In the end, we do not know if the distribution of tech alpha has started or not... an email stating whether we are involved or not would be more adequate. Thank you, team.



chas4586Sun, 22 Sep 2019 19:42:40 GMT

I have been flying since 1998 - the days of FS98, and when Xplane came along, I thought this is really something.

Now they are talking of Microsoft returning with MSFS 2020, although it might be good, they are turning this wonderful learning experience into a game for children. Once it goes to pay for, I think the internet will be full of kids, so I wait with the rest of us before I say bye-bye to XP11.



JackSun, 29 Sep 2019 00:12:13 GMT

Glad to hear this Microsoft Flight Simulator is getting a new treatment.

FSX was starting to feel a bit dated since the release even before considering most of FSX was just a carryover from FS2004 with minor tweaks & a few new aircraft.

I seriously hope they take notes from FSX Steam edition & update scenery & graphics & add a lot more planes.

I also hope they consider still making the CD version. I know something like 80 percent of gamers download from an online source, some people like myself just prefer it the CD way.

I also hope they include all the previous extensions from both the Gold & Acceleration editions.



Ludo Custers Tue, 01 Oct 2019 13:46:29 GMT

My heart stops beating... I'm an FSX player for decades... And this will make my live (rest of)...



Will Crump Tue, 01 Oct 2019 14:06:37 GMT

Will the Alabeo aircraft for FSX still be supported? Will this release include agricultural aircraft or photorealistic crop-dusting strips and fields to spray?

No support for any of these things will make the new simulator worthless to me. Ag aviation must be represented.



Burt Dykeman Tue, 01 Oct 2019 14:57:15 GMT

Really looks great, signed up for tech-alpha testing but haven't heard anything on that. Scenery realistic and the sky looks so real. Can't wait for the release...



g chatley Tue, 01 Oct 2019 15:21:30 GMT

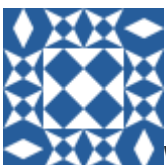
After you stole an FS2004 file out of my computer to try to force me to pay again I want nothing to do with MS ever again.



Michael Robinson Tue, 01 Oct 2019 15:40:59 GMT

While the new Microsoft Flight Sim looks pretty great, I haven't seen any mention of it being able to use any of the Virtual Reality (VR) hardware that is available. I currently am using the HP Reverb.

What is the status of VR for the new flight sim?



Wayne Myhill Tue, 01 Oct 2019 16:13:03 GMT

Microsoft as yet has still not mentioned what spec the computer would have to be to run this. I would hazard guess at an I9 CPU, a top of the range GPU, at least 1TB storage (preferably SDD) and a PSU powerful enough to run a small bungalow!



Ian Pilcher Tue, 01 Oct 2019 16:47:31 GMT

I wait with bated breath.

I have been flying Flight Sims since Microprose. I stopped using FSX not long after Dovetail took up the reins and switched to XPlane 11, although I have never fallen in love with it.

What I have seen and read of the new MSFS seem impressive and I can see me switching back when it is released.



Thom Dickerson Tue, 01 Oct 2019 16:51:16 GMT

I was an FSX player for many years. I had FS98 and all versions that followed. I am also a real-life student pilot. Cessna 172 (out of KADS).

I am now a dedicated flyer on Prepar3D since its inception. However, after reviewing the screenshots and trailer of the new MS Flight Simulator, I must admit that the graphics are quite spectacular.

I hope that MS will do a much better job with ATC, which left a lot to be desired. Many segments of the old ATC were simply unrealistic, e.g., pushy air traffic controllers, no options for declaring an emergency, unrealistic ATC instructions of descending from, say FL 180 down to 2,000 feet AGL, and at times, a total loss of ATC.

Let's hope there will be a NEW realistic ATC component, or at least a better one.



Art Tue, 01 Oct 2019 16:53:39 GMT

I've been a fan of Microsoft Simulator ever since it came out years ago. Still use it today and am thrilled to Microsoft finally upgrade it to a new version. Excited to get my hands on it.



Olde Sims Tue, 01 Oct 2019 17:19:59 GMT

Great news.

For serious simming (personal move from FSX):

1. FS2020 cannot be subscription, - Because there's no way I will sink the amount of time into a system which isn't 'owned' by me
 2. FS2020 must run on an offline PC. No steam. - Because if you're serious about it, you don't want to be forced to compromise a stripped/insecure system. You don't want to give CPU cycles to intrusive modern software. I will go with their offline version and add 3rd party if that's what it takes. Though I hope it's possible to download it all. It looks like they won't allow that though, to always keep you online.
-

Also, I would prefer if it runs on Win7, the last honest OS IMO.

I'm personally only interested in 'serious' simming, which is fun - especially with FSPassengers. Even with FSPassengers the core sim experience is 'serious'.



Jacques Duguay Tue, 01 Oct 2019 17:36:38 GMT

As long as it will be VR friendly, you have found someone to be the first buyer.

I fly Xplane 11 for the past two years but when I first looked at your screenshots, it erased Xplane completely from my mind... I'm now waiting impatiently for a release of this new simulator, so REAL. THANK YOU MICROSOFT. And please make it VR...



Petr Vanecek Tue, 01 Oct 2019 18:00:52 GMT

Unreal Graphics. But how realistic is the control of the aircraft?



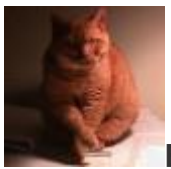
Tony Reis Tue, 01 Oct 2019 18:49:13 GMT

Really good news for the community... but what about jets?



Gordbz Tue, 01 Oct 2019 19:28:22 GMT

Great review! Looking forward on getting my hands on this new simulator. It's most likely unreasonable to expect the FSX add on's to be upgraded to work with 2020, but from what your review claims, the new experience will overshadow this loss.

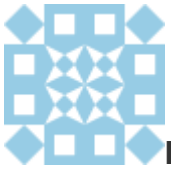


Bruce Fitzgerald Tue, 01 Oct 2019 19:36:05 GMT

Having made many freeware aircraft over the years for MSFS I am glad they are going to keep that access to freeware development.

I love freeware and making things for FS almost as much as I like flying the sim itself.

I personally am very happy, Microsoft has once again returned to this flagship product and eagerly await the new challenges that freeware development on the new platform present. Exciting.



David Macherey Tue, 01 Oct 2019 21:46:10 GMT

Any word on how ATC will be implemented? Current Addons provide Speech to text options using real world communication phraseology. FSX had a drop down menu that was quite limited. I'm guessing it will be somewhere in between, but it is one topic I have not seen discussed.



Roger J Bauer Tue, 01 Oct 2019 21:48:30 GMT

Will the new release be stand-alone? Will we still be able to fly with a closed session multiplayer? Will we be able to use FSnavigator and or flight sim commander or are similarly included with the new Simulator?

Too many questions are still unanswered... I would hope it's not another debacle like FSX.



NVO Tue, 01 Oct 2019 22:05:20 GMT

Hope it works with the PMDG aircraft.



Rick Miller Tue, 01 Oct 2019 23:31:50 GMT

NO CONTINUING SUBSCRIPTION COST THAT GOES ON AND ON AND ON. Microsoft will lose millions of us if it insists on charging some sort of repeating subscription cost.

WE WANT TO PAY FOR OWNERSHIP OF A COPY OF THE FULL PROGRAM, A ONE TIME COST... PERIOD.



Ken Boardman Wed, 02 Oct 2019 00:39:59 GMT

It all sounds good and looks good. I hope I misinterpreted the statement I read about new MFS being "subscription" based. I sincerely am hoping for an option to "buy". We're all getting bled too much as is (think Enron, Chevron, etc.). I would likely buy it, but not likely "rent" it. Ken B.



Yoshihiro Tanabe Wed, 02 Oct 2019 01:42:15 GMT

I sold my airplane 2 years ago. I don't miss flying as I can still fly in FSX filling the gap between FS and real worlds using my imagination. But with this FS2020 I think I don't have to use my imagination, or rather I can find a world beyond my imagination.



Michel Boisclair Wed, 02 Oct 2019 02:42:54 GMT

This is a great moment in the world of flight simulation I'd never think that because when ACES cease his development program in 2009.

I have been in this hobby for 15 years and pass my pilot license. I am in a good position to evaluate the realism of the new version of FS2020.

Let me say one big improvement that I wish the new AIRBOYD could include before the beta phase, is a street view interface because I'm tired to fly just point A to B. This app. is a simple interface to make a car trip in a city that I'd just land at the downtown airport.



DD Wed, 02 Oct 2019 03:47:35 GMT

I won't buy it if it isn't VR ready. No mention I can find that it is.



Alan Jennings Wed, 02 Oct 2019 07:42:06 GMT

Having had every FS release ever, and seeing the scenery shots and videos, I'm hoping that the sim is actually going to have that level of detail, and will have accurate, recognizable scenery, and that AI aircraft and some of the standard commercial airline planes will have real airline paint schemes instead of the weird, crappy-looking standard FS "airlines".



Csongor Szijarto Wed, 02 Oct 2019 08:04:38 GMT

Olde Sims:

Bear in mind that you never own a software by buying it. It's just a license you get to use it but you do not own it, being it a one-time fee or subscription.

And Windows 7 is already a dead OS. There is nothing wrong with Win 10, and I'm pretty sure FS2020 won't be officially supported on older Windows versions.



Csongor Szijarto Wed, 02 Oct 2019 08:11:49 GMT

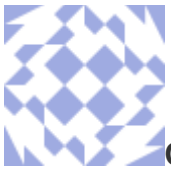
Rick Miller:

The same comment for you. You do not own software by buying it. If the software is subscription-based it usually covers future updates and later versions also (just like the Office 365 package). If you think about it Prepar3D is also kinda subscription-based, because you have to buy the new versions at full price every 1-2 years :)



frederick attwood Wed, 02 Oct 2019 08:53:03 GMT

Truly cannot help wanting this new Flight Sim, just amazing. It not only looks real, but it IS also! Wow, you've got me, imagine what amount of more customers with Xbox. It's going to be a whole new world. Bring it ON. Oh and many many thanks to the team of people making this possible. Fred.



Olde Sims Wed, 02 Oct 2019 09:15:00 GMT

@Csongor Szijarto

1. I was hoping that if I put 'own' in quotation marks, that people would understand what I meant. I own a physical DVD disc with previous FS editions. This means that no changes in the mood of Microsoft (or my online status) will change my system, because I own the DVD. I can pull out FS98 if I feel like it because I own the disc. I'm sure most people understood what I meant, making your reply rather superfluous IMO.
 2. No OS is 'dead' when you're offline. Thanks for your opinion, though.
-



Paul Croft Wed, 02 Oct 2019 10:34:10 GMT

At last. In the past I've devoted a whole lot of thoroughly enjoyable time to MS flight sims, flying every version from v5.0A onwards right up to FSX. However I had a lot invested by then and FSX was, to my mind, not as good as FS9 so I stuck with FS9 for a year or two longer then slowly lost interest.

This new version has really piqued my interest again and, now that I'm retired, I have no doubt whatsoever that I will be right up near the front of the queue to buy this latest version.

Good on you MS for once more updating MSFS and good on you, too, for (as I understand it) not forgetting the small army of coders out there who will be striving to add their ideas to this extraordinarily popular hobby.

Paul



Steven Reissner Wed, 02 Oct 2019 11:49:47 GMT

I hope this is not a pay as you go type software meaning a minimum cost of about 70 - 90 GBP per year. Apart from this, I expect some performance problems - and hopefully, add ons may be available for use as in the other fsim over the past years.

I hope there are navigation tutorials available so that flying by instruments will become possible for those wanting to immerse themselves as far as possible.



Yoshihiro Tanabe Wed, 02 Oct 2019 11:50:10 GMT

I am excited to see a circular rainbow while flying. I expect to see aurora borealis and aurora Australia as well.



Barry S Draycott Wed, 02 Oct 2019 13:09:42 GMT

Been in since the start. Many fabulous improvements for sure.

Questions: Will it be available from the cloud, so not need a very high spec' computer (same or less than at present for Prepar3D V4.5)?

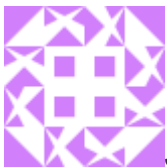
Will it be more glitch-free!? Will the people start to look real and move and have realistic body language?

Will the vehicle movements be much more realistic? Will there be realistically moving trains?

Will the placement and accuracy of roads and buildings be as accurate as on Google earth? Will the jerky frame rates on some of your presentation, be avoidable?

Will FSX and Prepar3D and their add on planes be transferable? If not, will there be major discounts from add on providers for equivalent models?

Thanks for all the hard work by your team, hope it succeeds.



James Tunstell Wed, 02 Oct 2019 13:17:26 GMT

I have been with MSFS since '94 or '95. I have every sim but one, and I have been waiting for the sim to reach this point, I waiting and looking at all the videos, all the details in anticipation of the best flight sim in the world.

... James.



Sergio Wed, 02 Oct 2019 20:04:21 GMT

It's looking more and more like MS is going to use a subscription model for FS2020, at least to get the very best detail. Let's just hope they make it reasonable and don't go overboard on pricing, like they're doing with a lot of their hardware.



Sven Halvorson Thu, 03 Oct 2019 02:34:47 GMT

The fact there has been zero mention of how the sim will perform on a standalone machine or how it will take advantage of the higher performance GPU's over-relying on the CPU to handle the heavy graphics has me concerned.

All I have read is a bunch of Oooooo's and Ahhhhhh's on how it looks and nothing on solo system performance. The other scary thing is it is going to the Xbox community also which screams subscription play all over it.

The gamers are used to this type of robbery and sadly embrace it, flight sim enthusiasts want to fly without the monthly subscription to run the actual program. Sure they subscribe to other services that enhance the sim experience but they don't continue to pay for use of the actual flight sim.

I don't see the hardcore FS people switching over to FS2020 if this is the case, they are to embed with what they currently run free of charge and all the upgrades they have done to make their flight sim theirs.

So, in short, I am not impressed with anything I have read about FS2020 and could care less about the new sim if you can only play it via subscription and/or need to be connected to the internet to take full advantage of the higher-end graphics.



Malcolm Bell Thu, 03 Oct 2019 03:09:31 GMT

Very impressive views and videos so far but I do have two questions.

1. Since the scenery is downloaded on the fly what is the minimum download speed required?
 2. After the launch of FSX, many people couldn't make full use of it due to PC's not coping. What is the minimum spec for a user to take advantage of this new version?
-



Gary OG Olson Thu, 03 Oct 2019 04:37:57 GMT

I've been a "simmer" since FS-5. This looks too good to be real. As with FSX, "they" recommended certain computer minimums to run the program. That led to poor performance unless you could afford the latest and greatest (costing thousands \$).

So my question(s) is: What equipment EXACTLY is needed to run this FS2020 at max settings to get the realism MS shows us with these screenshots? Don't try to convince the novice to think he can run this program on anything but a hi-end system. What are the Frame Rates on these screenshots? Detailed Specs for ALL equipment YOU are using is needed here MS.

OG



Roberto del Olmo Manterola Thu, 03 Oct 2019 12:56:58 GMT

Will there be fighter planes, such as the F-18 Super Hornet, the F14...? They could put a mode of war, and do battles with fighter planes, or destroy targets, something like DCS (Digital Combat Simulator), it would be great to be able to participate in battles, under ships, destroy planes and targets with such spectacular graphics.



John Thu, 03 Oct 2019 13:50:43 GMT

I have seen no mention of air traffic control and interaction with the ground and co-pilot. ATC has to be as realistic as those wonderful graphics. Any ideas on this aspect, please?



Rolf Büchler Fri, 04 Oct 2019 09:44:34 GMT

I am looking forward to the newest FS in 2020. I've been flying around for about 25 years with flight simulators of all kinds.

Have totally Saitek control with & instrument panel, radio, etc. Now I wait until the newest comes. The flight simulator X-plane 11 is also super and IL2 Sturmovik, etc. Greeting from Switzerland, Rolf.



Franco Fabiani Sun, 06 Oct 2019 18:06:51 GMT

Did MS give any indication about the necessary hardware?



Barry Martin Edwards Sun, 06 Oct 2019 21:22:09 GMT

If MSFS2020 is going to be subscription-based, then count me out, along with millions of other simmers.



FEDIRKA Carlos Alberto Mon, 07 Oct 2019 00:59:31 GMT

Looking forward, from Argentina, the launch of the new MSFS, to enjoy all the improvements and especially the representation of the land and lakes of our country (Argentina). Thank you very much for the effort you are making.



Michael Shields Mon, 07 Oct 2019 09:55:05 GMT

I would hope that the somewhat costly and advanced modeling of third party aircraft bought for FSX, such as I have, could be ported across to this latest MS Flight Sim technology. Indeed, how would these existing third party flight models and environments (weather, scenery, geography, etc), interact and evolve, within the revised dynamics and physics of this new environment, being developed by MS.

I assume that MS is coding for much better utilization of graphic cards and CPU? As we all know, current FSX is a number-crunching strain for the CPU, which does most of the work, the discrete graphics card is very underutilized.

Interesting days ahead!



Ashraf Mon, 07 Oct 2019 10:48:01 GMT

How about roads and ground traffic such as cars and trucks? In FSX the ground traffic level was poor, even the roads, Can you provide us for information about it for the new 2020 flight simulator?



Kairasp Daruwala (Ken) Thu, 10 Oct 2019 04:06:09 GMT

Looks nice, but let it come out then only we can say about it, there are no Commercial Jets?



Charles wilson Fri, 11 Oct 2019 13:37:49 GMT

I started as a learner pilot in 1998 and my great pal the late Bob from RC Simulations was my inspiration.

I had no computer so I built one then I went on from building computers and flying Cessna out of Meigs. I learned every plane's instruments and finished with Concorde. Sadly in 2012, I stopped PC flying because of Windows changing operating systems. Then I returned in 2013 to fly again.

I have hopes of flying the MSFS 2020 but at my age now of 84, I can only pray. Thank MS this really looks the best ever. Roll on. Charles, UK



evanj Mon, 14 Oct 2019 10:58:14 GMT

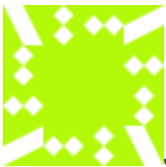
What will be the cost of this program?



Gilbert Laprise Mon, 14 Oct 2019 21:00:13 GMT

The following are the things in FSX that I would like to change for MFS.

1. Users should be able to choose the default directory for their data
 - Don't force the user to put its data in the Documents directory
 - You should be able to choose where to save or load from, your saved flight.
 - You should be able to choose where you load the flight video from
 - Anytime you load or save a file you should have the choice of a directory.
 - Should be able to configure a default directory to * Save Flight * Load Flight * Flight Video * Mission File Location
 - When ending a mission you should go back to the same category/skill.
 2. Flight Video should be accessible from the Mission Panel. When flying a training mission you want to easily go back and forth between flying the mission and viewing a video of the flying mission
 3. Keyboard content should also be related to a Mission or Tutorial, not only to an Aircraft.
 4. Currently, you can only put content easily for the Briefing Tab
 - There should be a checklist tab for the Mission or Tutorial
 - There should be a Flying Tips Tab for the Mission or Tutorial
 - The Mission Tab is there but I have not found a way to populate it when creating a Mission
 - There should be a Step by Step Scenario tab for the Mission or Tutorial
 5. The default day and time for FSX Missions or Free Flight should be Local Time, not Pacific Time.
 6. SDK
 - Better documentation, like full description of the XML tags (.xml).
 - Description of the tags in the flight file (.FLT)
 - All tools exe, should be regrouped under a unique directory.
-



John Trownson Tue, 15 Oct 2019 17:00:24 GMT

Can't wait, still using old FSX & having tried others it is still my favorite, so hurry, hurry it along with regards, John.



Arthur Reginald Atkins Tue, 15 Oct 2019 19:34:13 GMT

I have been flying Microsoft Flight Simulator since it first became available here in South Africa.

What a change there has been, including computers. Having started with radio-controlled aerobatic model aircraft I was asked way back if I could design a simple program for simulating models.

I did not get very far. I still continue and enjoy flying with others using multiplayer and in improving scenery for our country.

Now at the age of 89 please do not delay the release of the latest version while my mind is still able to comprehend and enjoy flying such a magnificent new version of MFS.

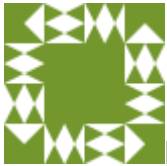


Nic Fischer Wed, 16 Oct 2019 17:32:36 GMT

For once, the timing works for me...

Currently sitting in a reasonably bare house (divorce recently completed) and now have an excuse to spec and build a dedicated FSXXXX-ready platform, with no nagging voices off :D

Looking forward to reading the tech specs, doubling them, and melting my credit card!



Pierre Thu, 17 Oct 2019 04:24:48 GMT

Mostly interested on offline mode. This is what a flight sim should be in the first place! Please make it also in an efficient offline mode!



David Wheeler Wed, 23 Oct 2019 00:48:15 GMT

Will the new Microsoft make use of multi-core processors?



Richard Bachman Fri, 25 Oct 2019 01:50:47 GMT

A lot remains to be seen, too many fanboys on the org though. The big influence for me is if MSFS is FAA certifiable.



Charles (Chuck) Dreher Sun, 27 Oct 2019 19:30:19 GMT

I can't tell you how much I am looking forward to getting this new fltsim 2020. I am in the process of updating my PC starting with a new high speed Modem-Router to increase my download speed on cable internet. I use my flight simulator to practice instrument flying. I'm also looking forward to being able to stream different parts of the world for increased realism.



Jacob Cauley Fri, 01 Nov 2019 14:10:04 GMT

Admittedly, that was my biggest fear of what MSFS 2020 would turn out to be - so massively overwhelming and demanding that my current PC components could never handle the load, and I would be compelled to either spend \$2k on a new computer or sadly walk away. Your review gives me hope!



robert harrison Wed, 06 Nov 2019 02:57:44 GMT

Will it have trains like xplane?



Paul leatzaw Sat, 09 Nov 2019 16:23:49 GMT

First, Thank You for the nice in-depth article! All the right questions and answers along with images.

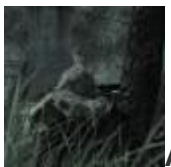
Can you please comment on the seasons? Seasonal changes such as Fall, Winter, with accumulating snow are obviously very important as part of the "realism" quotient. Pix?

Thank You! Paul



Lee Martinez Sun, 10 Nov 2019 18:10:05 GMT

So, what are the recommended PC performance guides for this simulator to work flawlessly? And what's the price?

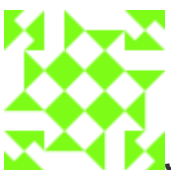


Anthony Parello Sat, 16 Nov 2019 10:18:54 GMT

I would really be interested in shared cockpits. When flying any aircraft it would be EXTREMELY useful and no-one so far has come out with a truly sharable cockpit.

When flying my 737 or any large jet a copilot is almost necessary, this would be invaluable. I do not understand why this doesn't seem to be a priority! Yes in the past there were restrictions on bandwidth, but now the speed is there.

I would really hate to have this not be a stock feature, as it shouldn't be that hard to implement from a dev standpoint. I hope that the team understands this!



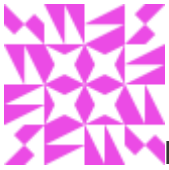
John Elliott Sat, 16 Nov 2019 12:05:30 GMT

I will be buying this, although I do not like the idea of subscription purchase.

I do hope that this new SIM will support multiple monitors, something that was almost impossible in the Steam edition.

The screenshots look amazing. Let's hope that hardware peripherals (joysticks, pedals, etc.) work with the new program.

Also, that third-party developers get in on the act ASAP.



Harold Ramsey Sat, 16 Nov 2019 12:22:37 GMT

What about real-time weather? I use Active Sky Next.

What is the recommended computer configuration?



Peter Lamont Sat, 16 Nov 2019 14:51:35 GMT

You know what would be even better, is when there is a problem you should be able to talk to tech instead of the run around you have to do to get the help we need.

By the way, I will uninstall/delete FSX Steam. I keep losing different aircraft after they update there program. So I really am looking forward to the new MSFS.

P.S. It would be a great idea if the new MSFS comes with a co-pilot to help out in the cockpit...



Michael Kelly Sat, 16 Nov 2019 14:56:46 GMT

Looks really good. I was wondering if it will be compatible with Vice VR? I use virtual reality a lot and find that many cockpit features do not work in VR. Unlike the War Thunder that has the two screens built-in? Let me know. Thanks Mike.



Dany Srouji Sat, 16 Nov 2019 16:54:00 GMT

I wonder if military jets will be included whether from them or third party. Does anyone know?



Larry Quave Sat, 16 Nov 2019 17:48:43 GMT

Scenery looks beautiful BUT, while I do some amount of flying in general aviation aircraft (Cessna or Piper) for currency purposes, unless and until the new MS product offers or supports complex, very detailed

MILITARY aircraft such as the VRS F/A-E "Superbug", I don't think I'm going to be much interested. Please, MS. Tell me "we've got you covered."



Roger Lavoie Sat, 16 Nov 2019 18:12:41 GMT

If all the hoopla and screenshots hold true, this will be an unbelievable step up for MSFS. Bring it on!



John Gosselin Sat, 16 Nov 2019 19:47:19 GMT

So good to read about increased realism... I do hope that doing a Split-S with a performance aircraft will also be realistic.

In FSX, after inverting, pulling the stick causes a loss in airspeed, as if I was trying to climb. Pathetic! Otherwise, I just can't wait to use it!



Marty Warner Sat, 16 Nov 2019 21:18:20 GMT

I don't suppose there is any chance of porting over the (many in some cases) aircraft purchased from SimShack? The cost to add them again to this new version could be prohibitive.



Gerard m Theurin Sat, 16 Nov 2019 21:25:17 GMT

Do you know if the controls C/A eclipse and Saitek controls will work with the 2020 simulator? Thanks.



Ruben Alex Sat, 16 Nov 2019 21:35:59 GMT

What nobody talks about are the benefits of MSFS - is how the PC should be configured, so that MCFS functions at 100%. Please, many users are waiting for this data. Thank you.



Theo Langenberg Sun, 17 Nov 2019 09:31:40 GMT

I recently invested in Xplane 11 after more than 20 years with Microsoft. Now I have seen this I am sick with anticipation. It looks bloody BEAUTIFUL.

I do not wish to make comparisons with Xplane11 other than to say that so far their scenery SUCKS. I fly with the Delta Virtual Airlines mob and as soon as I know this new Microsoft system is compatible with them I shall be jumping in.

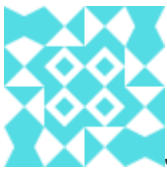
I have just bought a pretty powerful PC and I am dying to see the final product. I hope that you will kill off the negative comments I have read.

Good luck!



niki Sun, 17 Nov 2019 11:32:23 GMT

So many questions... The Real Game will be like the trailer or...? What kind of PC configuration? The price?



Junior Dominique Sun, 17 Nov 2019 15:10:56 GMT

Missions! What about a "career pilot mode" where you work your way through the ranks from private to multi-engine pilot?

Creating an airport with facilities? I know FSX had most of these features and I understand this will be exceptionally revolutionary but adding features like that would truly make this an ALL-TIME BESTSELLER!



Bill Ripley Mon, 18 Nov 2019 17:47:10 GMT

Looking forward to FS2020. Does anyone know if it will have helicopter sims?



Marc Andre Chene Thu, 21 Nov 2019 20:54:06 GMT

I have been in simulation since approx. 1995 and have been adding scenery and what not to make things look and feel more realistic and I had it pretty good.

Then I had to clean install windows and start all over. I am looking forward to the new release and I hope it happens soon. Amazing!

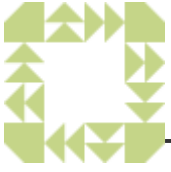


Juan Del Alcazar Sat, 23 Nov 2019 23:27:18 GMT

I am a Flight Simulator user who came from a floppy-film disk, then I went to FLIGHT 98. 2000, 2002. FS2004 Century of Flight, and finally FSX.

I hope the new one that comes to 2020, to be able to buy it.

Regards.

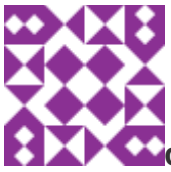


Trevor Gough Sun, 24 Nov 2019 00:18:26 GMT

Very excited about this new innovation but I have not read what type or operating system one needs.

Could you give the spec on what I need to run this new system, please?

Keep up the good work Looking forward to 2020. Thanks.



charles david allsop Sun, 24 Nov 2019 03:46:18 GMT

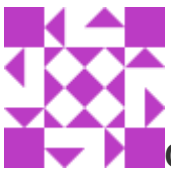
Hello - any info on the ATC it will use? Hopefully an improvement on the old one.



Edward Keyse Sun, 24 Nov 2019 05:40:06 GMT

You seemed to cover all the bases. I just signed up for the Beta Program on Steam. So what I would like for as follow up is: How will the Beta Data help in the development?

Also will ATC, in "flight following" give in route direction and vectors to approach? Be More proactive? That would give an overall "Reactive Reality". ie. the "Discover" tours. PS I want moving trains also.



Curley Campbell Sun, 24 Nov 2019 08:22:38 GMT

I have to admit, looks and runs well.



Norman Macdonald Sun, 24 Nov 2019 09:50:29 GMT

I just can't wait to purchase this Sim. Roll on 2020!



Joseph Miles Sun, 24 Nov 2019 10:03:24 GMT

What is the necessity to have a "steam version" as well as a normal version? I see no additional benefit to the user but only a benefit to the company in increased revenue.



Jean Guy Levesque Sun, 24 Nov 2019 14:48:14 GMT

What kind of equipment will run it at max settings, is my question and until answered, will keep me in doubt, and uncertain to buy the product. I have a 27-inch Mac recent version for X-plane.



Mike Sun, 24 Nov 2019 16:04:03 GMT

I'm especially excited to hear that users will be able to download sections of the local areas they fly. The smoothness of the simulation and the high frame rate are very important to me. I am interested in the realism of flying at low altitude and hope that users individually developed local scenery can be incorporated.



Eli Cohen Sun, 24 Nov 2019 22:03:27 GMT

So I decided to install the update for FSX for real telemetry, Too bad that is caused my FSX-SE to crash when it looked ready to start. So, I had to go back to no update only now I get an ERROR every time it tries to download Real World Weather.



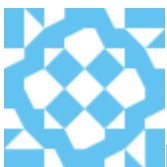
James Ford Mon, 25 Nov 2019 11:09:58 GMT

Will it still be possible to JUMP in and fly without having to read a 700-page manual? Nice if you are a pilot but I never made it there but love FSX because you can have it simple or hard.

I fly x plane and love the graphics etc but really hard to fly plus I like the old-style aircraft (constellation etc). I know some aficionados will scoff at what I have just written but I am 73 years old and too late to learn too many new tricks.

I want the outside to look and feel like the real world and inside to have all the knobs and whistles but want it simplified so an idiot like me can get the dam thing off the ground without studying for a week.

What I have heard so far makes me drool for the first release date and I do hope it lives up to the hype.
Yours, Jim Ford.



Freek Mulder Mon, 25 Nov 2019 14:44:28 GMT

This is really crap, I had to re-install FSX-SE all-over again after I'd installed the Beta version Thank you very much! Regards Freek (EHAM).



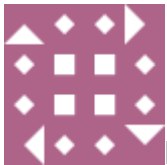
Rob Thomas Mon, 25 Nov 2019 20:51:03 GMT

Great review! Do you know if 2020 will support all of my Saitek gear? Having tried all fixes multi-panel stopped working on Steam Win10 whereas opens and works perfectly in X plane 11 running on the same PC. Rob.



Martin Tue, 26 Nov 2019 10:18:04 GMT

Graphics WOW, much better than the FS from Sub Logic back in the 80's, LOL.



Daniel Gamboa Wed, 27 Nov 2019 16:43:12 GMT

Hello, I know it will surpass all that is in the simulator market today. Keep going I look forward to your market launch. Will there be the possibility of a pre-purchase with a better price to stimulate the "fans" of MFS?



David Thu, 28 Nov 2019 16:18:40 GMT

Dear Bill (Gates), please call them and tell them to focus more on gliders and free flight.



Ron Roberts Sun, 01 Dec 2019 23:06:26 GMT

I flew MFS2004 for quite a period of time and now want to be active again so what will I need to step up to the newest (computer, controllers, etc—)

I am ready to spend money and do it right so I want your recommendation so I don't waste time and money wrongly—Thanks and am very anxious to "fly" again.



paul theriault Mon, 02 Dec 2019 01:44:34 GMT

The quality of this new flight sim is so impressive that it might find its way to actual ground schools...



James Tunstell Mon, 02 Dec 2019 03:31:12 GMT

"The best is yet to come".



Pierre Mouton Mon, 02 Dec 2019 04:30:19 GMT

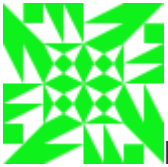
I am completely hooked to Flight Simulator since the 2004 (FS9) edition. (I have rebuild about 200 South African Airports to represent the real thing)

I have 2 questions I would like answered.

No.1 - How is AI traffic going to be improved.

No.2 - What about Helicopter traffic. (Will they this time take off and land naturally)

Regards - Pierre Mouton



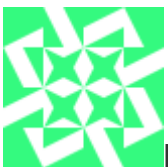
Ken Brown Mon, 02 Dec 2019 07:47:58 GMT

When will we be able to buy this program, and how much will it cost?



Allan Parker Mon, 02 Dec 2019 10:29:44 GMT

Will helicopters be included? What about gliders/sailplanes? Also, will it support TrackIR?



Matt M Mon, 02 Dec 2019 10:53:04 GMT

Will MSFS 2020 have modern combat aircraft as well as payware for Xbox? I am considering the switch to Xbox and payware and freeware is exactly what I need to confirm my transition to Xbox.



gesto Mon, 02 Dec 2019 11:29:06 GMT

Please include Boeing 738. Thank you.



J.Zijlstra Mon, 02 Dec 2019 15:46:04 GMT

I use FSX: SE and the Beta Version. I hope they will give an experience of the airplanes to a more real cockpit as soon as possible.



Don McIntyre Mon, 02 Dec 2019 18:11:26 GMT

I only fly VR...so, will consider FS2020 if and whenever ready.

Don.



s kowall Mon, 02 Dec 2019 18:54:16 GMT

Looking forward to this new Flight Simulator version, it looks amazing! It would be nice to personalize the tail numbers and airlines, EG: tail number 1836K, Kowall Air. Also would like to know what type of machine we will need to run this at high frame rates.



Ivan Cue Tue, 03 Dec 2019 03:02:27 GMT

What would be the predicted recommended hardware requirements? (processor, RAM & graphics cards, etc).



Isbasescu Valeriu Wed, 04 Dec 2019 06:38:22 GMT

Hello, I think any virtual pilot dreams of having his own cockpit which can be expensive. The cheaper option would be virtual reality. What plans do you have for VR? Respectfully Vali Isbasescu.



Baard (Norseman) Lovaas Thu, 05 Dec 2019 00:39:48 GMT

Thanks, Microsoft. About time they got back to flight simulation. I have been flight simulators since FS5. My current system running FSX is good enough to run Orbx FTX with all sliders to the max, so I can hardly

wait to see what I can do with Flight Simulator 2020. I have well over \$13,000.00 into my system with many airports designed by myself and hundreds of aftermarket professionally built.

I will be one of the first purchasers!! Maybe once they recognize how great this simulator will sell, maybe they will re-open their work on the Train Simulator as well!



HUBERT PE CHABY-HARY Fri, 06 Dec 2019 16:12:18 GMT

I can't wait to have that fs2020. I have been buying MSFS for almost 20 years - the only thing the team has to work is THE REVERSE when you land a 747, 737 etc....you do not feel that vroooooommmmm when you activate the REVERSE button.

ABACUS has a far better reverse sound than MSFS. Try to land the A330 from ABACUS and apply reverse you will hear a real sound, you feel it like you are inside the plane. Also, there are some airports that have been added in some countries like Senegal - one airport is added in the town of Sedhiou and also the international airport has been moved to DIASS, 40 miles from DAKAR. Thank you, HUBERT CHABY-HARY.



Peter Lamont Fri, 06 Dec 2019 18:33:50 GMT

Well if what I have read so from a lot of simmers is the system we are going to use will cost a mini fortune, and a lot of us will have no choice but yo forget about buying the 2020 version. Which means I will probably sell the kit I bought (YOKE THROTTLES AND PEDDLES). As a retired person with limited income, I guess I will still use the old version and keep the STEAM EDITION.

P.S MSFS will lose a lot of simmers if we have to subscribe with a monthly fee...



Jose Fri, 20 Dec 2019 23:58:28 GMT

I want to go out and tour all the cities. Thank you very much for making a simulator like this!



jsmith Thu, 26 Dec 2019 14:19:37 GMT

OMG OMG OMG!

When?!



Dylan Collins Thu, 02 Jan 2020 16:35:25 GMT

I currently use X-Plane and have built a full cockpit sim using 3 screens. One for the front and two side windows. I hope FS2020 will support this type of user.



Edward Evans Fri, 03 Jan 2020 17:40:25 GMT

I have been flying FS from the beginning and am so thrilled about this new MS Flight Simulator.



Philip Hennessy Tue, 07 Jan 2020 18:01:17 GMT

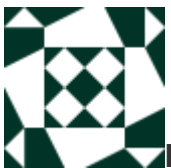
I am staggered by the amount of research that has gone into this new Flight Simulator.

The one worry I have is that having used FSX since its original issue, I have spent a bucketful of cash on all sorts of programs and equipment, such as Panels £75 only last November, and other aircraft (£80 for a PMDG Boeing) and so on and so on.

Will I now be expected to purchase the same equipment and programs adjusted to use with the new Simulator or am I and thousands of other simmers like me reluctant to do so.

Microsoft will have to be very careful in getting the balance just right because it would be a shame for such an achievement to be trashed simply because simmers will not spend this extra money on FS 2020 that has served us all really well. I hope and pray you will get it right!

Philhen, UK.



Paul W. Irvine Wed, 15 Jan 2020 12:47:44 GMT

Really excited about FlightSim 2020. Are there any plans to include: P51 Mustang, F/A18 Super Hornet, Twin Baron, Please consider these wonderful aircraft.



Bård Kvale Sat, 18 Jan 2020 12:20:01 GMT

Will there be flight/helicopters and missions i.e. rescue missions?



Gary Webber Sun, 19 Jan 2020 22:33:29 GMT

Can't wait. Gotta have it. My older version has seen better days. Hurry up eh!



Paul Runge Sun, 19 Jan 2020 23:46:07 GMT

I am sure this is going to be a great MSFS edition. Of course, I worry about the enormous (\$\$) pile of add-ins I have taken for P3Dv4 (Orbx, Flight1, etc). Will any be compatible?

Stay tuned of course...



Alex Gillespie Mon, 20 Jan 2020 02:07:53 GMT

Is this version going to be for the older model computers or just for the newer models?



Lou Dingjan Mon, 20 Jan 2020 08:58:58 GMT

MSFS promises to be the best Flight Simulator of all time.

They made so much progress, it's absolutely stunning and so realistic looking. I have watched most of all videos that came out during 2019 and 2020 and I must congratulate all the crew that made this FS a must-have for anyone into FS. Thank you all and good luck for now and in the future.



gabriel jorge da silva monteiro Mon, 20 Jan 2020 10:41:54 GMT

Gentleman,

I'm a long time a very enthusiastic of flight simulator with MS FS.

I'm following with great expectancy the development of MS FS2020 and hope it will satisfy all the simmers community especially the cockpit builders.

It is my desire that the new FS 2020 will contemplate with the great BOEING 737 800 NG 2D COCKPIT.

I hope that you take in this FS 2020 in consideration and not a simple game.

my regards



Richard Johnson Mon, 20 Jan 2020 12:14:16 GMT

FS2020 is, without doubt, awesome compared to FSX-SE (my one and only Sim), I would love to change my Sim to this. However, for me, by far the most important requirement is to have access to a huge range of FREE and Payware add-ons.

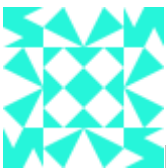
I also live in rural Devon which means slow broadband (5 to 8 Mbps download). Until Fiber to Home is available (at least 5 years away I suspect) I have no prospect of improving this. So, unless I can fly at least most of my FSX add-on aircraft in FS2020 and be assured of a visual experience better than FSX on my slow broadband link I will not be changing.



Roger Lavoie Mon, 20 Jan 2020 15:44:42 GMT

Unbelievable....truly unbelievable. Talk about a giant step forward. If the new MSFS is one half of what the videos claim then this will be mind-boggling. My question is how in the world will my little 8gb/1TB computer handle this? My other question is, "Will the cost of this program be out of site for most users?"

Roger MSFS user since 1989



Edward D. Dowling Mon, 20 Jan 2020 16:31:16 GMT

Vastly improved from the 1st version developed in Champaign, ILL. I was a 3rd Class Aviation Electronics Tech in the Navy and have flown in Cessnas, DC3s (R4D) P2V-7 Neptunes, Twin Beeches, S2F Trackers, French Caravelles, Constellations, R4Ds.

I have downloaded many of these and flown my old routes from San Diego to Scotland. Your new version is really nice, but have not purchased the latest. I have fueled and taxied aircraft in addition to operating and maintaining the radars, Radios VHF/UHF, Direction finders, Loran, and Radar altimeters.



VELI-MATTI SORVARI Mon, 20 Jan 2020 19:31:41 GMT

I have been flying FS from the beginning and am happy about this new MS Flight Simulator. I use FSX for my pilot students!! So I hope so...



SBV Fri, 24 Jan 2020 05:24:40 GMT

I'm not impressed, sorry for all of you that are hung up on cool graphics. Until it can be confirmed that this will be offered as a stand-alone program I will not switch from FSX. I refuse to pay a monthly fee to run a simulator that cannot be purchased outright.

Even if it can be purchased outright you would need to subscribe to some ms service to access all that "cool" HD scenery. Without the subscription, you probably end up running something that will look a lot like FSX offline.



Robert Smith Sat, 01 Feb 2020 17:31:48 GMT

Will or can this be FAA certified as a trainer as in flight schools? Is there a date set for release and cost factor?



Crash0009 Sat, 08 Feb 2020 13:39:03 GMT

FSX will remain my Flight Sim unless all the add-ons that I bought work on 2020. I doubt MS will adapt to the 3rd parties being they lose a ton of money.

IN FACT, I just built a top hi-end XP sys puter just for FSX. This way I will have a designated space for simming. Good luck with 2020..... graphics look good but green in pocket looks better.



[ttv] Fair_Player[PL] Tue, 11 Feb 2020 07:49:15 GMT

As an experienced SIMMER, I would like to say something that I am worried about. It is ATC, NOTAM's, SID, STARS, vectoring, emergency procedures.

All who love SIMMING, know that the default version of every MFS were good but not enough close to the real as it should be. So we had to go very deep into modding and tweaking. For OFFLINE flying in FSX/P3D very nice job for ATC does addon PRO FLIGHT 3 made by on course software. It brings ATC for a completely new level of simming, it supports vectoring, flight following, VFR, IFR, SID, STATS, Holdings, missed approach and basic emergency procedures.

I have hope that developers of MFS 2020 will take into consideration ATC also and the new FS will not be a GRAPHIC simulator only.

Next nice to see things would be a possibility to create an online virtual airline with the possibility to carry goods, passengers, earn money, buy/sell/lease aircraft, do competition with other players (virtual airlines) or employ pilots to our airline. It should contain all features from FSAIRLINES and FSPASSENGERS, so pilot licensing, safety points and even more.

Just try to imagine that all online players have something to do, they are flying to earn money, they do real procedures and try to do everything right to not get penalty ticked and to not lose safety points and then license for the plane. Planes of players are visible to each other, airspace is filled with AI traffic too to keep airspace more crowded, in ATC are sitting players and if it is empty then AI bots which commands are hearable for everyone on the same freq.

Just a dream...



Lary Chew Wed, 26 Feb 2020 21:42:07 GMT

Is there an estimated time when this new Microsoft 2020 will be out?



Montgomery Bonner Thu, 05 Mar 2020 23:50:16 GMT

All - Has MS outlined what hardware we need for this to run. I am seriously thinking of a new laptop, and hate to bite the bullet now if down the road, I will need to upgrade it or the hardware I choose won't run this game.

FSX, is the only game I play, aside from watching movies on PC, I have 32" monitor hooked up to it, so I got lots of real estates. I burn movies, copy media to the laptop, nothing much. I don't do video editing or anything like that but will try to buy near the TOL laptop so I don't have to do it but about 5 years from now. What do you think?



Paul Wilson Sat, 14 Mar 2020 18:16:36 GMT

It is exciting how much effort Microsoft has put into the planning and implementation stages of FS 2020. I am anxious to learn about the specific hardware requirements for a stable, detailed and smooth flying experience so that I can make necessary hardware upgrades.



Leo Haas Fri, 20 Mar 2020 14:43:29 GMT

I'm 88, still hold a value PPL, flying a Piper Archer. Whenever it rains I fly a Piper Warrior on my FSX, 3 screen simulator, and train in all sorts of weather, using real Dutch scenery.

It was FS4 25 years ago that taught me to fly. Please hurry, I've got a few years only and I will test this new baby, considering that flying won't stop when my MD tells me it's over. Because your new machine brings me into a completely new world, even better than real! Thank you Microsoft for not letting me down...



Jesse Burgess Thu, 26 Mar 2020 18:14:17 GMT

I will most likely purchase as soon as it comes out like I did Microsoft Flight. But it looks and feels the same, they have not shown or talked about controllers or the interface to yokes or the like. Well, guess We won't know until Christmas. @jburg2



Warren Goyne Mon, 30 Mar 2020 01:31:52 GMT

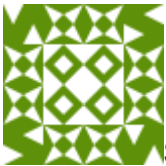
As a veteran of MSFS, I cannot begin to tell you how excited we all are with the "New One". One thing that I have been using with FSX (Not with W10) is a product called Softth which allows stretching a screen across three monitors.

This in itself made FSX panels as well as scenery more than worthwhile. If you have experienced it (AMD or NVidia does not work as well) you will find it is even better than Track IR. In all the promos I have not seen any mention of Multi monitors. I hope I am wrong. Regards



Stephen Van Osdell Mon, 30 Mar 2020 02:02:56 GMT

I'm 70, and back in the early '80s with an Apple II, and then in early '90s with a 386, and was so excited when Falcon 3.0 came out! I dreamed of the day and hoped I'd live to see it when us virtual/real pilots would see something like this. Now, I have indeed lived to see it!! I feel like, once again, like I did in the early 80's - filled with anticipation and a type of boyhood excitement!



Shannon Mon, 30 Mar 2020 02:44:55 GMT

Don't see a single helicopter. Are we being left out?



Tyler James Mon, 30 Mar 2020 05:34:28 GMT

The sim does see my HOTAS warthog throttle and stick. To use all elements of the sim during flight, make sure you set the difficulty settings to HARD! This will open up all controls, features, ATC, etc. Sensitivity levels need further dampening, I'm sure this can be done in a different way but that's beside the point.



Georges G. Page Mon, 30 Mar 2020 08:55:48 GMT

See You soon fs 2020... but when exactly?



Luis Peneiro Mon, 30 Mar 2020 20:41:20 GMT

Dear friends, but I didn't know when Flight simulator 2020 arrives on the market, namely the Portuguese market. Is there a date yet? Thanks.



R,Wesley Bazell Mon, 30 Mar 2020 20:59:50 GMT

When will this ever be available? It seems to go on and on. Remember the expression, "Actions speak louder than words" or promises.



iVAN kOLARIK Tue, 31 Mar 2020 06:55:39 GMT

Hi, my dear. It is amazing for me all. This game FSX keeps me my life. Thank you very very much. Ivan.



Dr. Al Brodbent Thu, 02 Apr 2020 18:42:00 GMT

I have the Flight Simulator loaded and have really enjoyed it. I am having problems when I add other components and put them on my side monitors. It is crashing. Where can I go for support?



Dr. Al Brodbent Thu, 02 Apr 2020 19:07:17 GMT

Enjoyed this. Have purchased Flight Simulator Steam.. Where can I go to get help. The program is crashing on me too often. Dr. Brodbent.



Trevey Moore Mon, 06 Apr 2020 17:49:10 GMT

Hi, I hope yall don't forget the ATC in the Multiplayer part of the Game. It would be nice not to leave this out.

Thank you, if I have any more comments, you will be hearing from me.



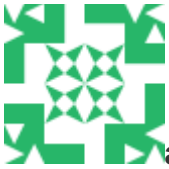
HEINZ L. KNOEDLER Mon, 06 Apr 2020 22:51:05 GMT

I have a home cockpit with three monitors running a full wrap-around cockpit view. Will the new flight simulator allow the use of multiple monitors? Haven't seen this addressed in definite terms - yet. Any response?



tedtedsen Thu, 09 Apr 2020 21:14:39 GMT

No helicopters Ok but will my latest payware helicopters fly?



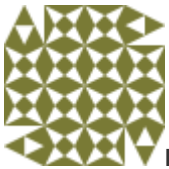
alan wood Tue, 14 Apr 2020 11:51:42 GMT

I have been a lover of fsnavigator and on to fs tramp the ease of use to plan and fly have complimented fs for so many years, hope it's compatible.



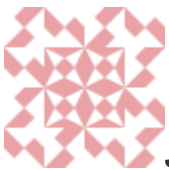
Andrew Vermeer Wed, 06 May 2020 04:33:05 GMT

I was hoping there would be an Air Tractor in there for crop-dusting.



romac Tue, 19 May 2020 08:05:55 GMT

Looks fantastic. I hope the cost -software, hardware, etc. will be within my pensioner's budget!



John Massello Sat, 23 May 2020 02:45:27 GMT

I've been a FSX user for many years and have enjoyed it. I'm looking forward to FS 2020 with excitement. The preliminary videos are awesome. Can't wait to start using it.



David Monroe Sat, 06 Jun 2020 19:12:20 GMT

I'm loving this more and more with each update! I would love to get in on the beta testing but haven't been invited yet. Regardless, I plan to buy the product as soon as it's available unless it is too expensive to be justifiable.

I know there are changes coming to X-Plane as well, but FS 2020 is going to be a hard one to beat. The scenery and the available airport choices are my main concerns since I don't fly too many aircraft... at least not yet!



charlie rawlinson Tue, 30 Jun 2020 14:25:08 GMT

Where do I go for any updates for FS 2020?



Robert Allard Tue, 14 Jul 2020 14:41:33 GMT

Will there be good interactive communication with ATC air traffic control? After all, this is the new generation of flight sim. It would be nice to get more info on/if we will be able to fly in another area than the one on the sim itself?



Mario Eduardo Ibarra Tue, 14 Jul 2020 17:51:38 GMT

Since the MSF98 I learned to fly with, I've been through all versions and those of other manufacturers. But when it comes to security, I don't hesitate to go back to the reliable and secure 2004 that never fails. I look forward to finally jumping to 2020.



Tony Cynor Tue, 14 Jul 2020 19:32:52 GMT

Well, we have seen this before. Wait and see no need for another flight flop. Basically will stay with what I have seems too complex and would challenge a high-end system. Time will tell but no holding the breath on this one!

Leave a comment