

***PC PILOT***

**Article Index**

## Table of Contents

### [Standalone Simulators](#)

[Civil](#)  
[Combat](#)

### [Scenery Expansion](#)

### [Online Flying](#)

### [Tutorials](#)

[Bill Stack](#)  
[S. Heyworth](#)  
[Jane Whittaker](#)  
[Richard Benedikz](#)  
[Tony Radmilovich](#)  
[Joe Lavery](#)  
[Iain Dawson](#)  
[Peter Stark](#)  
[Peter Wright](#)  
[Chris Frishmuth](#)  
[Adam Cotton](#)  
[Charts](#)  
[Combat](#)

### [Books](#)

### [DVD's](#)

### [CD's](#)

### [Aircraft Expansion](#)

[Civil](#)  
[Combat](#)

### [PC Pilot Specials](#)

### [Miscellaneous](#)

### [Features](#)

### [Hints + Tips](#)

### [Hardware Reviews](#)

### [Graphics Cards](#)

### [Sound Cards](#)

### [Processors](#)

### [Multi-Monitor Features](#)

### [Upgrade Features](#)

### [Yokes](#)

### [Joysticks](#)

### [Throttles](#)

### [Pedals](#)

### [Speakers](#)

### [Miscellaneous](#)

**STANDALONE SIMULATORS****CIVIL**

<b>Product</b>	<b>Producer</b>	<b>Sim Type</b>	<b>Article Type</b>	<b>Issue/Page</b>
<b>Flight Simulator 2000</b>	Microsoft	Flight Sim	Preview	<b>1/10</b>
<b>ProPilot 2000</b>	Sierra/Dynamix	Flight Sim	Preview	<b>1/18</b>
<b>Flight Unlimited III</b>	Looking Glass Studios	Flight Sim	Preview	<b>1/20</b>
<b>Fly!</b>	Take 2 Interactive	Flight Sim	Review	<b>1/30</b>
<b>Airline Simulator 2</b>	The Associates	Flight Sim	Review	<b>1/34</b>
<b>Hangsim</b>	Wilco Publishing	Flight Sim	Review	<b>1/38</b>
<b>Flight Simulator 2000 Standard &amp; Pro</b>	Microsoft	Flight Sim	Review	<b>2/28</b>
<b>Flight Unlimited III</b>	Electronic Arts	Flight Sim	Review	<b>2/23</b>
<b>Airport Inc.</b>	Take 2 Interactive	Flight Sim	Preview	<b>2/18</b>
<b>Airport Inc.</b>	Take 2 Interactive	Flight Sim	Review	<b>4/34</b>
<b>Elite 6.0</b>	Initiative Computing	IFR Flight Sim	Review /Feature	<b>4/28</b>
<b>FlitePro</b>	Jeppesen	IFR Flight Sim	Review /Feature	<b>4/30</b>
<b>Precision Simulator 744 PS1</b>	Aerowinx	Flight Sim	Review	<b>6/14</b>
<b>X-Plane 5.31</b>	Laminar Research	Flight Sim	Review	<b>6/21</b>
<b>Fly! II</b>	Gathering of Developers	Flight Sim	Preview	<b>10/20</b>
<b>Flight Simulator 2002</b>	Microsoft	Flight Sim	Preview	<b>11/14</b>
<b>ATC Aviator 2000</b>	PC Aviator Inc.	ATC Sim	Review	<b>11/24</b>
<b>Fly! II</b>	Take 2 Interactive	Flight Sim	Review	<b>12/18</b>
<b>X-Plane 5.52 (boxed)</b>	Xicat International	Flight Sim	Review	<b>12/34</b>
<b>Flight Simulator 2002</b>	Microsoft	Flight Sim	Preview	<b>13/7</b>
<b>Xtreme Air Racing</b>	Mattel Interactive	Flight Sim	Preview	<b>13/14</b>
<b>Flight Simulator 2002</b>	Microsoft	Flight Sim	Review	<b>14/14</b>
<b>Xtreme Air Racing</b>	Victory Simulations	Air Racing Flight Sim	Review	<b>14/26</b>
<b>Precision Simulator 744 PS1</b>	Aerowinx	Flight Sim	Preview /Feature	<b>14/42</b>
<b>Search and Rescue 3</b>	Global Star Software	Helicopter Sim	Review	<b>17/18</b>
<b>Boeing B314 - The Clipper</b>	Pilot's	Flight Sim	Review	<b>18/18</b>

<b>Flight Unlimited II</b>	Sold Out	Flight Sim	Review / Feature	<b>18/38</b>
<b>Space Sims</b>	(Orbiter, Shuttle, X-Plane)	Space Sims	Feature	<b>19/54</b>
<b>Flight Simulator A Century of Flight</b>	Microsoft	Flight Sim	Preview	<b>22/10</b>
<b>X-Plane 6.51</b>	Laminar Research	Flight Sim	Review / Feature	<b>22/38</b>
<b>Search &amp; Rescue 4</b>	Just Flight	Flight Sim	Review	<b>23/22</b>
<b>Vietnam MedEvac</b>	Just Flight	Flight Sim	Review	<b>23/22</b>
<b>Micro Flight 3.5</b>	Quality Simulations	Flight Sim	Review	<b>23/38</b>
<b>SFS PC 4</b>	SFS	Flight Sim	Review	<b>23/38</b>
<b>Sailors of The Sky</b>	Jesus Saia de Ayala	Flight Sim	Review	<b>23/38</b>
<b>Flight Simulator 2002</b>	Microsoft	Flight Sim	Review	<b>24/12</b>
<b>RC Plane Master</b>	RealityCraft Limited	R/C Flight Sim	Review	<b>24/40</b>
<b>CockPIT</b>	CockPIT	Procedural Trainer	Review	<b>25/28</b>
<b>FlightGear v0.9.3</b>	Flightgear.org	Flight Sim	Review	<b>27/50</b>
<b>X-Plane 7.41</b>	Laminar Research	Flight Sim	Review	<b>30/34</b>
<b>Flying Model Simulator</b>	Roman & Michael Moller	R/C Flight Sim	Review	<b>31/18</b>
<b>ELITE Pilot Premium v8.0</b>	ELITE	Flight Sim	Review	<b>33/30</b>
<b>Condor</b>	Uros Bergant/Gregor Rozman	Gliding Sim	Review	<b>34/20</b>
<b>Flight Unlimited III</b>	Electronic Arts	Flight Sim	Review	<b>38/32</b>
<b>Airliner 6</b>	Key Publishing	Aviation Business Simulation	Review	<b>42/30</b>
<b>Flight Simulator X</b>	Microsoft	Flight Sim	Review	<b>44/12</b>
<b>Space Shuttle Mission 2007</b>	Exciting Simulations	Space Shuttle Simulator	Review	<b>55/34</b>
<b>X-Plane 9</b>	Laminar Research	Flight Sim	Review	<b>57/22</b>
<b>Ship simulator</b>	VSTEP	Ship Simulator	Review	<b>61/48</b>

[Back to Top](#)

**COMBAT**

<b>Product</b>	<b>Producer</b>	<b>Sim Type</b>	<b>Article Type</b>	<b>Issue/Page</b>
<b>B-17 Flying Fortress II - The Mighty 8th</b>	Microprose/Hasbro	Combat Sim	Preview	<b>1/23</b>
<b>Flanker 2.0</b>	Mindscape	Combat Sim	Review	<b>2/39</b>
<b>F/A-18E Super Hornet</b>	Titus	Combat Sim	Review	<b>3/22</b>
<b>Jane's USAF</b>	Electronic Arts	Combat Sim	Review	<b>3/26</b>
<b>Comanche Hokum</b>	Empire Interactive	Combat Sim	Preview	<b>4/12</b>
<b>Crimson Skies</b>	Microsoft	Combat Sim	Preview	<b>5/12</b>
<b>Enemy Engaged: RAH-66 Comanche versus KA-52 Hokum</b>	Empire Interactive	Combat Sim	Review	<b>5/21</b>
<b>Gunship!</b>	Hasbro Interactive	Combat Sim	Review	<b>5/25</b>
<b>Jane's F/A-18</b>	Electronic Arts	Combat Sim	Review	<b>5/30</b>
<b>Combat Flight Simulator 2 WWII Pacific Theater</b>	Microsoft	Combat Sim	Preview	<b>6/11</b>
<b>Eurofighter Typhoon</b>	Infogrames	Combat Sim	Preview	<b>7/15</b>
<b>Battle of Britain</b>	Empire Interactive	Combat Sim	Preview	<b>7/12</b>
<b>B-17 Flying Fortress II - The Mighty 8th</b>	Hasbro Interactive	Combat Sim	Latest look	<b>8/18</b>
<b>IL-2 Sturmovik</b>	Blue Byte Software	Combat Sim	Preview	<b>8/14</b>
<b>Combat Flight Simulator 2 WWII Pacific Theater</b>	Microsoft	Combat Sim	Review	<b>8/20</b>
<b>Crimson Skies</b>	Microsoft	Combat Sim	Review	<b>8/25</b>
<b>B-17 Flying Fortress II - The Mighty 8th</b>	Hasbro Interactive	Combat Sim	Review	<b>9/17</b>
<b>Battle of Britain</b>	Empire Interactive	Combat Sim	Review	<b>9/24</b>
<b>Airfix Dogfighter</b>	EON Digital	Combat Sim (sort of)	Review	<b>9/37</b>
<b>Eurofighter Typhoon</b>	Rage	Combat Sim	Preview	<b>10/17</b>
<b>IL-2 Sturmovik</b>	Blue Byte Software	Combat Sim	Latest look	<b>10/16</b>
<b>Eurofighter Typhoon</b>	Rage	Combat Sim	Review	<b>11/18</b>
<b>Lock On: Modern Air Combat</b>	Ubisoft	Combat Sim	Preview	<b>12/14</b>
<b>Lock On: Modern Air Combat</b>	Ubisoft	Combat Sim	Preview/Feature	<b>16/12</b>

<b>Falcon V</b>	G2 Interactive	Combat Sim	Preview	<b>12/ 16</b>
<b>Comanche 4</b>	NovaLogic Inc.	Combat Sim	Preview	<b>13/12</b>
<b>IL-2 Sturmovik</b>	Ubisoft	Combat Sim	Review	<b>13/22</b>
<b>Comanche 4</b>	NovaLogic Inc.	Combat Sim	Review	<b>15/16</b>
<b>Echelon</b>	Akabei	Space Combat Sim	Review	<b>15/24</b>
<b>Silent Hunter II</b>	Ubi Soft	WWII U-Boat Sim	Review	<b>17 p17</b>
<b>Jane's Attack Squadron</b>	Xicat International	Combat Sim	Review	<b>17/ 25</b>
<b>Falcon: Operation Infinite Resolve</b>	G2 Interactive	Combat Sim	Preview	<b>18/11</b>
<b>Combat flight Simulator III</b>	Microsoft	Combat Sim	Preview	<b>19/10</b>
<b>Strike Fighters Project 1</b>	Just Flight	Combat Sim	Preview	<b>19/13</b>
<b>Forgotten Battles</b>	Ubi Soft	Combat Sim	Preview	<b>20/14</b>
<b>Combat Flight Simulator 3</b>	Microsoft	Combat Sim	Review	<b>20/18</b>
<b>Strike Fighters Project 1</b>	Strategy First	Combat Sim	Review	<b>20/40</b>
<b>Forgotten Battles</b>	Ubi Soft	Combat Sim	Review	<b>21/14</b>
<b>Lock On: Modern Air Combat</b>	Ubi Soft	Combat Sim	Preview	<b>25/10</b>
<b>Knights Over Europe</b>	TBC	Combat Sim	Preview	<b>25/12</b>
<b>Lock On: Modern Air Combat</b>	Ubi Soft	Combat Sim	Review	<b>26/10</b>
<b>History Channel WWII Battle of Britain</b>	Activision Value	Combat Sim	Review	<b>26/28</b>
<b>Jetfighter V</b>	Global Star Software	Combat Sim	Review	<b>27/24</b>
<b>Secret Weapons Over Normandy</b>	LucasArts	Combat Sim	Review	<b>27/40</b>
<b>YS Flight Simulation System 2000</b>	Captain YS	Combat Sim	Review	<b>28/35</b>
<b>Fair Strike</b>	TBA in UK (Buka)	Combat Sim	Review	<b>29/20</b>
<b>Pacific Fighters</b>	Ubi Soft	Combat Sim	Preview	<b>30/10</b>
<b>Wings of War</b>	Take Two Interactive	Combat Sim	Review	<b>31/16</b>
<b>Pacific Fighters</b>	Ubi Soft	Combat Sim	Review	<b>32/24</b>
<b>Falcon 4.0 Allied Force</b>	Horizon Simulation Ltd.	Combat Sim	Review	<b>36/12</b>
<b>Heroes of the Pacific</b>	Codemasters	Combat Sim	Review	<b>37/22</b>
<b>Battle of Britain II - Wings of Victory</b>	GMX Media	Combat Sim	Review	<b>38/10</b>
<b>IL-2 Sturmovik: 1946</b>	Ubi Soft	Combat Sim	Review	<b>45/20</b>

<b>DCS: Black Shark</b>	Eagle Dynamics	Combat Sim	Review	<b>60/56</b>
<b>HAWX</b>	Ubisoft	Combat Sim	Review	<b>61/36</b>
<b>Rise of Flight</b>	Aerosoft/Neoqb	Combat Sim	Review	<b>64/24</b>
<b>Wings of Prey</b>	Gaijin	Combat Sim	Review	<b>67/34</b>
<b>Flaming Cliffs 2</b>	Eagle Dynamics	Combat Sim	Review	<b>68/30</b>

[Back to Top](#)

## AIRCRAFT EXPANSIONS

### CIVIL

<b>Product</b>	<b>Producer</b>	<b>Type</b>	<b>Article Type</b>	<b>Issue/Page</b>
<b>Boeing 747-400</b>	The Associates	Exp. for FS 98	Review	<b>1/42</b>
<b>Mad Dog</b>	Lago	Exp. for FS 98	Review	<b>1/44</b>
<b>X-Plane X-Pansion</b>	Wilco Publishing	Exp. for X-Plane	Review	<b>1/46</b>
<b>VIP Classic Airliners</b>	The Associates	Exp. for FS 98	Review	<b>1/50</b>
<b>Fly! Series 757</b>	Precision Manuals	Exp. for Fly!	Preview	<b>2/22</b>
<b>Electra!</b>	The Cielo Company	Exp. for FS	Review	<b>2/38</b>
<b>Fly Lauda</b>	Papa Tango	Exp. for FS	Review	<b>2/44</b>
<b>Private Pilot</b>	Abacus	Exp. for FS/	Preview	<b>4/17</b>
<b>3 Great Planes Series</b>	Abacus	Exp. for FS/CFS	Review	<b>4/32</b>
<b>747 Jumbo Jet 2000 v3</b>	Data Becker UK	Exp. for FS	Preview	<b>5/14</b>
<b>VIP Classic Airliners 2000</b>	Just Flight	Exp. for FS	Review	<b>5/34</b>
<b>Private Wings</b>	Data Becker UK	Exp. for FS 98/2000	Review	<b>5/36</b>
<b>747-200 Classic</b>	AETI	Exp. for FS	Review	<b>6/13</b>
<b>Legendary Aircraft</b>	Just Flight	Exp. for FS	Review	<b>6/20</b>
<b>Private Pilot</b>	Abacus	Exp. for FS/ FS 2002	Review	<b>6/28</b>
<b>Airliner Series 757-200</b>	Precision Manuals	Exp. for Fly!	Review	<b>6/29</b>
<b>737-500</b>	Take 2 Interactive	Exp. for Fly!/Fly!2K	Review	<b>6/30</b>
<b>Airbus 2000 Special Edition</b>	Just Flight	Exp. for FS	Review	<b>7/18</b>
<b>Dreamfleet Cessna 182RG panel</b>	DreamFleet 2000	Panel for FS	Review	<b>7/23</b>

<b>Boeing 777-200</b>	Phoenix Simulations	Exp. for FS	Review	<b>7/24</b>
<b>Mad Dog 2000 Edition</b>	Lago	Exp. for FS 98/2000	Review	<b>7/26</b>
<b>Beech Bonanza</b>	Phoenix Simulations	Exp. for FS	Review	<b>7/25</b>
<b>Ultimate Airlines</b>	Just Flight	Exp. for FS 2000	Preview	<b>8/17</b>
<b>Flight Downunder 2000</b>	Interactive Multimedia Group Pty	Exp. for FS	Review	<b>8/34</b>
<b>Dreamfleet 172</b>	DreamFleet 2000	Exp. for FS	Review	<b>8/35</b>
<b>L-1011 Tristar</b>	Pilot's	Exp. for FS	Review	<b>8/36</b>
<b>767 Pilot In Command</b>	Wilco	Exp. for FS 2000	Preview	<b>9/12</b>
<b>Ultimate Airlines</b>	Just Flight	Exp. for FS 2000	Review	<b>9/22</b>
<b>Corporate Pilot</b>	Abacus	Exp. for FS 2000/ FS 2002	Review	<b>9/28</b>
<b>747-400 Pro</b>	Phoenix Simulation Software	Exp. for FS 2000	Review	<b>9/30</b>
<b>Dreamfleet 737-400</b>	Flight One	Exp. for FS 2000	Preview	<b>10/19</b>
<b>British Airways 757</b>	World Airline Simulations	Exp. for FS 2000	Review	<b>10/32</b>
<b>767 Pilot In Command</b>	Just Flight	Exp. for FS 2000	Review	<b>10/22</b>
<b>Airline Pilot 1</b>	Aerosoft GmbH	Adventure exp. for FS 2000	Review	<b>12/33</b>
<b>Greatest Airliners: 737-400</b>	Just Flight	Exp. for FS 2000	Review	<b>13/22</b>
<b>Flight Line</b>	3AVIA	Exp. For FS2000	Review	<b>14/35</b>
<b>Sky Ranch</b>	Abacus	Exp. For FS2002	Review	<b>15/25</b>
<b>MiG-21UM &amp; Beechcraft Bonanza</b>	Captain Sim/Carenado	Exp. For FS2002	Review	<b>17/26</b>
<b>A320 Professional</b>	Just Flight	Flight Sim	Review	<b>18 p,12</b>
<b>Greatest Airplanes Archer!</b>	Flight One	Exp. For FS2002	Review	<b>18/30</b>
<b>Flight Sim Models Ultralights</b>	Flight Sim Models	Exp. For FS2002	Review	<b>18/31</b>
<b>Cessna 421C Golden Eagle</b>	Flight One	Exp. For FS2002	Review	<b>19/22</b>
<b>Project Airbus A320</b>	Project airbus freeware	Exp. For FS2002	Review	<b>19/25</b>
<b>Triple Seven</b>	Perfect Flight 2000	Exp. For FS2002	Review	<b>19/28</b>
<b>Marchetti SF.260</b>	RealAir Simulations	Exp. For FS2002	Review	<b>20/32</b>
<b>General Aviation Pack</b>	Abacus	Exp. For FS2002	Review	<b>20/34</b>
<b>Commuter Airlines Eurowings</b>	Aerosoft GmbH	Exp. For FS2002	Review	<b>20/42</b>



**Professional**

<b>Fly To Hawaii</b>	FlightSoft	Exp. For FS2000/2002	Review	<b>20/44</b>
<b>Concordes</b>	Various	Planes for FS2000/2002	Review/Feature	<b>20/54</b>
<b>Farnborough F1 project</b>	Farnborough F1	Air Taxi project	Preview/Feature	<b>21/13</b>
<b>De Havilland Dash 8</b>	Phoenix Simulation Software	Exp. For FS2002	Review	<b>21/18</b>
<b>Iron Knuckles DC-9</b>	Flight One	Exp. For FS2002	Review	<b>21/24</b>
<b>Ready for Pushback 747-200 Classic</b>	Vmax Flight Systems	Exp. For FS2002	Review	<b>21/26</b>
<b>Twotter</b>	Lago	Exp. For FS2002	Review	<b>21/29</b>
<b>Lucky Lindbergh</b>	Lago	Exp. For FS2002	Review	<b>21/30</b>
<b>Legendary 727</b>	Captain Simulations	Exp. For FS2002	Review	<b>22/14</b>
<b>Piper Dakota</b>	Carenado	Exp. For FS2002	Review	<b>22/26</b>
<b>Microlight Triple Bill</b>	Lago/FlightSim Models/Webinblue	Exps. For FS2002	Review	<b>22/30</b>
<b>Piper Meridian</b>	Flight One	Exp. For FS2002	Review	<b>22/33</b>
<b>Concorde</b>	FsFrance	Exp. For FS2002	Review	<b>22/34</b>
<b>B-307 Stratoliner</b>	Vintage Aircraft Works	Exp. For FS2002	Review	<b>22/36</b>
<b>Cessna 172</b>	RealAir Simulations	Exp. For FS2002	Review	<b>23/18</b>
<b>Commander 115TC</b>	FSD International	Exp. For FS2002	Review	<b>23/30</b>
<b>A320 Pilot In Command</b>	Wilco	Exp. For FS2002	Review	<b>24/44</b>
<b>Beech 17 Staggerwing</b>	SimTECH Flight Design	Exp. For FS2002	Review	<b>24/48</b>
<b>Cessna Centurion II 210M</b>	Carenado	Exp. For FS2002/2004	Review	<b>25/20</b>
<b>Helicopter Operations</b>	Abacus	Exp. For FS2002/2004	Review	<b>25/22</b>
<b>Hawker 400XP</b>	EagleSoft Development Group	Exp. For FS2002/2004	Review	<b>25/26</b>
<b>Sky Baby Gold</b>	Shigeru Tanaka	Exp. For FS2004	Review	<b>25/33</b>
<b>Pilatus PC-6 Porter</b>	FSD International	Exp. For FS2002/2004	Review	<b>26/16</b>
<b>SST 2010 North America</b>	Shigeru Tanaka	Exp. For FS2004	Review	<b>26/20</b>
<b>Classic Sportsman Package</b>	Bill Lyons/Golden Eagles Squadron	Exp. For FS2002/2004	Review	<b>26/30</b>
<b>Airbus A330/A340 PRO</b>	Phoenix Simulation Software	Exp. For FS2002/2004	Review	<b>26/34</b>

<b>Super Decathlon</b>	RealAir Simulations	Exp. For FS2004	Review	<b>27/10</b>
<b>Sea Planes</b>	Abacus	Exp. For FS2002/2004	Review	<b>27/18</b>
<b>Maule M-7-260</b>	Mikko Maliniemi	Exp. For FS2004	Review	<b>27/28</b>
<b>ARNZ ATR 72-200F</b>	ARNZ	Exp. for FS2004	Review	<b>27/42</b>
<b>Van's RV-7</b>	Flight-Factory Simulations	Exp. for FS2004	Review	<b>28/10</b>
<b>Lockheed L-10A Electra</b>	FS-Design berlin	Exp. for FS2004	Review	<b>28/30</b>
<b>Beech 1900D Express</b>	PMDG	Exp. For FS2002 Pro/2004	Review	<b>28/32</b>
<b>PMDG 737 NG</b>	PMDG	Exp. For FS2002/2004	Review	<b>29/10</b>
<b>Diamond Katana DA-20</b>	Aerosoft GmbH	Exp. For FS2004	Review	<b>29/16</b>
<b>Vickers VC-10</b>	Abacus Systems Ltd.	Exp. For FS2002/2004	Review	<b>29/22</b>
<b>Cessna Citation X</b>	EagleSoft Development Group	Exp. For FS2002/2004	Review	<b>29/24</b>
<b>American Champion Scout</b>	RealAir Simulations	Exp. For FS2004	Review	<b>29/36</b>
<b>Altitude Concorde</b>	Altitude/Koch	Exp. For FS2002/2004	Review	<b>30/14</b>
<b>MAAM-Sim R4D-6/DC-3</b>	MAAM-Sim	Exp. For FS2002/2004	Review	<b>30/28</b>
<b>Bucker Jungmann</b>	Pureflight-Simulations	Exp. For FS2004	Review	<b>30/32</b>
<b>de Havilland Chipmunk</b>	Rick Piper	Exp. For FS2002/2004	Review	<b>31/14</b>
<b>Wilco Fleet CRJ 2004</b>	Wilco Publishing	Exp. For FS2004	Review	<b>31/26</b>
<b>Tupolev Tu-114</b>	Samdim Design	Exp. For FS2004	Review	<b>32/18</b>
<b>Socata Collection</b>	SimWare Simulations	Exp. For FS2004	Review	<b>32/36</b>
<b>Greatest Airliners: 727</b>	Flight One	Exp. For FS2004	Review	<b>33/10</b>
<b>Piper Cherokee 180F</b>	Carenado	Exp. For FS2004	Review	<b>33/26</b>
<b>Piaggio P180 Avanti</b>	FSD INternational	Exp. For FS2004	Review	<b>33/34</b>
<b>Boeing 767-300ER</b>	Level-D Simulations	Exp. For FS2004	Review	<b>34/10</b>
<b>Robin DR.221</b>	Developers	Exp. For FS2004	Review	<b>34/26</b>
<b>Custom Classics XI - Challenger Two Ultralights</b>	Bill Lyons/Golden Eagles Squadron	Exp. For FS2004	Review	<b>34/30</b>
<b>Flying Club</b>	Just Flight	Exp. For FS2004	Review	<b>35/10</b>
<b>SH-60 Seahawk</b>	Aerosoft GmbH	Exp. For FS2004	Review	<b>35/22</b>
<b>JetPakNG</b>	Things-To-Come	Exp. For FS2004	Review	<b>35/31</b>

<b>Greatest Airplanes - Beech A36!</b>	DreamFleet	Exp. For FS2004	Review	<b>36/20</b>
<b>Airbus Holiday Destinations</b>	Aerosoft	Exp. For FS2004	Review	<b>36/28</b>
<b>Pylon Runner</b>	Lionheart Cretions	Exp. For FS2004	Review	<b>36/32</b>
<b>Cirrus SR20 G2</b>	EagleSoft Development Group	Exp. For FS2004	Review	<b>37/38</b>
<b>Lunar Pilot</b>	Things-to-come	Exp. For FS2004	Review	<b>38/24</b>
<b>Cessna Caravan</b>	Just Flight	Exp. For FS2004	Review	<b>38/28</b>
<b>707 Professional</b>	Just Flight	Exp. For FS2004	Review	<b>38/36</b>
<b>ATR 72-500</b>	Flight 1	Exp. For FS2004	Review	<b>38/40</b>
<b>Concorde Professional</b>	Just Flight	Exp. For FS2004	Review	<b>38/44</b>
<b>Flight 1 MD80</b>	Flight 1	Exp. For FS2004	Review	<b>39/20</b>
<b>737 Pilot In Command</b>	Wilco Publishing	Exp. For FS2004	Review	<b>40/14</b>
<b>Carenado's Cessna U206G Stationair 6</b>	Carenado	Exp. For FS2004	Review	<b>40/18</b>
<b>Just Flight C-130 Hercules</b>	Just Flight	Exp. For FS2004	Review	<b>40/40</b>
<b>X-treme King Air B200</b>	Flight 1	Exp. For FS2004	Review	<b>41/12</b>
<b>PMDG 747-400F Cargo</b>	PMDG	Exp. For FS2004	Review	<b>41/20</b>
<b>Vickers VC10</b>	First Class Simulations	Exp. For FS2004	Review	<b>41/24</b>
<b>A400M Airlifter</b>	Just Flight	Exp. For FS2004	Review	<b>42/12</b>
<b>Embraer Legacy 600</b>	Wilco Publishing	Exp For FS2004	Review	<b>43/12</b>
<b>Piper Cheyenne</b>	Aerosoft	Exp For FS2004	Review	<b>43/32</b>
<b>Boeing 777 Professional</b>	Just Flight	Exp For FS2004	Review	<b>44/32</b>
<b>Tiger Moth</b>	Just Flight	Exp for FS2004/FSX	Review	<b>44/44</b>
<b>Dornier D0-27</b>	Aerosoft	Exp for FS2004	Review	<b>44/54</b>
<b>Airbus A340 500/600</b>	Just Flight	Exp for FS2004	Review	<b>45/12</b>
<b>Airbus A380</b>	Abacus	Exp for FS2002/FS2004	Review	<b>45/14</b>
<b>Liberty XL2</b>	Eaglesoft	Exp for FS2004/FSX	Review	<b>45/32</b>
<b>Just Flight's VLJ Business Jet</b>	Just Flight	Exp for FS2004/FSX	Review	<b>46/18</b>
<b>Aerosoft's Beaver X</b>	Aerosoft	Exp for FSX	Review	<b>47/14</b>
<b>Wilco's Boeing 777</b>	Wilco	Exp for FS2004/FSX	Review	<b>47/22</b>

<b>Dreamfleet's Piper Archer</b>	Flight 1	Exp for FS2004/FSX	Review	<b>48/20</b>
<b>Just Flight's DC-10 Collection</b>	Just Flight	Exp for FS2004/FSX	Review	<b>48/24</b>
<b>Wilco's Citation X</b>	Wilco Publishing	Exp for FSX	Review	<b>48/28</b>
<b>Just Flight Airbus Series Vol. 1</b>	Just Flight	Exp for FS2004/FSX	Review	<b>48/36</b>
<b>Realair Simulations' Scout</b>	Real Air Simulations	Exp for FSX	Review	<b>49/14</b>
<b>Just Flight Archer III</b>	Just Flight	Exp for FS2004/FSX	Review	<b>49/18</b>
<b>SibWings SAAB 91 "Safir"</b>	Carenado	Exp for FSX	Review	<b>49/22</b>
<b>Carenado's Beechcraft Mentor T-34B</b>	Carenado	Exp for FS2004/FSX	Review	<b>49/24</b>
<b>Suprunov Design Yakovlev Yak-40</b>	Suprunov Design	Exp for FS2004	Review	<b>49/32</b>
<b>PMDG 747-400X 'Queen of the skies'</b>	PMDG	Exp for FSX	Review	<b>51/20</b>
<b>Eaglesoft Piper Comanche</b>	Eaglesoft	Exp for FS2004/FSX	Review	<b>51/36</b>
<b>Dreamfleet's Piper Dakota</b>	Dreamfleet / Reality XP	Exp for FS2004	Review	<b>52/14</b>
<b>Flight 1's Pilatus PC-12</b>	Flight 1	Exp for FSX	Review	<b>52/18</b>
<b>Just Flight's 757 Professional</b>	Just Flight	Exp for FS2004	Review	<b>52/22</b>
<b>Wilco's Airbus Series Volume 2</b>	Wilco Publishing	Exp for FS2004/FSX	Review	<b>53/16</b>
<b>Aerosoft;s DHC-6 Twin Otter</b>	Aerosoft	Exp for FSX	Review	<b>53/22</b>
<b>Douglas DC-2 Uiver</b>	The Uiver Team	Exp for FS2004/FSX	Review	<b>53/26</b>
<b>Carenado's Mooney M20J</b>	Carenado	Exp for FS2004	Review	<b>53/30</b>
<b>Xtreme Prototype's X-15</b>	Xtreme Prototypes	Exp for FS2004/FSX	Review	<b>55/26</b>
<b>Just Flight's R44 Helicopter</b>	Just Flight	Exp for FS2004/FSX	Review	<b>55/30</b>
<b>757 Captain</b>	Captain Sim	Exp for FSX	Review	<b>56/20</b>
<b>Hughes H-1B Racer</b>	Aerosoft	Exp for FSX	Review	<b>56/28</b>
<b>Early Years of Flight</b>	First Class	Exp for FS2004/FSX	Review	<b>56/36</b>
<b>PMDG MD-11</b>	PMDG	Exp for FS2004/FSX	Preview	<b>57/16</b>
<b>B377 Stratocruiser</b>	A2A Simulations	Exp for FSX	Review	<b>57/28</b>
<b>E-Jets</b>	Alphasim	Exp for FSX	Review	<b>57/36</b>
<b>HS Trident</b>	Addictive Simulations	Exp for FS2004/FSX	Review	<b>59/16</b>

<b>Around the World in 80 Flights</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>59/32</b>
<b>Epic LT</b>	First Class	Exp for FS2004/FSX	Review	<b>59/92</b>
<b>Bush Hawk</b>	Aerosoft	Exp for FSX	Review	<b>60/16</b>
<b>Cessna 152</b>	Carenado	Exp for FS2004/FSX	Review	<b>60/20</b>
<b>Tilt Rotor</b>	Wilco Publishing	Exp for FS2004/FSX	Review	<b>60/24</b>
<b>Lockheed Constellation</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>60/28</b>
<b>Fokker 50</b>	Virtualcol	Exp for FS2004/FSX	Review	<b>60/32</b>
<b>Maddog MD-80</b>	Leonardo SH	Exp for FS2004/FSX	Review	<b>61/16</b>
<b>747-200/300 Series</b>	Just Flight	Exp for FS2004/FSX	Review	<b>61/20</b>
<b>Mitsubishi MU-2B Marquise</b>	X-Scenery	Exp for X-Plane 9.22	Review	<b>61/24</b>
<b>727 Captain</b>	Captain Sim	Exp for FSX	Review	<b>62/16</b>
<b>Piper Arrow IV</b>	Carenado	Exp for FSX	Review	<b>62/20</b>
<b>Beechcraft Duke B60</b>	RealAir Simulations	Exp for FSX	Review	<b>63/22</b>
<b>Cessna C182Q Skylanee</b>	Carenado	Exp for FSX	Review	<b>63/26</b>
<b>The Fokker 70/100</b>	Digital Aviation	Exp for FS2004/FSX	Review	<b>63/30</b>
<b>The Bell 206 JetRanger</b>	Dodosim	Exp for FS2004/FSX	Review	<b>63/34</b>
<b>Lockheed Constellation</b>	Just Flight	Exp for FSX	Review	<b>64/16</b>
<b>Cessna Citiation</b>	Flight 1	Exp for FSX	Review	<b>64/20</b>
<b>Flying Club 2</b>	Just Flight	Exp for FS2004/FSX	Review	<b>64/40</b>
<b>Piper Cub</b>	A2A Simulations	Exp for FSX	Review	<b>65/16</b>
<b>Bell X-1</b>	Xtreme Prototypes	Exp for FSX	Review	<b>65/20</b>
<b>PMDG J41</b>	PMDG	Exp for FSX	Review	<b>65/24</b>
<b>20-Series Learjet</b>	Xtreme Prototypes	Exp for FSX	Review	<b>65/30</b>
<b>767 Captain</b>	Captain Sim	Exp for FSX	Review	<b>66/16</b>
<b>22 PBY Catalina</b>	Aerosoft	Exp for FSX	Review	<b>66/22</b>
<b>Embraer Regional Jets</b>	Wilco	Exp for FS2004/FSX	Review	<b>67/16</b>
<b>Cessna C185F Skywagon</b>	Carenado	Exp for FSX	Review	<b>67/40</b>
<b>Concorde X</b>	Flight Sim Labs	Exp for FSX	Review	<b>68/16</b>
<b>Epic Victory</b>	Lionhearts Creation	Exp for FSX	Review	<b>68/22</b>

<b>BN-2 islander</b>	Flight 1	Exp for FSX	Review	<b>69/16</b>
<b>Beechraft F33A Bonanza</b>	Just Flight	Exp for FSX	Review	<b>69/20</b>
<b>The Pitts S-1 Special</b>	Addictive Simulations	Exp for FSX	Review	<b>70/16</b>
<b>The Airbus A300 B4-200</b>	Aerosoft	Exp for FSX	Review	<b>70/20</b>
<b>F-Lite A320 Jetliner</b>	Just Flight	Exp for FSX	Review	<b>70/24</b>
<b>The P-180 Avanti II</b>	Wilco Publishing	Exp for FSX	Review	<b>70/32</b>

[Back to Top](#)

## COMBAT

Product	Producer	Type	Article Type	Issue/Page
<b>Aces High</b>	The Associates	Exp. for FS 98	Review	<b>1/47</b>
<b>Luftwaffe Collection</b>	The Associates	Exp. for FS 98/2000/CFS	Review	<b>1/49</b>
<b>Royal Air Force 2000</b>	The Associates	Exp. for FS 98/2000/CFS	Preview	<b>2/20</b>
<b>Pacific Combat Pilot</b>	The Associates	Exp. for CFS	Preview	<b>2/21</b>
<b>Pacific Combat Pilot</b>	The Associates	Exp. for CFS	Review	<b>3/32</b>
<b>Wings Over China</b>	Abacus	Exp. for CFS	Review	<b>3/34</b>
<b>Royal Air Force 2000</b>	The Associates	Exp. for FS 98/2000/CFS	Review	<b>4/26</b>
<b>Tuskegee Fighters</b>	Abacus	Exp. for CFS	Preview	<b>4/14</b>
<b>Air Power - The Cold War</b>	Alpha Simulations	Exp. for FS/CFS	Review	<b>4/38</b>
<b>Tuskegee Fighters</b>	Abacus	Exp. for CFS	Review	<b>5/40</b>
<b>Behind Enemy Lines</b>	Abacus	Exp. for CFS	Review	<b>5/42</b>
<b>Air Power - The Cold War</b>	Just Flight	Exp. for FS 98/2000/CFS	Review	<b>7/19</b>
<b>Harrier Jump Jet</b>	Just Flight	Exp. for FS 98/2000/CFS	Preview	<b>8/12</b>
<b>Korean Combat Pilot</b>	Just Flight	Exp. for CFS	Preview	<b>8/16</b>
<b>Combat Aces</b>	Just Flight	Exp. for CFS 2	Preview	<b>9/11</b>
<b>Battle of Britain Memorial Flight</b>	Just Flight	Exp. for FS 2000/CFS 2	Preview	<b>9/14</b>
<b>Combat Squadron</b>	Abacus	Exp. for CFS 2/ FS 2002	Review	<b>9/36</b>
<b>EWR Early Warning</b>	World Air Simulations	Exp. for FS 2000	Review	<b>10/33</b>
<b>Flight Deck II</b>	Abacus	Exp. for FS 2000/ FS 2002 /CFS 2	Review	<b>11/26</b>

<b>Korean Combat Pilot</b>	Just Flight	Exp. for FS 2000/CFS 2	Review	<b>11/28</b>
<b>Harrier Jump Jet</b>	Just Flight	Exp. for FS 98/2000/CFS	Review	<b>11/30</b>
<b>PBY Catalina</b>	Abacus	Exp. for FS 2000/ FS 2002 soon /CFS 2	Review	<b>12/30</b>
<b>Combat Aces</b>	Just Flight	Exp. for CFS 2	Review	<b>13/16</b>
<b>Pearl Harbor</b>	Just Flight	Exp. for CFS 2	Review	<b>13/20</b>
<b>Combat Jet Trainer TLK-39C &amp; L-29ZA Albatros</b>	Just Flight	Exp. For FS2000/2002/CFS2	Preview	<b>14/12</b>
<b>Combat Jet Trainer TLK-39C &amp; L-29ZA Albatros</b>	Just Flight	Exp. For FS2000/2002/CFS2	Review	<b>16/18</b>
<b>Battle of Britain Memorial Flight</b>	Just Flight	Exp. For FS2000/2002/CFS2	Review	<b>14/32</b>
<b>Sabre vs. MiG</b>	Just Flight	Exp. For CFS2	Preview	<b>15/14</b>
<b>Sabre vs. MiG</b>	Just Flight	Exp. For CFS2	Review	<b>16/20</b>
<b>Mosquito Squadron</b>	Just Flight	Exp. For FS2000/2002/CFS2	Preview	<b>16/16</b>
<b>Warbirds Extreme</b>	Abacus	Exp. For CFS2/FS2002	Review	<b>16/23</b>
<b>Bae Bulldog</b>	Phoenix Simulation Software	Exp. For FS2002	Review	<b>16/28</b>
<b>The Dam Busters</b>	Just Flight	Exp. For CFS2/FS2002	Preview	<b>17/14</b>
<b>Vietnam Air War</b>	Just Flight	Exp. For CFS2/FS2002	Preview	<b>17/16</b>
<b>Eastern Thunder</b>	Just Flight	Exp. For IL-2 Sturmovik	Review	<b>17/27</b>
<b>Mosquito Squadron</b>	Just Flight	Exp. For CFS2/FS2002	Review	<b>17/30</b>
<b>Vietnam Air War</b>	Just Flight	Exp. For CFS2/FS2002	Review	<b>18/24</b>
<b>Mustang vs Fw190</b>	Just Flight	Exp. For CFS2/FS2002	Review	<b>18/28</b>
<b>The Dam Busters</b>	Just Flight	Exp. For CFS2/FS2002	Review	<b>19/14</b>
<b>Operation Barbarossa</b>	Just Flight	Exp. For IL-2 Sturmovik	Review	<b>20/36</b>
<b>Junkers Ju-52</b>	Freeware/Ju-52 Factory	Exp. For FS2002	Review	<b>21/23</b>
<b>Aeroplane Heaven</b>	Aeroplane Heaven	Exp. For CFS2/CFS3/FS2002	Review/Feature	<b>21/32</b>
<b>Tornado!</b>	Lago	Exp. For FS2002/CFS3	Review	<b>22/19</b>
<b>B-25 Briefing Time</b>	MAAM-SIM	Exp. For FS2002	Review	<b>22/20</b>
<b>Avro Vulcan Collection</b>	VFR Scenery Ltd.	Exp. For FS2002 or CFS2	Review	<b>22/27</b>

<b>Mosquito Combat</b>	Abacus	Exp. For CFS3	Review	<b>23/17</b>
<b>Avro Vulcan XH558</b>	Phoenix Simulation Software	Exp. For FS2002	Review	<b>23/20</b>
<b>FS Falcon</b>	Lago	Exp. For FS2002/CFS3	Review	<b>23/26</b>
<b>Carrier Operations</b>	Abacus	Exp. For FS2002	Review	<b>23/34</b>
<b>Eurofighter Typhoon</b>	DSB Design	Exp. For FS2002	Review	<b>24/28</b>
<b>Experten Campaign</b>	MudMovers	Exp. For IL-2 Forgotten Battles	Review	<b>24/32</b>
<b>B-17 "Memphis Belle"</b>	Just Flight	Exp. For FS2002/2004/CFS3	Review	<b>25/14</b>
<b>Battle of Britain</b>	Just Flight	Exp. For CFS3	Review	<b>26/24</b>
<b>FirePower</b>	GMX Media	Exp. For CFS3	Review	<b>26/40</b>
<b>Battle Over Europe</b>	Just Flight	Exp. For IL-2 Forgotten Battles	Review	<b>27/26</b>
<b>Aces Expansion Pack</b>	Ubi Soft	Exp. For IL-2 Forgotten Battles	Review	<b>28/14</b>
<b>HPP Yak-3</b>	Captain Sim	Exp. For FS2004	Review	<b>28/36</b>
<b>BAE Hawk</b>	DSB Design	Exp. For FS2002/2004	Review	<b>29/30</b>
<b>A-90 Orlenok Ekranoplan</b>	Alpha Simulations	Exp. For FS2002/2004	Review/Feature	<b>30/58</b>
<b>P-51D Mustang Aces</b>	Shigeru Tanaka	Exp. For FS2004	Review	<b>31/10</b>
<b>Avro Shackleton MR Mk.3</b>	The Shackleton Project	Exp. For FS2004	Review	<b>31/20</b>
<b>Spitfire Mk. XIV</b>	RealAir Simulations	Exp. For FS2004	Review	<b>32/12</b>
<b>Flaming Cliffs</b>	The Fighter Collection	Exp. For Lock On: Modern Air Combat	Review	<b>34/32</b>
<b>Spitfire</b>	Just Flight	Exp. For FS2004,2002 & CFS2/3	Review	<b>34/38</b>
<b>Military Helicopters</b>	First Class Simulations	Exp. For FS2002/2004	Review	<b>35/21</b>
<b>B.2 Canberra</b>	Alpha Simulations	Exp. For FS2004	Review	<b>35/26</b>
<b>Plane Design's Lancaster bomber</b>	Plane Design	Exp. For FS2004	Review	<b>37/18</b>
<b>SSP's Harrier</b>	DSB Design	Exp. For FS2004	Review	<b>37/32</b>
<b>C-130 Hercules</b>	Captain Sim	Exp. For FS2004	Review	<b>39/12</b>
<b>Wings of Power - P-47</b>	Shockwave Productions	Exp. For FS2004	Review	<b>39/42</b>
<b>Over Flanders Fields</b>	Old Brown Dog Software	Exp. For CFS3	Review	<b>41/36</b>
<b>WWII Fighters</b>	Shockwave Productions	Exp. For FS2004	Review	<b>42/34</b>



<b>Lancaster</b>	Just Flight	Exp For FS2004	Review	<b>43/22</b>
<b>F-117A Stealth Fighter</b>	Just Flight	Exp For FS2004	Review	<b>43/28</b>
<b>AlphaSim add-on</b>	AlphaSim	Exp For FS2004/FSX	Review	<b>47/36</b>
<b>Messerschmitt 109 from Flight Replicas</b>	Flight 1	Exp For FS2004	Review	<b>51/32</b>
<b>MiG-15 from Bear Studios</b>	Flight 1	Exp For FS2004/FSX	Review	<b>51/34</b>
<b>Just Flight's P-38 Lightning</b>	Just Flight	Exp for FS2004/FSX	Review	<b>52/26</b>
<b>Alphasim's Hawker Hunter</b>	Alphasim	Exp for FS2004/FSX	Review	<b>53/34</b>
<b>Alphasim's A-6E Intruder</b>	Alphasim	Exp for FS2004/FSX	Review`	<b>53/38</b>
<b>SkySim's de Havilland Sea Vixen</b>	Skysim	Exp for FS2004/FSX	Review	<b>53/42</b>
<b>RealAir Simulation's Spitfire 2008</b>	RealAir Simulations/Flight 1	Exp for FSX	Review	<b>55/16</b>
<b>First Class Simulation's Hurricane</b>	Contact Simulations	Exp for FS2004/FSX	Review	<b>55/22</b>
<b>Skysim's Hawk</b>	SkySim	Exp for FSX	Review	<b>56/16</b>
<b>de Havilland Mosquito</b>	Just Flight	Exp for FS2004/FSX	Review	<b>56/24</b>
<b>MAAM-Sim's Avenger</b>	Mid Air Atlantic Air Museum	Exp for FS2004	Review	<b>56/32</b>
<b>World War 1 Fighters</b>	First Class	Exp for FS2004/FSX	Review	<b>56/38</b>
<b>F-16 Fighting Falcon</b>	Aerosoft	Exp for FSX	Review	<b>57/32</b>
<b>F-86 Sabre</b>	Section 8	Exp for FS2004/FSX	Review	<b>59/24</b>
<b>F-16 Falcon</b>	Aerosoft	Exp for FSX	Review	<b>59/28</b>
<b>Vickers Wellington</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>60/36</b>
<b>UAV Predator</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>60/60</b>
<b>P-47 Thunderbolt 'Razorback'</b>	A2A Simulations	Exp for FSX	Review	<b>61/28</b>
<b>SAAB 91 SAFIR</b>	Just Flight	Exp for FS2004/FSX	Review	<b>61/32</b>
<b>Vulcan B.2 bomber</b>	IRIS	Exp for FSX	Review	<b>61/24</b>
<b>P-51B/C Mustang</b>	WarbirdSim	Exp for FS2004	Review	<b>62/28</b>
<b>F/A-18 Super Hornet</b>	Vertical Reality Simulations	Exp for FS2004	Review	<b>62/32</b>
<b>Hawker Heroes</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>64/35</b>

<b>P-51D Mustang</b>	Flight 1	Exp for FSX	Review	<b>66/26</b>
<b>Avro Lancaster</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>34/66</b>
<b>B-52H</b>	Captain Sim	Exp for FSX	Review	<b>20/67</b>
<b>CF-104 Starfighter</b>	Classic Jet Simulations	Exp for X-Plane	Review	<b>30/67</b>
<b>B-17 Flying Fortress</b>	A2A Simulations	Exp for FSX	Review	<b>68/26</b>
<b>Douglas SBD Dauntless</b>	Vertigo Studios	Exp for FSX	Review	<b>68/44</b>
<b>Grumman F6F Hellcat</b>	Vertigo Studios	Exp for FSX	Review	<b>68/47</b>
<b>Battle of Britain 70th Anniversary</b>	Just Flight	Exp for FSX	Review	<b>69/24</b>
<b>Stuka vs. Hurricane</b>	First Class Simulations	Exp for FS2004/FSX	Review	<b>69/28</b>
<b>The Rockwell B-1 Lancer</b>	Flight 1	Exp for FSX	Review	<b>70/26</b>
<b>Butcher Bird – The Fw 190</b>	Flight 1	Exp for FSX	Review	<b>70/28</b>

[Back to Top](#)

#### SCENERY EXPANSIONS

<b>Product</b>	<b>Producer</b>	<b>Type</b>	<b>Article Type</b>	<b>Issue/Page</b>
<b>Airport 2000 Vol.2</b>	Wilco	Exp. for FS 98/2000	Preview	<b>1/24</b>
<b>Grand Canyon</b>	The Associates	Exp. for FS 98/CFS	Review	<b>1/45</b>
<b>German Airports 3</b>	Aerosoft GmbH	Exp. for FS 98	Review	<b>1/48</b>
<b>FS Traffic</b>	Lago	Exp. for FS 98/2000	Review	<b>2/37</b>
<b>Amsterdam Schiphol</b>	Lago	Exp. for FS 2000	Preview	<b>3/14</b>
<b>MegaScenery Pacific Northwest</b>	PC Aviator	Exp. for Fly!	Preview	<b>3/16</b>
<b>Austria Professional</b>	Papa Tango	Exp. for FS 98	Review	<b>3/30</b>
<b>FS Clouds 2000</b>	Flight One/The Associates	Exp. for FS 2000	Preview	<b>4/16</b>
<b>German Airports 3</b>	Aerosoft GmbH	Exp. for FS 98/2000	Review	<b>4/33</b>
<b>Airport 2000 Vol.2</b>	The Associates	Exp. for FS 98/2000	Review	<b>4/22</b>
<b>North West England Virtual Scenery</b>	Glidescope Software	Exp. for FS	Review	<b>6/18</b>
<b>VFR England and Wales</b>	VFR Scenery Ltd.	Exp. for FS	Review	<b>6/19</b>
<b>FS Clouds 2000</b>	Just Flight	Exp. for FS 2000	Review	<b>6/26</b>

<b>German Airports 2</b>	Aerosoft GmbH	Exp. for FS	Review	<b>8/32</b>
<b>English Airports</b>	Just Flight/Barry Perfect	Exp. for FS 2000	Review	<b>8/30</b>
<b>Real Airports</b>	Just Flight	Exp. for FS 2000	Preview	<b>9/16</b>
<b>Ibiza 2001</b>	Sim-Wings Flight Sim Software	Exp. for FS 2000	Review	<b>9/33</b>
<b>UK 2000 1,2, &amp; 3</b>	Gary Summons	Exp. for FS 2000	Review	<b>9/34</b>
<b>Scenery USA for Fly!</b>	Peter McLean	Exp. for Fly!	Review	<b>10/26</b>
<b>Rhein-Ruhr</b>	Aerosoft GmbH	Exp. for Fly!/Fly!2K	Review	<b>10/28</b>
<b>Real Airports</b>	Just Flight	Exp. for FS 2000	Review	<b>10/35</b>
<b>Airport 2000 Vol. 3</b>	Wilco Publishing	Exp. for FS 2000	Review	<b>12/22</b>
<b>German Airports 1 (updated)</b>	Aerosoft GmbH	Exp. for FS 2000	Review	<b>12/32</b>
<b>Philadelphia Airport</b>	Simflyers	Exp. for FS 2000	Review	<b>12/37</b>
<b>UK 2000 London Airports Upgrade</b>	Gary Summons	Exp. for FS 2000	Review	<b>13/29</b>
<b>Great Britain and Ireland</b>	Just Flight	Exp. for FS 2000	Review	<b>13/32</b>
<b>Manchester International Airport - EGCC</b>	SimFlyers Associated	Exp. for FS 2000	Review	<b>13/33</b>
<b>UK2000 Part 4</b>	Gary Summons	Exp. For FS2002	Review	<b>15/20</b>
<b>St Petersburg 2002</b>	SC Technology & Computers	Exp. For FS2000/2002	Review	<b>16/15</b>
<b>UK &amp; Ireland Terrain Mesh Scenery</b>	Visual Flight	Exp. For FS2002	Review	<b>16/ 17</b>
<b>Austrian Airports</b>	Aerosoft GmbH	Exp. For FS2000/2002	Review	<b>16/27</b>
<b>Real VFR Scenery</b>	Visual Flight	Exp. For FS2002	Preview	<b>17/12</b>
<b>World Airports</b>	Just Flight	Exp. For FS2000/2002	Review	<b>18 p,17</b>
<b>Terramesh Europa 2002</b>	Lago	Exp. For FS2002	Review	<b>18/22</b>
<b>Scenery Greece &amp; Balearics</b>	Aerosoft GmbH	Exp. For FS2000/2002	Review	<b>18/26</b>
<b>UK2000 Part 5 The Midlands</b>	Gary Summons	Exp. For FS2002	Preview	<b>19/12</b>
<b>Emma Field</b>	Lago	Exp. For FS2002	Review	<b>19/20</b>
<b>Air Shuttle Express - Brasilia Intl.</b>	Real Flight Brazilian Sceneries	Exp. For FS2002	Review	<b>19/26</b>
<b>Airport 2002 Vol. 1</b>	Just Flight	Exp. For FS2002	Preview	<b>20/16</b>
<b>VFR Photographic Scenery E. &amp;</b>	Just Flight	Exp. For FS2002	Review	<b>20/28</b>

**SE England**

<b>Airport 2002 Vol. 1</b>	Just Flight	Exp. For FS2002	Review	<b>21/20</b>
<b>IFSD Irish Scenery</b>	IFSD	Exp. For FS2002	Review	<b>22/17</b>
<b>British Airports</b>	Just Flight	Exp. For FS2002	Review	<b>22/24</b>
<b>Scotflight Scotland Scenery</b>	Visual Flight	Exp. For FS2002	Review	<b>23/32</b>
<b>Ampuriabrava 2003</b>	SimWare Simulations	Exp. For FS2002	Review	<b>23/36</b>
<b>New York JFK Intl.</b>	SimFlyers	Exp. For FS2002	Review	<b>24/34</b>
<b>London City 2003</b>	Online Simulation Solutions	Exp. For FS2002	Review	<b>24/46</b>
<b>Venice Scenery</b>	LAGO	Exp. For FS2002/2004	Review	<b>25/18</b>
<b>MegaSceneryUSA 2004 Vol.1 Southern California</b>	PC Aviator	Exp. For FS2002/2004	Review	<b>25/30</b>
<b>Fscene Winter Textures - Europe</b>	Fscene/Ruud Faber	Exp. For FS2002/2004	Review	<b>27/32</b>
<b>Heathrow Pro</b>	UK2000/Gary Summons	Exp. For FS2002/2004	Review	<b>28/18</b>
<b>Terrain Mesh ( FS Terrain/FSGenesis European Enhanced Terrain/Abacus European Enhanced Terrain/TeeraMesh 2004)</b>	Just Flight/FSGenesis/Abacus/Aerosoft	Exp. For FS2002/2004	Review	<b>28/20</b>
<b>VFR Terrain</b>	Horizon Simulation Ltd.	Exp. For FS2002/2004	Review	<b>29/32</b>
<b>USA Roads</b>	Flight One	Exp. For FS2004	Review	<b>30/22</b>
<b>FS Global 2005</b>	Pilot's	Exp. For FS2002/2004	Review	<b>32/32</b>
<b>FS Roads UK &amp; Ireland</b>	FSRoads	Exp. For FS2004	Review	<b>32/40</b>
<b>VFR Photographic Scenery USA Vol. 1</b>	Horizon Simulation Ltd.	Exp. For FS2002/2004	Review	<b>33/22</b>
<b>Flight Environment</b>	Flight One	Exp. For FS2004	Review	<b>35/18</b>
<b>Cape Canaveral 2005 - Space Coast</b>	Aerosoft	Exp. For FS2004	Review	<b>36/24</b>
<b>Ultimate Environment</b>	Zinertek Technologies	Exp. For FS2004	Review	<b>38/20</b>
<b>Megascenery Pacific Northwest</b>	PC Aviator	Exp. For FS2004	Review	<b>39/24</b>
<b>Megascenery Mid Atlantic</b>	PC Aviator	Exp. For FS2004	Review	<b>39/24</b>
<b>Mega Frankfurt</b>	Aerosoft	Exp. For FS2004	Review	<b>39/46</b>

<b>Megascenery Southern California</b>	PC Aviator	Exp. For FS2004	Review	<b>41/18</b>
<b>Mega Airport Vienna</b>	Aerosoft	Exp. For FS2004	Review	<b>42/18</b>
<b>Bremen - Germany</b>	Aerosoft	Exp For FS2004	Review	<b>43/38</b>
<b>VFR Photographic Scenery</b>	Horizon	Exp For FSX	Review	<b>44/40</b>
<b>Ground Environment Pro</b>	Flight 1 Software	Exp For FS2004	Review	<b>44/48</b>
<b>Ultimate Terrain Europe</b>	Flight 1 Software	Exp For FS2004	Review	<b>44/51</b>
<b>VFR Real Scenery</b>	Justflight	Exp For FSX	Review	<b>44/60</b>
<b>Flightzone O2 Portland Oregon</b>	Flight 1 Software	Exp For FS2004	Review	<b>45/28</b>
<b>Aerosoft's Budapest</b>	Aerosoft	Exp for FS2004	Review	<b>45/36</b>
<b>VFR Real Scenery: South East England</b>	Just Flight	Exp for FSX	Review	<b>46/28</b>
<b>PC Aviator's MegaScenery X</b>	PC Aviator	Exp for FSX	Review	<b>47/18</b>
<b>New Zealand/Australia Scenery</b>	Red Baron Entertainment	Exp for FS2004/FSX	Review	<b>47/42</b>
<b>Flight1's Ultimate Terrain X</b>	Flight 1 Software	Exp for FSX	Review	<b>48/32</b>
<b>Mega Airport: London Heathrow X</b>	Aerosoft	Exp for FSX	Review	<b>51/24</b>
<b>VFR Real Scenery: Volume 3</b>	Justflight	Exp for FSX	Review	<b>51/28</b>
<b>Aerosoft's Florence X</b>	Aerosoft	Exp for FSX	Review	<b>49/26</b>
<b>Aerosoft's Hawaii Dillingham X</b>	Aerosoft	Exp for FSX	Review	<b>49/27</b>
<b>Flight1's FS Discover</b>	Flight 1	Exp for FS2004/FSX	Review	<b>49/36</b>
<b>Aerosoft's Brussels 2007</b>	Aerosoft	Exp for FS2004/FSX	Review	<b>52/30</b>
<b>Aerosoft's Venice X</b>	Aerosoft	Exp for FSX	Review	<b>52/31</b>
<b>Aerosoft's Lukla X</b>	Aerosoft	Exp for FSX	Review	<b>53/46</b>
<b>ORBX Full Terrain X</b>	Orbx Simulation Systems	Exp for FSX	Review	<b>55/46</b>
<b>Just Flights Denham airfield</b>	Just Flight	Exp for FSX	Review	<b>55/48</b>
<b>Ultimate Terrain X</b>	Flight 1 Software	Exp for FSX	Review	<b>56/42</b>
<b>VFR Airfields</b>	Horizon Simulation	Exp for FSX	Review	<b>56/46</b>
<b>VFR London</b>	Aerosoft	Exp for FSX	Review	<b>57/40</b>
<b>Traffix X</b>	Just Flight	Exp for FSX	Review	<b>59/20</b>
<b>Tahiti X</b>	Aerosoft	Exp for FSX	Review	<b>59/36</b>

<b>ORBX YMML</b>	Orbx Simulation	Exp for FSX	Review	<b>59/40</b>
<b>Madeira X</b>	Aerosoft	Exp for FSX	Review	<b>60/40</b>
<b>Kai Tak</b>	Fly Tampa	Exp for FS2004/FSX	Review	<b>61/44</b>
<b>World Airports 3 (North America)</b>	Just Flight	Exp for FS2004/FSX	Review	<b>61/48</b>
<b>Manhattan X</b>	Aerosoft	Exp for FSX	Review	<b>61/36</b>
<b>San Francisco</b>	Aerosoft	Exp for FSX	Review	<b>63/44</b>
<b>Alderney Scenery</b>	Earth Simulations	Exp for FSX	Review	<b>63/48</b>
<b>Mollorca X</b>	Aerosoft	Exp for FSX	Review	<b>65/40</b>
<b>Pacific Northwest</b>	ORBX	Exp for FSX	Review	<b>68/36</b>
<b>Isles of Scilly</b>	Earth Simulations Ltd	Exp for FSX	Review	<b>68/42</b>
<b>Austria Professional X</b>	Aerosoft	Exp for FSX	Review	<b>69/34</b>
<b>Andras Field</b>	Aerosoft	Exp for FSX	Review	<b>70/36</b>
<b>The Balearics</b>	Aerosoft	Exp for FSX	Review	<b>70/40</b>

[Back to Top](#)

#### MISCELLANEOUS

<b>Product</b>	<b>Producer</b>	<b>Type</b>	<b>Article Type</b>	<b>Issue/Page</b>
<b>APAS Interactive Pilot Training</b>	Aerosoft GmbH	Training	Training	<b>2/35</b>
<b>Airport &amp; Scenery Designer 2</b>	Abacus	Exp. for FS	Review	<b>2/36</b>
<b>Aircraft Animator</b>	Abacus	Exp. for FS	Review	<b>2/42</b>
<b>Custom Panel Designer</b>	Abacus	Exp. for FS	Review	<b>2/43</b>
<b>Precision Pilot</b>	The Associates	Standalone Interactive Tutorial	Review	<b>4/15</b>
<b>SimCharts</b>	Jeppesen GmbH	Flight Simulation Charts	Review	<b>5/38</b>
<b>FS Design Studio</b>	Abacus	Exp. for FS	Preview	<b>5/13</b>
<b>FS Design Studio Pro</b>	Abacus	Exp. for FS 2000	Review	<b>5/13</b>
<b>Radar Contact V.2</b>	JTD LLC (shareware)	Exp. for FS	Preview	<b>5/37</b>
<b>ProFlight 2000</b>	Just Flight	Exp. for FS 2000	Preview	<b>5/43</b>
<b>Final Approach</b>	Just Flight	Exp. for FS	Review	<b>6/17</b>
<b>Game Commander</b>	Mindmaker Inc.	Voice Control Software	Review	<b>7/22</b>

<b>Radar Contact 2</b>	JTD LLC	Exp. for FS	Review	<b>8/28</b>
<b>FS Commander</b>	Aerosoft GmbH	Exp. for FS	Review	<b>10/30</b>
<b>ProFlight 2000</b>	Just Flight	Exp. for FS 2000	Review	<b>10/36</b>
<b>Elite GenView</b>	Initiative Computing AG	Exp. for Elite	Review	<b>12/36</b>
<b>Paint Shop Pro</b>	Digital Workshop	Graphics Utility	Review	<b>13/26</b>
<b>FS Navigator</b>	FS Navigator	Exp. for FS	Review	<b>13/30</b>
<b>Train Simulator</b>	Microsoft	Standalone Simulator	Review	<b>13/34</b>
<b>"Captain Speaking"</b>	Just Flight	Exp. for FS 2000	Review	<b>15/21</b>
<b>FS Design Studio Apprentice</b>	Abacus	Exp. for FS 2000	Review	<b>15/22</b>
<b>Mouse as Yoke</b>	Lovett Software	Freeware Utility	Review	<b>15/26</b>
<b>VOR/NDB Simulator</b>	Aviation Tutorials	Standalone utility	Review	<b>16/22</b>
<b>FS Scenery Enhancer</b>	Lago	Expansion for FS2002	Review	<b>16/24</b>
<b>Jeppesen SIMCharts v2.0</b>	Jeppesen	Expansion for FS2002	Review	<b>16/26</b>
<b>FS Architect 2002</b>	Pouk Software	Utility for FS2002	Review	<b>17/24</b>
<b>Nova</b>	Nova	Utility for FS2002	Review	<b>17/22</b>
<b>FSFlightMax</b>	Sim Systems	Utility for FS2000/2002	Review	<b>17/28</b>
<b>FlightDeck Companion</b>	OnCourse Software	Utility for FS2002	Review	<b>18/26</b>
<b>CoPilot &amp; EZ-VFR</b>	Abacus	Utility for FS2000/2002	Review	<b>19/21</b>
<b>FSMaintenance</b>	Lago	Utility for FS2002	Review	<b>19/24</b>
<b>FSLogbook</b>	Lago	Utility for FS2002	Review	<b>19/30</b>
<b>E-Z Landmark</b>	Abacus	Utility for FS2000/2002	Review	<b>20/46</b>
<b>FS Addon Manager</b>	Manfred Murer	Utility for FS2002	Review	<b>20/47</b>
<b>Airlines Two</b>	Take 2 Interactive	Standalone airline management sim	Review	<b>21/18</b>
<b>Battlefield 1942</b>	Electronic Arts	Standalone combat game	Review	<b>22/28</b>
<b>FS Traffic 2002</b>	Just Flight	AI Expansion	Preview	<b>23/12</b>
<b>FSHotSeat</b>	FSHotSeat	Utility for FS2002	Review	<b>23/12</b>
<b>FS Traffic 2002</b>	Just Flight	Utility for FS2002	Review	<b>23/31</b>
<b>MyTraffic 1.0</b>	Aerosoft GmbH	Utility for FS2002	Review	<b>24/36</b>

<b>Adventures Unlimited Vol.5 - British Airways</b>	Perfect Flight 2000	Utility for FS2002	Review	<b>25/34</b>
<b>Alert!!</b>	FlyTech Software	Utility for FS2002	Review	<b>26/38</b>
<b>FS Repaint</b>	Abacus	Utility for FS2002/2004	Review	<b>27/20</b>
<b>FSBuild 2.1</b>	Ernie Alston	Utility for FS2000/2002/2004	Review	<b>27/34</b>
<b>Jet Line Avionics</b>	Reality XP	Instruments for FS2004	Review	<b>27/34</b>
<b>SimPlates 2004</b>	Dauntless Software	Exp. For FS2004	Review	<b>27/44</b>
<b>SIMCharts 3.0</b>	Jeppesen	Exp. For FS2004	Review	<b>28/26</b>
<b>SimControl</b>	FlightJack	Exp. For FS2002/2004	Review	<b>28/56</b>
<b>Flight Line Wx500 XP Weather Radar</b>	Reality XP	Exp. For FS2004	Review	<b>29/28</b>
<b>FS Force Force Feedback software</b>	FS Force	Software for Fs2002/2004	Review	<b>30/26</b>
<b>Friendly Panels</b>	Friendly Panels	Exp .for FS2002/2004	Review	<b>31/24</b>
<b>TweakFPS</b>	TweakFS	Exp. For FS2004	Review	<b>31/30</b>
<b>Flight Calculator</b>	Aerosoft GmbH	Standalone Flight Calculator	Review	<b>32/22</b>
<b>London Control</b>	DM Aviation	Standalone ATC sim	Review	<b>33/18</b>
<b>FS Flight Ventures</b>	Abacus	Exp. For FS2004	Review	<b>33/24</b>
<b>VoxATC</b>	VoxATC	Exp. For FS2004	Review	<b>33/38</b>
<b>Air Traffic Control v2.0</b>	Edward Burrows	Standalone ATC sim/game	Review	<b>34/16</b>
<b>FS2Crew: 737 Professional Edition</b>	FS2Crew/Bryan York	expansion for PMDG 737NG series	Review	<b>34/37</b>
<b>FS Live Traffic &amp; Live Flight Tracker</b>	AirNav Systems	AI Expansion & real-world Flight Tracker	Review	<b>35/14</b>
<b>FrapS 2.5.3</b>	FrapS	Video Capture Utility	Review	<b>35/28</b>
<b>FSNet</b>	Gates.to	Co-operative online flying utility	Review	<b>35/14</b>
<b>Airliner Pilot</b>	Just Flight	Pilot career expansion for FS2004	Review	<b>35/28</b>
<b>FS Passengers</b>	FS Passengers	Expansion for FS2004	Review	<b>37/24</b>
<b>Traffic 2005</b>	Just Flight	Expansion for FS2004	Review	<b>38/16</b>
<b>FSCargo</b>	Vistamare Software	Expansion for FS2004	Review	<b>39/30</b>



<b>Birds Eye View</b>	Flight 1	Expansion for FS2004	Review	<b>39/34</b>
<b>Radar Contact</b>	JDT LLC	Expansion for FS2004	Review	<b>40/24</b>
<b>FS Commander</b>	Aerosoft	Expansion for FS2004	Review	<b>40/28</b>
<b>FS Design Studio</b>	Abacus	Expansion for FS2004	Review/Feature	<b>40/32</b>
<b>Reality XP</b>	Reality XP	Expansion for FS2004	Review	<b>41/28</b>
<b>Active Sky</b>	HiFi Simulation	Expansion for FS2004	Review	<b>41/32</b>
<b>Cargo Pilot</b>	Just Flight	Expansion for FS2004	Review	<b>43/18</b>
<b>FS2Crew</b>	FS2Crew	Expansion for FSX	Review	<b>44/36</b>
<b>VoxATC</b>	VOX ATC	Expansion for FS2004	Review	<b>45/24</b>
<b>FS Flying School</b>	FS Inventions	Expansion FS2004/FSX	Review	<b>45/38</b>
<b>Captain Sim's Space Shuttle</b>	Captain Sim	Expansion FSX	Review	<b>46/14</b>
<b>Navigraph's nDAC 3.0</b>	Navigraph	Standalone	Review	<b>46/30</b>
<b>Angle of Attack's 767 DVD</b>	Angle of Attack	Standalone	Review	<b>47/24</b>
<b>FSX Service Pack 1</b>	Microsoft	Upgrade for FSX	Review	<b>48/14</b>
<b>Aerosoft's FSX Mission Pack – Flight Tales</b>	Aerosoft	Expansion for FSX	Review	<b>49/28</b>
<b>Acceleration Expansion Pack for FSX</b>	Microsoft	Upgrade for FSX	Review	<b>51/14</b>
<b>Flight 1's Cockpit Chatter</b>	Flight 1	Expansion for FSX	Review	<b>52/32</b>
<b>Just Flight's Rescue Pilot</b>	Just Flight	Expansion for FSX	Review	<b>55/38</b>
<b>Aerosoft's FS Map</b>	Aerosoft	Expansion for FS2004/FSX	Review	<b>55/46</b>
<b>Real Environment Xtreme</b>	Real Environment Xtreme	Expansion for FSX	Review	<b>61/40</b>
<b>Active Sky X and X Graphics</b>	HiFi Simulation Software	Expansion for FSX	Review	<b>61/88</b>
<b>FSFlying School</b>	FS Inventions	Expansion for FS2004/FSX	Review	<b>61/40</b>
<b>Air Hauler</b>	Just Flight/Duncan 'Slopy' Murray	Expansion for FS2004/FSX	Review	<b>61/44</b>
<b>Ultimate Traffic 2</b>	Flight 1	Expansion for FSX	Review	<b>64/30</b>
<b>Airshow Pilot</b>	Just Flight	Expansion for FSX	Review	<b>33/66</b>
<b>My Traffic 2010</b>	Aerosoft	Expansion for FS2004/FSX	Review	<b>40/66</b>
<b>FS Flying School</b>	FS Inventions	Expansion for FS2004/FSX	Review	<b>68/40</b>

## Audio Environment

Flight 1

Expansion for FSX

[Back to Top](#)

## ONLINE FLYING

Product	Producer	Type	Article Type	Issue/Page
SATCO & IVPA	Avsim	Online Flying	Review	10/18
Aces High	HiTech Creations	Online Combat	Review	12/26
Fighter Ace II	Microsoft Gaming Zone & VR-1	Online Combat	Review	30/42
WarBirds III	iEntertainment Network	Online Combat	Preview	
WarBirds III	iEntertainment Network	Online Combat	Review	
Warbirds 2004	iEntertainment Network	Online Combat	Review	

[Back to Top](#)

## PC Pilot Specials

SUBJECT	DETAILS	Issue/Page
PC Flight Simulation	Welcome to the fascinating world of flight simulation on the home PC! This article will give you a brief overview of the hobby as a whole	50/10
Airliners in-depth	This guide aims to shine light on all corners of the virtual hangar of the airliner and to offer advice on the wide range of available expansions for Flight Simulator 2004 and Flight Simulator X	50/16
GA Aircraft in-depth	GA aircraft come in all shapes, sizes and uses. In this in-depth feature, we examine how some modern GA aircraft are utilised and what Flight Simulator add-ons are available.	50/28
Air Combat Simulation	People get into air combat simulation for a variety of reasons. The aim of this piece is to introduce you to the 'dark side' and explain the appeal as well as the design philosophy behind this branch of flight simulation.	50/28
Flight Simulator Scenery	The scenery over which we fly our virtual aircraft has become a very important part of our flight simulation experience. The level and realism of the scenery within the virtual world goes a long way towards 'creating' a realistic flight experience. Tony Radmilovich explores the ever-expanding FS world of scenery and airports.	50/34
Multiplayer Flying	To the 'outsider' Flight Simulation may be viewed as a solitary pastime. However, Jane Whittaker's piece on multiplayer flying shows that in reality this is not the case and suggests that once you have flown in the online environment, simming is never quite the same again.	50/44

Freeware	If you're a subscriber or regular reader of PC Pilot, you'll already know that we diligently scour the flight sim community for interesting freeware to add to our CD every issue. But what is freeware anyway? Joe Lavery sheds some light on this vibrant side of Flight Simulation and offers advice on installing this type of program.	<b>50/50</b>
Hardware	As flight simulation has become more sophisticated and realistic, we are finding an increasing need for greater computing power and also a desire to accurately replicate the controls of the real aircraft. Richard Benedikz takes a comprehensive look at the 'hard stuff'.	<b>50/58</b>
Concorde to New York	Ladies and gentlemen, please fasten your seatbelt as we take you on a flight to New York in the British Airways Concorde, G-BOAC. Flying time is expected to be a little under three hours and 30 minutes.	<b>50/68</b>
A virtual flight adventure	Jane Whittaker takes us on a humorous virtual flight adventure along the West Coast of USA - flying from Reno, Nevada, to Los Angeles, California. We hope you enjoy the flight!	<b>50/77</b>
Building a 737 Cockpit	Part of the appeal of this fascinating hobby is its diversity. One aspect of that is the growth of popularity of cockpit building. Joe Lavery's fascinating piece on this subject offers a wealth of hints and tips, as he begins building his very own throttle quadrant.	<b>50/84</b>
A Flight Simmers's Buyer's Guide	Although we do not have the space to provide an exhaustive list of all the flight sim products which are available on the market today, we provide a brief overview of some of our favourites which we have reviewed over the past years.	<b>50/94</b>
Reality Check! – Sim vs Real	The main theme of our "Summer Special" is realism. This and subsequent articles set out to show newcomers and veteran flight simmers alike how realistic desktop Flight Simulators really are and what is involved in the creation of our virtual world	<b>54/11</b>
Reality Check! – Airliner aircraft	Airliners are the most complex simulations to produce and are becoming ever more sophisticated. Developers can now not only recreate aircraft that look like the real thing, but included systems and gauges now closely mimic the functionality of the actual units. So how do developers create these masterpieces in miniature.	<b>54/16</b>
Reality Check! – GA aircraft	Peter Stark puts the spotlight on two popular modern GA aircraft add-ons for FS2004 and FSX to find out how they compare with their real world counterparts.	<b>54/22</b>
Reality Check! – Military Aircraft	RealAir simulations has a long-standing reputation for producing exquisitely detailed and highly accurate single-engine replicas. Its latest release is Spitfire 2008 – an add-on package for FSX, which has further enhanced its reputation. So, given our theme of realism for this "Special" we invited RealAir to shed some light on how the team achieved such high standards with its latest creation.	<b>54/28</b>
Reality Check! – Military Aircraft	Shockwave Productions is well-known within the flight sim fraternity for its passion and attention to detail in pursuit of what it terms "absolute realism" when it comes to producing World War Two aircraft. So, of course, we had to talk to the CEO – Scott Gentile – to find out how the company has achieved such a high fidelity with its simulations.	<b>54/34</b>

Reality Check! – Scenery and airports	Flight simulator scenery has evolved tremendously over its relatively short lifetime to the point where we are now beginning to see some blurring in the lines between our real and virtual worlds. Tony Radmilovich takes a look at the current state of flight simulator scenery and examines what goes into the development of some of these ground-breaking products.	<b>54/38</b>
Applied Flight Simulation – Microsoft’s ESP	Although a majority of readers use flight simulation for recreational purposes, flight simulation has a more serious application in the commercial world, where it is used as a tool for training both civil and military personnel. Microsoft will be venturing into this professional world of flight simulation when it releases ESP later this year. This article sheds some light on this new development.	<b>54/48</b>
Applied Flight Simulation – CAE	Continuing our review of the professional use of flight simulation, Richard Benedikz takes a look at one of the best-known names in the commercial flight simulation industry - CAE	<b>54/50</b>
Applied Flight Simulation – PC Pilot visits RAF Benson	Flight simulators play a crucial role in training military pilots and are used extensively by air forces throughout the world. PC Pilot had the opportunity to visit one such training facility at RAF Benson where Merlin, Puma and Chinook helicopters are used.	<b>54/52</b>
Hardware	Modern flight simulators have taken realism and visual detail to a new level and so the choice of graphics card has become crucial when it comes to performance in flight simulation. In this article we take a look at some of the cards currently available on the market and determine how well they perform with the most demanding of flight simulators - FSX	<b>54/58</b>
An Oriental Odyssey – an airliner adventure	Welcome aboard the versatile Boeing 767-300ER as we take you on an oriental adventure from the island of Penang to Hong Kong.	<b>54/68</b>
Liverpool to Land’s End – a GA adventure	In our second flight adventure we take you on a pleasure flight down the west coast of England and Wales, from Liverpool to the tip of Cornwall at Land's End, flown in the rugged Dornier DO-27.	<b>54/76</b>
Flight Sim cockpit building	In this, the second part of our cockpit-building series, in which the ultimate goal is to create a 737 cockpit simulation, Joe Lavery focuses on the 737 communications centre, which sits between the two pilots and is known as the pedestal.	<b>54/84</b>
A Flight Simmer’s Buyer’s Guide	This “Summer Special” sees the return of our popular flight sim buyer’s guide. We have selected the cream of the crop of flight sim products on the market today. As before, we provide a brief overview of some of our favourites which we have reviewed over the past few years.	<b>54/94</b>
Plane Crazy!	One question we often get asked here at PC Pilot is can we recommend a good aircraft simulation. The answer depends on a number of factors, which we explore as PC Pilot goes “Plane Crazy!”	<b>58/16</b>
FSX Compatibility	The compatibility labelling of some commercial products for FSX can be confusing. Just what are the degrees of compatibility, how have they come to exist and how does the consumer ensure they are getting the product they are expecting?	<b>58/22</b>

Best Buy's – High-Fidelity Airliners	For the simmer looking for the maximum realism in their flight experience, we present our recommendations for our top five high-fidelity airliners for FS2004 and FSX	<b>58/28</b>
Best Buy's – The Executive Jets	Business jets are becoming ever more popular, flying passengers around the world in comfort and opulence. We feature the finest that FS2004 and FSX has to offer.	<b>58/36</b>
Best Buy's - Sophisticated GAs	Compared to Airliners, GA aircraft are generally considered to be less sophisticated. However, there are a number that do contain a high level of cockpit systems and so require greater pilot knowledge and experience. We highlight our choices for those who prefer a little more complexity in their GA flying.	<b>58/42</b>
Best Buy's - Airliners for Beginners	We discuss our recommendations for those taking their first steps beyond the default airliners. We introduce aircraft of intermediate complexity, suitable for a beginner who is happiest flying, rather than wading through systems manuals.	<b>58/50</b>
Best Buy's – GA 'Lites'	For those who want something a little less complicated, but still be of high quality – an aircraft they can just jump into and fly – here are our top five recommendations!	<b>58/56</b>
Best Buy's - Military add-ons and Combat Simulations	Military add-ons and combat simulations have a wide appeal among the young and old. So, whether you're 7 or 70, here are our recommendations for those who prefer their flight sims to be both 'shaken' and 'stirred'!	<b>58/60</b>
Computer Round-up		<b>58/74</b>
CH Eclipse Yoke		<b>58/80</b>
Building a 737 Cockpit	Joe Lavery continues his quest to create a Boeing 737 home cockpit as he tackles the intricacies of constructing a flight management computer and gets to grips with gauges!	<b>58/86</b>
Buyers Guide	Our pick of the finest hardware, scenery expansions and peripherals.	<b>58/94</b>
<b>Microsoft's Flight Simulator – The Essential Guide!</b>		
Chapter 1 - The Essential Guide!	An introduction to the world of Microsoft Flight Simulator.	<b>Page 14</b>
Chapter 2 – Outfitting your system for Flight Simulator.	Setting up your computer for Flight Simulator.	<b>Page 20</b>
Chapter 3 – What would you like	Finding your way around FSX.	<b>Page 26</b>

to choose from the Menu?

Chapter 4 – Reality check!	Realism Settings in Flight Simulator.	<b>Page 32</b>
Chapter 5 – There's a storm a-brewin'!	Doing something about the weather.	<b>Page 38</b>
Chapter 6 – It's a set-up!	It's all in the settings.	<b>Page 44</b>
Chapter 7 – Hardware Harmony!	Getting the most out of your hardware.	<b>Page 50</b>
Chapter 8 – Preparing For Flight!	An introduction to the world of Flight Simulator.	<b>Page 56</b>
Chapter 9 – Taking control!	Configuring and assigning your flight sim controllers.	<b>Page 62</b>
Chapter 10 – Flight Sim Add-ons.	Stretching your boundaries!	<b>Page 68</b>
Chapter 11 – Flight Planning	Where the real and virtual worlds collide!	<b>Page 74</b>
Chapter 12 –Lights, camera, action!	Recording your flights for posterity.	<b>Page 80</b>
Chapter 13 – PC Round-up!	A buyer's guide to choosing a computer to run Microsoft Flight Simulator.	<b>Page 86</b>
Chapter 14 – Graphics Cards Round-up!	We take a look at the latest and greatest in the world of graphics cards, as well as de-mystify some of the terminology used.	<b>Page 92</b>

### **Microsoft Flight Simulator – The Essential Guide to Airliners!**

Chapter 1 – Modern Airliners	PMDG 747-40, PMDG MD-11, Captain Sim 767-300ER	<b>Page 16</b>
Chapter 2 – Classic Airliners	Concorde X, Constellation Professional	<b>Page 28</b>
Chapter 3 – Regional Airliners	PMDG BAe JS4100, BN-2 islander, Embraer Regional Jets	<b>Page 38</b>
Chapter 4 – Simplified Airliners	747-200/300 Series, DC-10 Collection	<b>Page 54</b>
Chapter 5 - Airport Scenery Expansions	Airports Scenery Expansions – an overview	<b>Page 62</b>

Chapter 6 –Airliner Flight  
Adventures

Concorde to New York, The Lockheed Constellation London to Zurich, The Consolidated  
Catalina – An Island Hopping Adventure

Page 64

Chapter 7 – Hardware for Airliner  
Simulation

Page 86

[Back to Top](#)

## FEATURES

SUBJECT	TITLE AND DETAILS	DETAILS	Issue/Page
Lockheed Electra	<b>Together In Electra Dreams</b>	Passion, Friendship & The Virtual Aviation World	1/26
Chasing The Sun	<b>Chasing The Sun</b>	Mike Clark chats with Mike Bannister, Concorde pilot for British Airways	1/51
Wayward Design (Developers of B-17 Flying Fortress II - The Mighty 8th)	<b>Wayward Design (Developers of - 17 Flying Fortress II - The Mighty 8th</b>	Behind enemy lines with the B-17 II team. Wayward Design show how it's done	2/12
Heli Squad!	<b>Heli Squad!</b>	Air Support Unit, West Midlands Police	2/52
Opened the box, now what?	<b>Opened the box, now what?</b>	Where to begin in flight simulation	2/57
Southampton Super Sim	<b>Southampton Super Sim</b>	Flying With The Professionals	3/40
Under The Cowling	<b>Under The Cowling</b>	Light Aircraft Engines	5/16
Defence Helicopter Flying School	<b>A Collective Effort</b>	PC Pilot gets a close look at the new Defence Helicopter Flying School where they're busy using and abusing Flight Simulator 2000 to help with training	6/34
How To Download Freeware	<b>The Lowdown On Downloads</b>	Have a FREE flight! How to download from the Internet and install additional aircraft, panels and scenery for Flight Simulator	6/40
Control Surfaces	<b>You Have Control! Don't Get In A Flap</b>	What the 'fully moving control surfaces' that we take for granted in flight Simulation are actually used for on the real thing	6/52
Home-Built Cockpits	<b>Closer to Reality</b>		7/ 28
Aircraft Building	<b>Building your own aircraft with Design Studio Pro</b>		7/40

Gas Turbine Engines			8/38
Laptop Flying	<b>Lapwings forever!</b>	Laptop flying	8/ 42
Instrument Rating Test	<b>The Civil Aviation Initial Instrument Rating Test.</b>	So, you fancy a job as a pilot?	8/46
Flight Simulation History	<b>Twenty years in the virtual skies</b>	A history of military flight simulations on PC	9/42
Online Simulations	<b>We have seen the future...</b> Simulations in development (Targetware/Target for Tonight/Wings and Wires)		10/12
Writing a Flight Simulator	<b>Your very OWN Flight Simulator</b> Frustrated with your flight simulator? Why not write one yourself - Stephen Heyworth did.		11/32
Editing Flight Simulator 2000	<b>Do-It-Yourself Canadian Style</b> Editing Nav aids in Flight Simulator 2000		11/38
Scenery Design	<b>Dedicated to Design</b> From sheet metal to scenery - a profile of Gary Summons		11/41
Flight Modelling in Fly! and Flight Simulator 2000	<b>Next Year's Model</b> Does the real one fly like that?		11/42
Airline Flights	<b>Real to simulated cockpit adventures</b> From London to Washington, courtesy of Virgin (and Microsoft)		11/44
Flying Airliners	<b>Taming the big jets</b> How to get all that heavy metal under control		12/38
PC flight simulators and the Student PPL	<b>It's good fun, but is it any use?</b> PC Flight simulators and the Student PPL (Private Pilot's Licence)		12/42
A Round Robin in New Zealand	<b>They call this the big one</b> An airborne Kiwi odyssey		12/46
Improving scenery in Battle of	<b>A change of scenery</b>		12/56



Britain	"Scramble - new terrain at angels one-five"		
Home-Designed Flight Simulator	<b>Flight Sim Toolkit</b> The Things Dreams Are Made Of		<b>13/42</b>
Online Flying	<b>Flying in The Hyper Lobby</b>	Dial-a-Dogfight	<b>13/44</b>
World Flight 2001	<b>World flight 2001</b>	Around the world for charity - the long way	<b>13/46</b>
John Walker	<b>Scenery Designer</b>	Digging The Scene	<b>14/41</b>
A Real-World Simulation	<b>The Flight Centre Alsim AL 200</b>	Please Mister...can we have a go?	<b>14/46</b>
Dutch FS Weekend	<b>Oct 13-14 2001</b>	High Flyers In The Low Countries	<b>14/49</b>
Airbands Radio	<b>Airband Radio</b>	Flying for Talkative Pilots	<b>14/50</b>
FS2002 Scenery		FS2002 as a 3D World Atlas	<b>15/36</b>
Stateside Simulators	<b>Three Steps to Heaven</b>	Northwest Airlines' Full-Motion Simulators	<b>15/40</b>
How To Become an Install Wizard		Installing Aircraft and Scenery into FS2002	<b>15/44</b>
Return to the Eastern Front		Flying and fighting in IL-2	<b>16/36</b>
Jumbo Down Under	<b>As real as it gets...really</b>	Matthew Sheil's 747-400 simulator	<b>16/40</b>
Cessan Caravan Amphibian		Flying and Floating in Cessna's long-serving classic	<b>16/46</b>
Mosquito Squadron	<b>The Story behind the Box</b>	From the drawing board to the shelf by way of Amiens Prison	<b>17/32</b>
Turret Tactics		Air Gunnery	<b>17/40</b>
Gunnery in IL-2 Sturmovik		Tactics for tail-end Ivan	<b>17/44</b>
Terrain Mesh Scenery	<b>Untangle the mesh</b>		<b>17/46</b>
Extending Flight Simulation with gmax		Part 1: Installation	<b>17/50</b>
Simming on a shoestring	<b>Come on up - the price is right</b>	(Budget sims)	<b>18/42</b>
Extending Flight Simulation with gmax		Part 2: From gmax to FS2002	<b>18/50</b>
Flight Simulation and windows XP			<b>18/44</b>
Online Combat	<b>World Wide War</b>		<b>19/32</b>
The Spirit of Adventure	<b>The lonely flight of Charles</b>		<b>19/44</b>

	<b>'Lucky' Lindbergh</b>		
NASA Space Shuttle Simulator	<b>Ground control to PC Pilot</b>		<b>19/50</b>
Alternative History	<b>From Flying Wings to Fearsome fighters</b>	CFS3 Aircraft	<b>20/26</b>
Flying With VATSIM	<b>Online ATC</b>		<b>20/48</b>
Matrox Parhelia & Multi-Screen Simulation	<b>A room with a view?</b>	Matrox Graphics card and multi-monitor networking	<b>20/64</b>
Apple Aviation	<b>If it's good enough for X-Plane</b>	Mac simulations	<b>21/34</b>
Weather Generation Programs for FS2002	<b>Blue skies, smiling at me</b>	Weather programs for FS2002	<b>21/38</b>
Thunder & Lightnings	<b>Going Supersonic in FS2002</b>	Lightning & blackbird SR-71 in FS2002	<b>21/44</b>
Parallel Tracks	<b>Why so many pilots love flight simulation</b>	Real vs. Simulated	<b>21/48</b>
Gliding in FS2002	<b>Let the hunt for thermals begin</b>		<b>22/44</b>
Virtual Reality TV - The Dam Busters documentary	<b>Today's RAF fly into history</b>		<b>22/50</b>
Monitors, projectors and flight simulation	<b>An alternative view</b>		<b>22/64</b>
Aircraft Repainting	<b>Part One</b>		<b>23/48</b>
Aircraft Repainting	<b>Part Two</b>		<b>24/60</b>
The Virtual Flyer	<b>Air-assisted aviation</b>		<b>24/56</b>
744 PS1	<b>PS1's demise greatly exaggerated</b>		<b>24/66</b>
Might Flight to Heathrow	<b>The Windy City to West London</b>	777 flight/tutorial	<b>24/70</b>
Driver Updates	<b>Are your drivers driving you mad?</b>		<b>24/74</b>
V Speeds	<b>Flying by the numbers</b>		<b>25/36</b>
FUIII Freeware	<b>Expansions unlimited!</b>		<b>25/42</b>
Glass Cockpits	<b>Introducing computerised flight</b>		<b>25/46</b>
FS2004 & The Matrox Parhelia			<b>25/64</b>
The Batle of Britain Development Group	<b>Getting better all the time</b>		<b>26/27</b>

Flight Profiles	<b>Picturing success</b>		<b>26/44</b>
Virtual Airlines	<b>Is there a career for you in the virtual skies</b>		<b>26/50</b>
The FS2004 kneeboard	<b>Global weather on your knees</b>		<b>26/56</b>
An outing to Oshkosh	<b>An adventure on the way to AirVenture</b>	Flight/tutorial	<b>26/58</b>
Installing freeware aircraft into FS2004	<b>Don't miss out on the freeware feast</b>		<b>26/68</b>
Robert Young	<b>Flight Sim Maestro</b>	Feature/interview	<b>27/14</b>
The Jetstream Club Sim	<b>"Would you like an aeroplane?"</b>	Feature/interview	<b>27/46</b>
FS2004 Repaints	<b>Variety is the spice of flight!</b>	Feature/interview	<b>27/66</b>
Simulated Sopwiths	<b>"A Centenarian of Flight"</b>	Feature/interview	<b>28/40</b>
Flying with virtual friends	<b>No more lonely skies</b>	Feature	<b>28/50</b>
Spring Clean for Speed	<b>A tidy disk makes for a tidy mind</b>	Feature	<b>28/62</b>
PPL Flight Skills Test	<b>How would you shape up?</b>	Feature	<b>29/38</b>
Flight Simulator Upgrades	<b>Are you waiting for the next one?</b>	Feature	<b>29/44</b>
Vickers Post-War Prop Airliners	<b>Rick Piper's Classics</b>	Feature/Review	<b>29/48</b>
A New Way to Look at Simulated Aircraft	<b>Flight sim under the skin</b>	Feature	<b>29/60</b>
Computers and Flight Training	<b>PC power</b>	Feature	<b>30/46</b>
David Maltby's Classic British Jet Airliners	<b>Back to the roaring 60s</b>	Feature	<b>31/38</b>
Flying the RAF's VC10 sim	<b>Developers on the flight deck</b>	Feature	<b>31/46</b>
Getting The Most Out Of Your Flight Model	<b>Set up for success</b>	Feature	<b>31/52</b>
Aerobatic Display Team Freeware	<b>Free formations</b>	Feature	<b>32/42</b>
Virtual Schneider Project	<b>Speed over the Solent</b>	Feature	<b>32/48</b>
What Makes a Good Flight Model?	<b>Feeling and flying</b>	Feature	<b>32/54</b>
PlayStation Avition	<b>Soaring with Sony</b>	Feature	<b>32/58</b>

Alaska Adventure	<b>Thrice over the ice</b>	Flight/tutorial	<b>32/64</b>
Leo Angevine	<b>The 727 Supremo</b>	Feature	<b>33/15</b>
Steve Hanley's Helicopter HUD	<b>Hover help is at hand</b>	Feature/Review	<b>33/42</b>
Replacing Aircraft Sounds	<b>Sound solutions</b>	Feature/Tutorial	<b>33/48</b>
Aaron Swindle	<b>The sonic specialist</b>	Feature	<b>33/52</b>
The £10 Flight Yoke	<b>Flight controls on the cheap</b>	Feature	<b>33/64</b>
DreamFleet's Lou Betti	<b>A developer's view</b>	Feature	<b>34/42</b>
Flight Sim Failures	<b>The facts about failures</b>	Feature	<b>34/48</b>
Leeds to Le Mans	<b>Flight/Tutorial</b>	Feature	<b>34/52</b>
Online ATC with VATSIM & SquawkBox	<b>New and improved</b>	Feature	<b>35/ 32</b>
FS Abandonware	<b>Where flight sims go to die - scandal or service?</b>	Feature	<b>35/38</b>
Alternative FS2004 Freeware Trainers	<b>Tutors on the house</b>	Feature	<b>35/44</b>
David Barrington: Testing the Level-D 767-300	<b>Real-world input into sim development</b>	Feature	<b>35/48</b>
International Flight Sim Convention 2005	<b>The seaside sim show</b>	Feature	<b>36/8</b>
Cameron Mackay: Flying The Falcon	<b>Good enough for the pro's?</b>	Feature	<b>36/18</b>
Flight Planning Software	<b>Forward planning</b>	Feature/Reviews	<b>36/36</b>
Exploring Airfields In VFR Photographic Scenery	<b>Hidden and historic</b>	Feature	<b>36/44</b>
Projectors and Flight Simulation	<b>FS on the silver screen</b>	Feature	<b>36/64</b>
The Flight Simulator Project	<b>The Flight Simulator Project</b>	Feature	<b>37/36</b>
Lost Sims	<b>Vapourware Trails</b>	Feature	<b>37/40</b>
Using the FS2004 Autopilot	<b>Effective Use of The Autopilot</b>	Feature	<b>37/46</b>
Jon Bunting	<b>Flying the PMDG 747-400</b>	Feature	<b>37/16</b>
Building a custom panel	<b>Simkits gauges in a Custom Panel</b>	Feature	<b>37/60</b>

Manual Descent Planning	<b>Manual Descent Planning</b>	Feature	<b>38/48</b>
Multiplayer	<b>Multiplayer</b>	Feature	<b>38/54</b>
Falcon 4.0: Allied Force Tutorial	<b>Avionics and Weapons use</b>	Feature	<b>38/68</b>
Dutch Flight Sim Show		Feature	<b>39/38</b>
Multiplayer Part 2	<b>Multiplayer</b>	Feature	<b>39/50</b>
Falcon 4.0: Allied Force Tutorial	<b>Campaign</b>	Feature	<b>39/62</b>
Choosing a computer for FSX	<b>Campaign</b>	Feature	<b>39/68</b>
C-130 Hercules	<b>Concentrates on the flight characteristics</b>	Tutorial	<b>40/42</b>
D.I.Y. AI Traffic	<b>Create your own AI</b>	Tutorial	<b>40/48</b>
Virtual Airlines	<b>Joining a Virtual Airline</b>	Tutorial	<b>40/52</b>
The IL-2 Phenomenon	<b>Traces the history and offers hints and tips</b>	Feature	<b>40/58</b>
Falcon 4.0's Multiplayer	<b>Setting up a Multiplayer session</b>	Tutorial	<b>40/72</b>
Pushing the envelope	<b>Testing Computer Performance</b>	Feature	<b>40/78</b>
Flight Sim Clubs	<b>Setting up a flight sim group</b>	Feature	<b>41/42</b>
DIY AI Traffic – Part 2	<b>Making your airports more AI friendly!</b>	Feature	<b>41/46</b>
Flight Simulator X	<b>PC Pilot visits Aces Studios</b>	Preview	<b>42/22</b>
Alienware	<b>Interview with the renowned computer specialists</b>	Feature	<b>42/56</b>
The Human Element	<b>We interview fellow flight simmers</b>	Feature	<b>42/40</b>
The Human Element	<b>We interview fellow flight simmers</b>	Feature	<b>43/46</b>
The Oleg Maddox Interview		We have an exclusive interview with the brains behind the highly successful IL-2 Sturmovik series.	<b>44/58</b>
The Human Element		Robert 'Bob' Ceronsky was a pilot who began his career as the commander of a B-29 in WWII and finished it as Senior Pilot for Republic Airlines. Read his fascinating story	<b>44/68</b>
The Human Element		A small group of people who hail from different parts of	<b>45/48</b>

Meet the Flight Sim Producers – The Flight 1 Interview	the world and have come together as good friends solely because of flight simulation	
Air Combat Simulation	Issue 45 sees the start of a new series where we meet the producers within the flight sim add-on industry – those highly creative companies which are the life-blood of this hobby	<b>45/76</b>
FSX Compatible add-ons	This issue sees the start of a new series focusing on the 'dark art' of aerial combat. Viewed by some as the 'gamey' side of flight simulation, our aim will be to show that far from being 'light' on content, combat simulation is multi-faceted and complex in nature	<b>46/22</b>
X-Plane	Now that FSX has been around for a few months, we decided to take a look at a few of the latest products to jump the 'version barrier' and which offer FSX compatibility	<b>46/34</b>
The Human Element	Are you still undecided on whether to make the move to FSX? Or perhaps you are looking for something a little bit different. Well, if you fall into any of these two camps why not give X-Plane a try? To find out more, read our feature in which we compare FSX and X-Plane. You may be surprised by the results!	<b>46 p38</b>
Meet the Flight Sim Producers – Just Flight	Bill Rambow and his team, the driving force behind two of the most unique and popular add-on packages in Flight Simulator's history –MAAM-Sim's R4D/DC3 and B-25's Briefing Time are the focus of this issue's fascinating Human Element Story	<b>46/50</b>
Just Flight's Rescue Pilot – A Preview	In this second instalment of the series, we talk to Just Flight - a company that is well known throughout the flight sim industry for its prolific output and its uncanny knack for choosing 'winners'	<b>46/76</b>
The Human Element	Just Flight is soon to release its first Mission pack for FSX. Peter Stark gives us a preview of what to expect from this exciting new add-on!	<b>47/26</b>
The Human Element	Last issue we interviewed the highly successful MAAM-Sim team – makers of R4D/DC-3 and Briefing Time B-25J packages. This time we will complete our visit with the team by learning a bit about members Fred Banting, Mark	<b>47/50</b>

Meet the Flight Sim Producers – Aerosoft	Beaumont, Howard Sodja and Rob Young. Aerosoft is a company that has been producing high quality and innovative add-on software for Flight Simulators for some years now – particularly when it comes to scenery and airports. However, some of you may have heard of the company name but know very little about it. We hope to set that right!	<b>47/76</b>
FSX Mission Building Tutorial	One of the most innovative aspects of FSX has been its Mission module. In this, the start of a new series, Peter Stark examines just how you go about creating your very own custom-built Missions!	<b>48/40</b>
Air Combat Simulation Tutorial	In this instalment of our series on air combat we examine two of the most important elements that you will need to consider when dogfighting – ‘energy management’ and ‘situational awareness’	<b>48/44</b>
Meet the Flight Sim Producers – Microsoft	In this edition of our series ‘Meet the Flight Sim Producers’ we interview Aces Studio – Microsoft’s development team for Flight Simulator X. Shawn Firminger, Studio Manager at Aces, offers some insight on the development of FSX and SP1	<b>48/76</b>
FSX Mission Building Tutorial	In this issue, we get into the ‘nitty gritty’ and start to assemble some key parts of our missions folder and commence creating the mission proper	<b>49/40</b>
Air Combat Simulation Tutorial	The final aim of any combat tactic employed is to gain an angle and positional advantage over your opponent. These tactics can be placed under two types of headings; ‘angles’ and ‘energy’. This discussion takes a detailed look at both.	<b>49/46</b>
FSX Mission Building Tutorial	In this issue of our ongoing series on creating missions for FSX we progress to adding scenery and creating some audio elements.	<b>51/40</b>
Air Combat Simulation Tutorial	No matter how good you are at flying and manoeuvring your aircraft, all that ‘fancy’ flying will count for nothing if you cannot bring your guns to bear and hit your intended target! In this issue, we examine the art of fighter gunnery.	<b>51/46</b>
The Eaglesoft Interview	Eaglesoft has a reputation for building high quality aircraft	<b>51/76</b>

		and cockpits for the flight simulation market. Ronald Hamilton, President and CEO of Eaglesoft Development Group, has kindly agreed to offer some insight into this well respected flight sim developer.	
AVSIM Flight Simulation Conference		The annual AVSIM Fight Simulation Conference, otherwise known as FANCON, was held in Seattle this year and it gave attendees the opportunity to meet up and talk about recent developments within the flight sim industry. We sent our reporter, Richard Benedikz, to find out more!	<b>51/80</b>
Flight Experience	<b>Flying an airline simulator</b>	Wouldn't it be great if there was a jet simulator that you could hire for a reasonable price? An innovative new Zealand company – Flight Experience – has managed to achieve this goal. Peter Stark recently paid them a visit at their offices in Sydney, Australia	<b>52/36</b>
FSX Mission Building Tutorial	<b>Adding Triggers</b>	In this issue of our continuing series on Mission-building for FSX we focus our attention on basic triggers and learn how to link them to other events	<b>52/40</b>
Air Combat Simulation Tutorial	<b>Pilots Notes: Flying the Messerschmitt Bf 109</b>	For this and the next few instalments of this on-going series, we will take a look at individual aircraft in terms of their handling characteristics and also offer some advice on getting the best out of each one. We begin with the Messerschmitt Bf 109	<b>52/46</b>
TFT Monitors	<b>Our Window to our Virtual World</b>	TFT flat screen technology has moved on in leaps and bounds over the past few years and it is now possible to purchase screens that provide razor-sharp and fluid images at very reasonable prices. Richard Benedikz takes a detailed and informative look at this often overlooked component of our flight sim hobby	<b>52/76</b>
FSX Mission Building Tutorial	<b>Effects and Rewards</b>	In this, the last instalment of our series on mission building, we will link some custom effects, create our reward and package it all up for testing and release.	<b>53/50</b>
Air Combat Simulation Tutorial	<b>Pilots notes; Flying the Supermarine Spitfire</b>	For this edition of our combat series the spotlight is turned on the legendary Supermarine Spitfire. Specifically, we offer hints and tips on getting the most out of the mark V and IX and compare their respective performances with that of the Luftwaffe's FW190	<b>53/56</b>



Meet the Flight Sim Producers – Laminar Research: X-Plane	<b>The Interview</b>	In this edition of ‘Meet the Producers’ we interview the creators of X-Plane – Laminar Research. X-Plane is the brainchild of Austin Mayer and is one of the few products on the market that successfully competes with Microsoft’s Flight Simulator	<b>53/92</b>
X-Plane add-ons	<b>The add-ons</b>	To accompany our in-depth interview with Laminar Research, the makers of X-Plane, we give an overview of the most notable X-Plane third-party developers and their respective add-on products	<b>53/96</b>
Scenery Creation in FSX	<b>Part 1 – Creating an airfield</b>	Welcome to a new series of where we will examine how to create our own scenery projects in FSX. We start the series by showing you how to create your own airfield	<b>55/50</b>
Air Combat Simulation Tutorial	<b>A Combat Report</b>	For this issue of our combat series we put theory into practice in a simulated combat mission	<b>55/56</b>
Meet the Flight Sim Producers - PMDG	<b>An Interview with Robert Randazzo</b>	In this edition of ‘Meet the Producers’ we interview PMDG. The team at PMDG is renowned for producing high quality simulations – most notable of which is the ground-breaking 747-400 simulation. We caught up with founder Captain Robert s Randazzo to find out more about this much-respected company.	<b>55/88</b>
Flying the Robinson R44 helicopter	<b>Flying Rotors</b>	Recently, on the kind invitation of Cabair, Richard Benedikz had the opportunity to visit Elstree aerodrome and pent and hour flying the Robinson R44 helicopter. Read this special report to find out how the simulated version compares to flying the real thing	<b>55/96</b>
Meet the Flight Sim Producers	<b>An Interview with Gary Summons</b>	The name Gary summons is well-known within the flight sim community – due mainly to his series of high-quality airport scenery packages. His latest – VFR Airfields Volume 1 – south England and Wales – is reviewed in the previous article. So, with this new venture we thought it was high time we found out more about this talented designer.	<b>56/48</b>
Scenery Creation in FSX	<b>Part 2 – Creating an airfield</b>	Welcome to part two of our FSX scenery creation series in which we will add to the work done so far to FSX. We look at some common problems and show you how to fix them	<b>56/50</b>
Air Combat Simulation Tutorial	<b>Pilots notes; Flying the P-51</b>	For this issue of our combat simulation series we offer	<b>56/56</b>

	<b>Mustang</b>	some hints and tips on how to fly and fight in the 'Cadillac of the Skies' – the P-51 Mustang	
Digital Combat Simulator: Black Shark	<b>From Russia with love!</b>	DCS: Black Shark models the Russian Ka-50 attack helicopter in excruciating detail and promises to be something special! Chris Frishmuth give us a preview of this highly anticipated helicopter sim.	<b>56/92</b>
Sydney Seaplanes	<b>Providing Seaplane services</b>	Our recent PC Pilot tutorial series, which detailed the mechanics and creation of FSX Missions was based on the float plane tourism company Sydney Seaplanes - located in Sydney, Australia. Peter Stark recently visited the city and took the opportunity to fly with them on a warm and sunny winter day.	<b>57/44</b>
Scenery Creation in FSX	<b>Part 3 – Creating an airfield</b>	Peter Stark continues with his third instalment of scenery creation by showing us how to add runways and taxiways to the project.	<b>57/50</b>
Storm of War: Battle of Britain	<b>An interview with Oleg Maddox</b>	Oleg Maddox's much anticipated 'Storm of War: Battle of Britain' was first covered by PC Pilot back in issue 44, so we thought it was time we caught up with him and his team to see how things were progressing.	<b>57/56</b>
Computer Round-up	<b>The power behind flight simulation</b>	In this, the first part of a two-part series, Richard Benedikz assesses the performance of four computer systems costing under £1500, by running a series of flight tests using FSX, X-Plane, Lock-On and IL-2 1946.	<b>57/88</b>
Windows Vista	<b>Working with Vista</b>	Microsoft's Vista has received a fair amount of 'bad' press since its initial release. However, we may be pleasantly surprised to learn that Vista has seen a marked improvement since its initial release. Peter Wright offers some useful hints and tips on making the most of Microsoft's latest operating system.<	<b>57/94</b>
As Real As It Gets	<b>FSX versus X-Plane's real weather in tropical storm "Fay"</b>	In August of this year, as Tropical Storm 'Fay' approached the southern half of the USA, Peter Wright wondered just how realistic the weather and aircraft handling would be in FSX and X-Plane. So, he decided to put these two sims to the test. His findings make interesting reading!	<b>59/44</b>
Scenery Creation in FSX	<b>Part 4 – Adding scenery objects</b>	This issue, Peter Stark gets into the simple, but seriously enjoyable part of our project – adding scenery objects.	<b>59/50</b>

Rise of Flight	<b>A new World War One flight sim</b>	It would be fair to say that with one or two exceptions, compared to other eras, World War One has been largely neglected by flight sim developers in recent years. However, things are set to change with the highly anticipated release of 'Rise of Flight' – a new flight sim still in development by a relatively new company – Neoqb. So, having salivated over some of the recently released screenshots, we decided to find out more about this promising recreation of the air war of 1914-1918!	<b>59/56</b>
Epic Aircraft and the real Epic LT	<b>An inside look at the fastest production single-engine turboprop in the world</b>	When you've read the review of Lionheart Creation's rendition of the turboprop Epic LT (on page 92 of this issue), you can then find out how they make the real one, by reading this article by Tony Radmilovich, who was given a guided tour Epic Aircraft's factory, located in Bend, Oregon, USA.	<b>59/96</b>
X-Plane 9 – A Beginner's Guide	<b>Navigating the X-Plane menu</b>	X-Plane has developed a reputation as one of the most advanced flight simulators currently available. With fluid frame rates, it can provide you with a superb flying experience, making it an excellent alternative to Microsoft Flight Simulator. In this, the first of a new series, we guide you through the various aspects of this sophisticated flight simulator.	<b>60/44</b>
Scenery Creation in FSX	<b>Part 4 – Final instalment</b>	In this, our final instalment of our series on creating scenery in FSX, we add some finishing touches to our airfield project, before bundling it all up for release.	<b>60/50</b>
Human Element	<b>The true meaning of life finally revealed</b>	Webster's dictionary defines friendship as 'Companions or peers with whom one has common interests'. Tony Radmilovich, in the return of his 'Human Element' series, shows us how flight sim-based relationships are every bit as real and important as any other type.	<b>60/88</b>
FSX v FS2004 – The pros and cons!	<b>We discuss the pros and cons!</b>	Of all the letters and emails we receive at the offices of PC Pilot, the most popular topic is the debate between advocates of FSX and FS2004. We get a lot of correspondence from people asking us why we focus so much attention on FSX when FS2004 is still a viable sim? This article will hopefully go some way to answer that question.	<b>60/92</b>
X-Plane	<b>A Beginners Guide</b>	In the second article of our ongoing series on X-Plane, we	<b>61/52</b>

Mosquito Raid!	<b>Precision bombing raid on Gestapo Headquarters</b>	<p>will explore its structure and discover how to customize and install third-party add-ons to this popular flight simulator.</p> <p>In this, the first of a series, we re-enact a real combat mission as realistically as possible using a commercial military aircraft and Microsoft's Flight Simulator. This also means navigating employing 'dead reckoning' techniques: using eyeball, map, compass and clock only. The chosen aircraft for this mission is the de Havilland Mosquito – using Just Flight's Mosquito package. Our mission for today is a precision bombing raid on the Gestapo headquarters.</p>	<b>61/56</b>
Human Element	<b>When minutes make a difference</b>	<p>This edition of our 'Human Element' series is written by one of our talented and valued PC Pilot writers - Chris Frishmuth. Chris is a fixed-wing pilot for MedCenter Air in Charlotte, North Carolina. A Captain on both the King Air B200 and Citation Ultra, Chris has been flying for MedCenter Air for over 10 years providing inter-facility patient transfers, organ procurement flights and distant trauma response across North and South America. He gives us a fascinating insight into what it's like to be a 'rescue pilot!'</p>	<b>61/92</b>
X-Plane	<b>9 A Beginner's Guide</b>	<p>In the third part of this ongoing series on X-Plane 9, Richard Benedikz offers advice on choosing and configuring your flight controls.</p>	<b>62/52</b>
P-47 Thunderbolt	<b>A memorable mission</b>	<p>In this, the second of a series, we re-enact a real combat mission as realistically as possible, this time using A2A Simulations' superlative P-47 Thunderbolt add-on for FSX. The purpose of this article is to recreate the last mission of Lt Col Neel Kearby – an American ace who had already received the Medal of Honor. This mission took place in 1944 – targeting Japanese airfields centred on Wewak, in the South West Pacific. However, you will be flying as one of Kearby's wingmen, Bill Dunham.</p>	<b>62/56</b>
The future of Flight Simulator 2004	<b>The sim that just won't die!</b>	<p>Following on from his previous piece on FSX versus FS2004, Peter Wright examines what the future holds for FS2004</p>	<b>62/88</b>
Human Element	<b>Making a Living from Flight</b>	<p>It happens in the best of hobbies. You start out playing</p>	<b>62/92</b>

	<b>Simulation</b>	around with something you enjoy doing, whether it be golf, fishing or knitting and at some point in the process, you find yourself being paid for your expertise. This issue's Human Element puts the spotlight on those who make a living from Flight Simulation!	
PC Pilot's 10 <sup>th</sup> Anniversary!	<b>Our origins and the last ten years of flight simulation!</b>	Time flies when you're having fun and that's certainly been the case here at the offices of PC Pilot, as we celebrate our tenth year of publication. In this special feature we look back at what was happening in the flight sim world ten years ago and how the hobby has changed in that time.	<b>63/16</b>
The Brooklands Concorde Simulator	<b>Where the real and virtual world meet!</b>	In this Concorde special feature we take a look at the world's only functional Concorde simulator - based at the Brooklands Museum in Weybridge, Surrey.	<b>63/40</b>
PC Concorde Simulators	<b>The tales of two Concordes!</b>	If our feature on the Brooklands Concorde Simulator has whetted your appetite to go fly a Concorde, Jane Whittaker compares the two best simulations of this aircraft currently available.	<b>63/42</b>
A Beginner's Guide to X-Plane	<b>Part 1 by Chuck Bodeen</b>	This is the first in a series of four articles that will show you how to build aircraft models in X-Plane using the in-built 'Plane Maker' and 'Airfoil-Maker'.	<b>63/52</b>
Kearby's Last Mission	<b>A memorable mission in a P-47 thunderbolt</b>	This is the second of a two-part recreation of a memorable mission in FSX, using A2A's excellent P-47 Thunderbolt.	<b>63/56</b>
Flight Sim Hints and Tips	<b>Improving your Frame Rates!</b>	Welcome to the first in a brand new column focusing on flight sim hints and tips. To begin this series Peter Wright shows you how to achieve both great visuals and improve the performance of FSX!	<b>63/88</b>
Human Element	<b>A "Small" developer with big ideas!</b>	This instalment of The Human Element extends our look at the people who make their living from flight simulation. In this edition we talk to the man behind Lionheart Creations – William Ortis - the developer of the excellent Epic LT package reviewed in issue 59 of PC Pilot, who overcame the odds to do something that he truly loves for a living!	<b>63/92</b>
The Brooklands Concorde Simulator	<b>What it is like to fly the Concorde</b>	In our previous issue we featured Brooklands Museum which hosts the only functional Concorde flight simulator	<b>64/44</b>

Building a 737 Cockpit	<b>The main instrument panel</b>	in the world. PC Pilot was kindly invited back to experience the simulator first-hand to find out exactly how realistic it is. So, what is it like to fly Concorde Joe Lavery continues on to the next stage of his mammoth cockpit building project, previous instalments of which have been published in our PC Pilot 'Special' editions. In this issue he builds the Main Instrument Panel or MIP	<b>64/48</b>
A Beginner's Guide to X-Plane	<b>Part 2 by Chuck Bodeen</b>	Continuing from his previous article on creating a PA-31 Piper Chieftain in X-Plane, Chuck Bodeen creates a paint scheme for the aircraft and adds details to make the aircraft more realistic. He then uses Airfoil-Maker to create lift and drag properties for the wings, before moving on to the flight test.	<b>64/52</b>
Achtung! Spitfeuer!	<b>Flying a Spitfire Mission in FSX</b>	In our ongoing series to recreate combat missions in Microsoft's Flight Simulator, Adam Cotton recreates a famous Spitfire mission using RealAir's superb Spitfire IX and shows you how to fly this iconic aircraft in the process.	<b>64/56</b>
Computer round-up	<b>Rise of the Machines</b>	Choosing a computer capable of running flight simulator at acceptable frame rates can be a challenge. So Richard Benedikz takes a look at some of the latest computer systems to help you make a more informed decision.	<b>64/92</b>
Dambuster!	<b>We interview First Class Simulations on their new Avro Lancaster</b>	We interview First Class Simulations about their new Lancaster add-on for FS2004 and FSX and obtain some fascinating insight into the production process.	<b>65/34</b>
iPilot Boeing 737-700NG Simulator	<b>At a shopping Centre near you!</b>	iPilot is the first company in Europe to open up a flight simulator experience in a major shopping centre (yes, you read that correctly). Intrigued, we sent our roving reporter, Richard Benedikz, to find out more about this innovative concept!	<b>65/44</b>
Hawker Hurricane – Tank-busting in Tunisia	<b>Flying a Hurricane Mission in FSX</b>	Using First Class Simulations' Hawker Hurricane from their 'Hawker Heroes' package, Adam Cotton recreates a 'Tank-busting' mission in Tunisia from World War Two.	<b>65/56</b>
IL-2 Sturmovik: 1946 Update	<b>We appraise the new 4.09 patch!</b>	For fans of World War Two combat flight sims, the IL-2 franchise has been the lifeblood of this genre for nearly a decade – and it's still as popular as ever! Recently, the	<b>65/96</b>

A Beginner's Guide to X-Plane	<b>Part 3 by Chuck Bodeen</b>	4.09 update was released, and is believed to be the final <i>official</i> patch for the long running IL-2 Sturmovik lineage. Chris Frishmuth gives his appraisal.  In this article of our ongoing series on X-Plane, we focus on creating a realistic 2-D panel that will be modelled on a real Chieftain instrument panel.	<b>65/52</b>
X-Plane 9 – Building an aircraft	<b>Part 4 by Chuck Bodeen</b>	In Part 4 of our series on X-Plane, Chuck Bodeen teaches us the basics on how to create a 3D panel and cockpit that will allow us to scan the instruments while in flight	<b>66/56</b>
FSX AI Traffic Round-up	<b>Which traffic jam is right for you</b>	Tony Radmilovich, in the start of a new series looks at the commercial and non-commercial AI traffic packages currently available	<b>67/24</b>
Logbook	<b>The point of no return</b>	This is the first of a new series written by Chris Frishmuth. Over the next few months Chris will be relating some of his most memorable flights as an air ambulance pilot. Then he'll be providing the tools for you to recreate them in Flight Simulator. In this issue, Chris recounts how a seemingly routine flight to Bermuda turned out t be a little more eventful than expected.	<b>67/56</b>
Logbook	<b>Meteor over Nashville</b>	Continuing his new series on memorable flights taken from his logbook, Chris Frishmuth recounts a short flight he took on November 4, 2000 – one of the most interesting flights he's ever experienced. With a little help from Flight Simulator and some imagination, you too can 'relive' the experience.	<b>68/57</b>
A Tale of Two Sims	<b>A review of two commercial simulators</b>	Richard Benedikz heads off to Berlin to look at two custom-built, high fidelity airline simulators that can be hired at a price much lower than professional set-ups. One simulates a Boeing 737-700 NG and the other an Airbus A320	<b>69/42</b>
Logbook	<b>Poor Planning - Poor Performance</b>	Chris Frishmuth relates an incident from his logbook which highlights how poor planning can lead to potentially dangerous situations!	<b>69/57</b>
Pacific Northwest Flight Adventure	<b>Part 1 - A flight simmer's tour guide to the beautiful Northwest</b>	Tony Radmilovich takes us on a sight-seeing tour of the ORBX Pacific Northwest scenery	<b>70/42</b>
Lockheed Martin's Prepar3D	<b>Microsoft's ESP comes of age –</b>	PC Pilot was recently informed of the exciting news that	<b>70/46</b>

### the serious side of simulation

Lockheed Martin had purchased the source code and intellectual property from Microsoft from the Microsoft ESP platform. So, we invited Lockheed Martin to take part in a Q&A, which they very kindly agreed to do.

Logbook!

Clueless over Arizona

In this edition of Chris Frishmuth's Logbook, he takes us back to the autumn of 1992, "when the ink was barely dry on my private pilots certificate and my ambition far outweighed my skill"

70/56

[Back to Top](#)

## TUTORIALS

SUBJECT	TITLE	Issue/Page
Bill Stack		
	Airport traffic pattern...Nearly everything in a single procedure	Issue 1
	Completing a precision instrument approach	Issue 1
	Flying from London City (EGLC) to Stansted (EGSS)	Issue 2
	Flying from London City (EGLC) to Stansted (EGSS)	Issue 2
	VFR flight using Dead Reckoning and Pilotage from Stansted (EGSS) to Birmingham International (EGBB)	Issue 3
	Flying from London Stansted (EGSS) to Birminham International (EGBB) with an NDB approach	Issue 3
	Across the Welsh countryside and over the Irish Sea	Issue 4
	Along the Irish and Scottish coasts to glasgow using Pilotage and dead reckoning	Issue 5
	Scotland to northern England at night - visual flying in darkness	Issue 6
	Instrument flying at night from Glasgow to Manchester	Issue 6
	Manchester to London Heathrow - visual flying with high-tech navigation	Issue 7
	Instrument Flight with a VOR/DME Instrument approach	Issue 4
	Dublin to Glasgow utilising Fixes, Holds and Procedure Turns	Issue 5
	Instrument flying using high-tech support - Manchester to London with GPS	Issue 7



<b>London to Cork with a calculated fuel load</b>	<b>Issue 8</b>
<b>Reverse is right and usual is wrong - Hanscom to New Belford with a back course</b>	<b>Issue 9</b>
<b>A turn for the best - humility for the macho on an unusual approach</b>	<b>Issue 10</b>
<b>the arc of approaching (or how to keep your distance)</b>	<b>Issue 11</b>
<b>Up to the challenge - approaching a higher elevation airport</b>	<b>Issue 12</b>
<b>Three peaks - approaching a mountain airport without a glide slope</b>	<b>Issue 13</b>
<b>Falling back - Using the basics when technology fails</b>	<b>Issue 14</b>
<b>Compensating For winds</b>	<b>Issue 4</b>
<b>Getting Around - Circling the airport for a circle-to-land manoeuvre</b>	<b>Issue 15</b>
<b>Visual approach combining elements of instrument and visual approaches</b>	<b>Issue 16</b>
<b>A high and long instrument approach</b>	<b>Issue 17</b>
<b>Instrument rules in visual weather</b>	<b>Issue 18</b>
<b>Instrument reliance in visual weather</b>	<b>Issue 19</b>
<b>Getting There without All The Facts</b>	<b>Issue 20</b>
<b>Using an alternate airport</b>	<b>Issue 21</b>
<b>Easy navigation with GPS</b>	<b>Issue 22</b>
<b>Navigating with GPS</b>	<b>Issue 25</b>
<b>An unconventional Approach</b>	<b>Issue 27</b>
<b>View from the top - VFR and IFR in the same flight</b>	<b>Issue 29</b>
<b>Relying on ATC and GPS for instrument navigation</b>	<b>Issue 31</b>
<b>Challenging Your Abilities while building your skills</b>	<b>Issue 35</b>
<b>Touring The Mediterranean - Flying tourists from Gibraltar to Cartagena</b>	<b>Issue 36</b>
<b>Touring southern Canada from Manitoba to Nejalini lake.</b>	<b>Issue 37</b>
<b>The flight this issue takes us from Puerto Rico, to the French island of Guadelope in the eastern West Indies.</b>	<b>Issue 38</b>
<b>Rome to Athens</b>	<b>Issue 39</b>
<b>Denver to Aspen Colorado USA</b>	<b>Issue 40</b>
<b>Shoreham, UK, to Abbeville, France</b>	<b>Issue 41</b>
<b>Quayaquil Ecuador, to Quito Ecuador</b>	<b>Issue 42</b>

<b>Canberra, Australia, to Hobart, Tasmania, Australia</b>	<b>Issue 43</b>
<b>Tokyo, Japan to Seoul, South Korea</b>	<b>Issue 44</b>
<b>Commuter flight from Oslo to Stockholm</b>	<b>Issue 45</b>
<b>Marrakech to Casablanca in the Grand Caravan</b>	<b>Issue 46</b>
<b>Gatwick to Inverness</b>	<b>Issue 47</b>
<b>Ancient Cities in the Subcontinent</b>	<b>Issue 48</b>
<b>Rio de Janeiro to Sao Paulo, Brazil</b>	<b>Issue 49</b>
<b>Big Cities in a big State – Anchorage to Fairbanks Alaska</b>	<b>Issue 51</b>
<b>Hawaiian Islands – Honolulu to Hilo, Hawaii</b>	<b>Issue 52</b>
<b>To Russia with love! – Moscow to Saint Petersburg</b>	<b>Issue 53</b>
<b>Professional instruction with Bill Stack - Cape Town to Upington</b>	<b>Issue 55</b>
<b>Manila to Hong Kong</b>	<b>Issue 56</b>
<b>Auckland to Wellington, New Zealand</b>	<b>Issue 57</b>
<b>Cairo to Aswan, Egypt</b>	<b>Issue 59</b>
<b>Jakarta to Bali, Indonesia</b>	<b>Issue 60</b>
<b>Ottawa to Quebec City</b>	<b>Issue 61</b>
<b>Buenos Aires to Santiago</b>	<b>Issue 62</b>
<b>Reykjavik to Akureyri</b>	<b>Issue 63</b>
<b>Los Angeles to Phoenix Sky Harbour, Arizona</b>	<b>Issue 64</b>
<b>Southampton to Guernsey, UK</b>	<b>Issue 65</b>
<b>Kagoshima to Naha, Japan</b>	<b>Issue 66</b>
<b>Adelaide to Birdsville, Australia</b>	<b>Issue 67</b>
<b>Mombasa to Nairobi, Kenya</b>	<b>Issue 68</b>
<b>Bangkok to Singapore</b>	<b>Issue 69</b>
<b>Pensacola to New Orleans</b>	<b>Issue 70</b>

**STEPHEN HEYWORTH**

<b>Advanced Flying (Liverpool to Leeds Bradford)</b>	<b>Issue 4</b>
<b>Flight planning. The best laid plans...</b>	<b>Issue 7</b>
<b>Advanced Flying - Aerobatics - Have some unashamed fun with your flying</b>	<b>Issue 9</b>

<b>Airways Flying</b>	<b>Issue 10</b>
<b>Advanced Flying - Airport navigation at Night</b>	<b>Issue 10</b>
<b>An in-depth look at flying the circuit</b>	<b>Issue 13</b>
<b>Getting to Grips with the ILS</b>	<b>Issue 14</b>
<b>Using the Flight Management Computer</b>	<b>Issue 15</b>
<b>Holding Patterns</b>	<b>Issue 16</b>
<b>Helicopter Flying</b>	<b>Issue 17</b>
<b>Flying on limited panel</b>	<b>Issue 18</b>
<b>Aircraft Icing</b>	<b>Issue 19</b>
<b>Forced Landings</b>	<b>Issue 20</b>
<b>Radio Navigation Part 1 - NDBs and the ADF</b>	<b>Issue 23</b>
<b>VFR Navigation</b>	<b>Issue 23</b>
<b>VFR Navigation Part Two</b>	<b>Issue 24</b>
<b>Advanced Flying - Innsbruck Advanced</b>	<b>Issue 33</b>

**JANE WHITTAKER**

<b>A flight Sim Pilot's Guide to Jet Airliners</b>	<b>Issue 42</b>
<b>A Flight Sim Pilots Guide to Jet Airliners (part 2)</b>	<b>Issue 43</b>
<b>A Flight Sim Pilot's Guide to Jet Airliners- The engines of the Boeing 747-400</b>	<b>Issue 44</b>
<b>A Flight Sims Pilot's Guide to Jet Airliners – The IRS</b>	<b>Issue 45</b>
<b>A Flight Sims Pilot's Guide to Jet Airliners – The Flight Management Computer</b>	<b>Issue 46</b>
<b>A Flight Sim Pilot's Guide to jet Airliners – San Francisco to Los Angeles</b>	<b>Issue 47</b>
<b>Reading Navigation Charts</b>	<b>Issue 47</b>
<b>A Beginners's Guide to Flight Simulator</b>	<b>Issue 48</b>
<b>A Flight Sim Pilot's Guide to Jet Airliners –FMC Radio Navigation</b>	<b>Issue 48</b>
<b>Beginner's Guide to Flight Simulator</b>	<b>Issue 49</b>
<b>A Flight Sim Pilot's Guide to Jet Airliners – FMC Radio Navigation</b>	<b>Issue 49</b>

<b>A Flight Sim Pilot's Guide to Jet Airlines – Mastering VNav</b>	<b>Issue 51</b>
<b>Jet Airliner Sim Training – VNAV and the FMC</b>	<b>Issue 52</b>
<b>A Flight Sim Pilots Guide to Jet Airlines – Climb and descent with the autopilot</b>	<b>Issue 53</b>
<b>A Flight Sim Pilot's Guide to Jet Airlines – Putting theory into practice</b>	<b>Issue 55</b>
<b>A Flight Sim Pilot's Guide to jet Airlines</b>	<b>Issue 56</b>
<b>A Flight Sim Pilot's Guide to Jet Airlines - Dealing with emergencies.</b>	<b>Issue 57</b>
<b>A Flight Sim Pilot's Guide to Jet Airlines – Hints and tips.</b>	<b>Issue 59</b>
<b>A Flight Sim Pilots's Guide to Jet Airlines – Power on demand</b>	<b>Issue 60</b>
<b>Jet Airlines - A Flight Sim Pilot's Guide – Long haul operations</b>	<b>Issue 61</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – Air Traffic Control</b>	<b>Issue 62</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – Riding the tracks!</b>	<b>Issue 63</b>
<b>Jet Airlines – A Flight Sim Pilot's Guide – Open Forum</b>	<b>Issue 64</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – The Last Tri-Jet</b>	<b>Issue 65</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – Using LSAS</b>	<b>Issue 66</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – Automated Flight Tools</b>	<b>Issue 67</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – FMC Flight Planning</b>	<b>Issue 68</b>
<b>Jet Airlines – A Flight Sim Pilots Guide – FMC Pre Flight Pages</b>	<b>Issue 69</b>
<b>Jet Airlines _ A Flight Sim Pilots Guide – Flying to Los Angeles, Ready for Take-Off!</b>	<b>Issue 70</b>

**RICHARD BENEDIKZ**

<b>GA Flight Sim Training</b>	<b>Issue 43</b>
<b>GA Flight Sim Training – Flying a Helicopter</b>	<b>Issue 44</b>

**TONY RADMILOVICH**

<b>A Beginners Guide to Flight Simulator</b>	<b>Issue 43</b>
<b>A Beginners Guide to Flight Simulator Part 2</b>	<b>Issue 44</b>
<b>A Beginners Guide to Flight Simulation Part 3 - Realism</b>	<b>Issue 45</b>
<b>A Beginners Guide to Flight Simulation Part 4 Doing something about the weather</b>	<b>Issue 46</b>
<b>A Beginners Guide to Flight Simulation</b>	<b>Issue 47</b>

<b>Part 5: It's all in the settings</b>	
<b>A Beginners Guide to Flight Simulation</b>	<b>Issue 51</b>
<b>Part 8: Getting personal with Flight Simulator</b>	
<b>A Beginners Guide to Flight Simulator</b>	<b>Issue 52</b>
<b>Part 9: Flight Sim Add-ons ...Stretching your boundaries a bit</b>	
<b>A Beginner's Guide to Flight Simulator</b>	<b>Issue 53</b>
<b>Part 10: Where the real and the virtual world meet</b>	
<b>A Beginner's Guide to Flight Simulator</b>	
<b>Part 11: In this instalment of the Beginners Guide, we explore the often-overlooked and misunderstood realm of creating your very own screenshots and flight sim videos</b>	<b>Issue 55</b>
<b>A Beginner's Guide to Flight Simulator</b>	
<b>Part 12: In this instalment of The Beginner's Guide, we will look at some concepts and offer some tips that should make your virtual flights easier and hopefully make you a better pilot as well.</b>	<b>Issue 56</b>
<b>Beginner's Guide to Flight Simulator</b>	
<b>Part 12: In this instalment of our Beginner's Guide Tony Radmilovich discusses how to deal with Flight Simulator's Air Traffic Control, which can be frustrating at times!</b>	<b>Issue 57</b>
<b>Beginner's Guide to Flight Simulator</b>	
<b>Part 13: For the past couple of issues we have been exploring some topics that you will not find in Flight Simulator's Learning Centre. Tony Radmilovich will finish off this theme by taking a look at a few more hints and tips to improve your experience with FS.</b>	<b>Issue 59</b>
<b>A Beginner's Guide to Flight Simulator:</b>	
<b>Part 14: This edition of Tony Radmilovich's Beginner's Guide lifts the FS bonnet and delves inside the secrets of Flight Simulator's configuration (.cfg) files – powerful files which can greatly affect how the program looks and runs. The spotlight in this issue is placed on the aircraft.cfg file.</b>	<b>Issue 60</b>
<b>Flight Simulator – A Beginner's Guide:</b>	
<b>In our previous instalment of The Beginner's Guide, we began our look at part of the hidden world behind Microsoft Flight Simulator, its configuration (or '.cfg') files. In this edition, we are going to get inside your FS planes to see what makes them tick!</b>	<b>Issue 61</b>
<b>Flight Simulator – A Beginners Guide:</b>	
<b>In this series we have looked at everything from setting up your computer to run Flight Simulator to filing flight plans, but one topic that we have really only skimmed the surface of is one of the most basic and important elements of flight simulation... sound!</b>	<b>Issue 62</b>
<b>Flight Simulator - A Beginners Guide:</b>	
<b>Flight Simulator is a very complex program and as such, any sort of anomalous code or</b>	<b>Issue 63</b>

action can upset its operation to the point of failure. Tony Radmilovich takes a look at some of the possible causes and offers some useful advice!

**Flight Simulator - A Beginners Guide:**

In this two part instalment of our Beginner's Guide, we look at two ways of adding other aircraft, vehicles and even real people to your virtual world. **Issue 64**

**Flight Simulator - A Beginners Guide:**

In this second instalment of his series on curing 'flight sim loneliness', Tony Radmilovich investigates additional uses of AI traffic and also the Multiplayer aspect of flight simulation. **Issue 65**

**Flight Simulator – A Beginner's Guide:**

In our two previous instalments, we looked at a number of different ways to enliven your flight simulation sessions by bringing other aircraft and even people to your party. This issue, Tony Radmilovich takes things yet a step further by inviting some more pilots and even a few air traffic controllers to the proceedings. **Issue 66**

**Flight Simulator – A Beginner's Guide:**

In this instalment Tony Radmilovich takes a look at FS scenery use, from the basics off adding new scenery to Flight Simulator to eventually showing you how to create your own custom designed scenery objects and place them within Flight Simulator **Issue 67**

**Flight Simulator – A Beginner's Guide:**

In this edition of his 'Beginners Guide' Tony Radmilovich focuses on the seemingly simple process of installing Flight Simulator which, in reality, is not always as easy as some may imagine. **Issue 68**

**Flight Simulator – A Beginner's Guide:**

In his 'Beginners Guide' for this issue, Tony Radmilovich delves a little deeper into the subject of FS add-ons **Issue 69**

**Flight Simulator – A Beginners Guide:**

What is the best computer for running Microsoft's Flight Simulator? Tony Radmilovich dedicates this issue's Beginner's Guide to answering that question. **Issue 70**

**JOE LAVERY**

**GA Flight Sim Training **Issue 43****

**IAIN DAWSON**

**Flight Sim Training **Issue 41****

**Flight Sim Training **Issue 42****

**PETER STARK**

**GA Flight Sim Training – Back to Basics **Issue 45****

<b>GA Flight Sim Training – Stage 1, Lesson 2</b>	<b>Issue 46</b>
<b>GA Flight Sim Training – Stage 1 Lesson 3</b>	<b>Issue 47</b>
<b>GA Flight Sim Training – Stage 1, Lesson 4</b>	<b>Issue 48</b>
<b>GA Flight Sim Training – Stage 1 Lesson 5</b>	<b>Issue 49</b>
<b>GA Flight Sim Training - Stage 1, Lesson 6</b>	<b>Issue 51</b>
<b>GA Flight Sim Training – Stage 1, Lesson 7</b>	<b>Issue 52</b>
<b>GA Flight Sim Training – Stage 1, Lesson 8</b>	<b>Issue 53</b>
<b>GA Flight Sim Training – Stage 1, Lesson 9</b>	<b>Issue 55</b>
<b>GA Flight Sim Training – Stage 2, Lesson 1</b>	<b>Issue 56</b>
<b>GA Flight Sim Training – Stage 2 Lesson 2</b>	<b>Issue 57</b>
<b>GA Flight Sim Training – Stage 2 Lesson 3</b>	<b>Issue 59</b>
<b>GA Flight Sim Training – Stage 2, Lesson 4</b>	<b>Issue 60</b>
<b>GA Flight Sim Training – Stage 2, Lesson 5</b>	<b>Issue 61</b>
<b>GA Flight Sim Training – Stage 2, Lesson 6</b>	<b>Issue 62</b>
<b>GA Flight Sim Training – Stage 2, Lesson 7</b>	<b>Issue 63</b>
<b>GA Flight Sim Training – Stage 2, Lesson 8</b>	<b>Issue 64</b>
<b>GA Flight Sim Training – Stage 2, Lesson 9</b>	<b>Issue 65</b>
<b>GA Flight Sim Training – Stage 2 Lesson 10</b>	<b>Issue 66</b>
<b>GA Flight Sim Training – Night Flying – Defining and adapting to the dark</b>	<b>Issue 67</b>
<b>GA Flight Sim Training – Night Flying – Part 2</b>	<b>Issue 68</b>
<b>GA Flight Sim Training – Night Flying – Part 3</b>	<b>Issue 69</b>
<b>GA Flight Sim Training – Night Flying Part 4</b>	<b>Issue 70</b>

**Peter Wright**

<b>Flight Sim Hints and Tips – Fine Tuning FSX</b>	<b>Issue 64</b>
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**Chris Frishmuth**

<b>DCS: Black Shark – Part 1 Swimming with the Black Shark</b>	<b>Issue 66</b>
<b>DCS: Black Shark – Part 2 Taking off in Black Shark</b>	<b>Issue 67</b>
<b>DCS: Black Shark – Part 3 Navigation &amp; Autopilot</b>	<b>Issue 68</b>
<b>DCS: Black Shark – Part 4 Basic Weaponry in Black Shark</b>	<b>Issue 69</b>

<b>Adam Cotton</b>	<b>DCS: Black Shark – Part 5 Countermeasures and Data Link</b>	<b>Issue 70</b>
	<b>Flying the Lockheed P-38 Lightning</b>	<b>Issue 66</b>
	<b>Flying the P-51D Mustang</b>	<b>Issue 67</b>

**CHARTS**

<b>The Low Down - A Guide to Jeppesen Low Altitude Charts</b>	<b>Issue 3</b>
<b>Jeppesen Charts - Glossary (4-page pullout)</b>	<b>Issue 3</b>
<b>Jeppesen Charts - Glossary Part II (4-page pullout)</b>	<b>Issue 4</b>
<b>Instrument Approach Procedures</b>	<b>Issue 28</b>
<b>Instrument Arrivals and Departures</b>	<b>Issue 30</b>

**COMBAT**

Len Hjalmarson	<b>Tumult in The Clouds. Tactics in WWII Combat Simulators</b>	<b>Issue 7</b>
Len Hjalmarson	<b>Tumult in The Clouds Pt.II - Offensive and Defensive Manoeuvres in WWII Combat Simulations</b>	<b>Issue 9</b>
Len Hjalmarson	<b>Battle of Britain: The Strategic Aspect</b>	<b>Issue 10</b>
Len Hjalmarson	<b>Creating missions in the Flanker 2.0 Mission Editor</b>	<b>Issue 3</b>

[Back to Top](#)

**Hints and Tips**

<b>Title</b>	<b>DESCRIPTION</b>	<b>Issue/Page</b>
Rise of Flight – Anatomy of a flight sim	We interview Neoqb - developers of the ground-breaking Rise of Flight - to get a better understanding of the design philosophy behind its simulated aircraft.	<b>65/48</b>
Flight Sim Hints and Tips	Windows 7 has been hailed as one of the most significant releases of Microsoft's operating system since Windows 3.0. Peter Wright takes a look at Microsoft's new operating system and focuses on those aspects of most importance to us as flight simmers.	<b>65/88</b>
Rise of Flight	Flying the Sopwith Camel	<b>66/48</b>
Flight Sim Hints and Tips	Joysticks and yokes	<b>66/88</b>
Flight Sim Q&A	We take a look at some of our readers' flight sim-related questions	<b>66/96</b>



Rise of Flight	Flying the Fokker Dr.1	<b>67/48</b>
Flight Sim Hints and Tips	Flying the PBY Catalina	<b>67/88</b>
Flight Sim Q&A	We take a look at some of our readers' flight sim-related questions	<b>67/96</b>
Rise of Flight	Flying the S.E.5a	<b>68/48</b>
Flight Sim Hints and Tips – FSUIPC	Our Hints and Tips section for this issue takes a detailed look at Peter Dowson's FSUIPC – a utility that allows developers and end users alike to take control of certain elements within Flight Simulator	<b>68/88</b>
Flight Sim Q&A	In our Flight Sim Q&A section we provide more detailed answers to some of the 'challenging' issues you've been experiencing with flight simulator	<b>68/96</b>
Rise of Flight	Flying the Fokker DVII	<b>69/46</b>
Flight Sim Hints and Tips – A2A's B-17G	Following on from his review of A2A's B-17G in our previous issue, Peter Wright offers some advice on how to get the most out of this milestone simulation.	<b>69/88</b>
Flight Sim Q&A	Are you having issues with sound in FSX, or maybe you're experiencing problems with the display on your monitor. We have answers to this type of query and more in this edition of our Flight Sim Q&A	<b>69/96</b>
Rise of Flight	Flying the Albatros D.Vs	<b>70/50</b>
Flight Sim Hints and Tips	Multiple Monitors and FSX	<b>70/88</b>
Flight Sim Q&A	What's the difference between the 32 and 64 bit versions of Windows 7? This question and more is answered in this edition of Flight Sim Q&A	<b>70/96</b>

**[Back to Top](#)**

## HARDWARE REVIEWS

<b>MANUFACTURER</b>	<b>PRODUCT</b>	<b>DESCRIPTION</b>	<b>Issue/Page</b>
<b>GRAPHICS CARDS</b>			
Creative Labs	<b>Ultra TNT 2</b>	Graphics card	<b>1/60</b>
3dfx	<b>Voodoo 3 3000</b>	Graphics card	<b>1/60</b>
3DFX	<b>Voodoo 3 3500 TV 16Mb</b>	Graphics card	<b>4/49</b>
ATI	<b>Rage Fury Maxx 64Mb</b>	Graphics card	<b>4/49</b>
Creative Labs	<b>Annihilator Pro 32Mb</b>	Graphics card	<b>4/49</b>
Guillemot	<b>3D Prophet (nVidia) 32Mb</b>	Graphics card	<b>4/49</b>
Matrox	<b>G400 Dual-Head Max 32Mb</b>	Graphics card	<b>4/49</b>
3dfx	<b>Voodoo 5 5500</b>	Graphics card	<b>6/60</b>
nVidia	<b>Geforce2 GTS</b>	Graphics card	<b>8/62</b>
Hercules	<b>3D Prophet 4500</b>	Graphics card	<b>12/58</b>
Visiontek	<b>GeForce2 MX</b>	Graphics card	<b>12/58</b>
VideoLogic	<b>Vivid!XS</b>	Graphics card	<b>13/58</b>
ATI	<b>Radeon 9700 PRO</b>	Graphics card	<b>20/80</b>
Graphic Innovations	<b>Ati X1900 XTX, NVIDIA 7900 GTX, TripleHead2Go</b>	Graphics card	<b>41/70</b>
<b>SOUND CARDS</b>			
VideoLogic/Turtle Beach	<b>VideoLogic Sonic Fury</b>	Sound card	<b>8/60</b>
<b>PROCESSORS</b>			
AMD	<b>Athlon 550MHz</b>	Processor	<b>5/56</b>
Intel	<b>Coppermine PIII 550Mhz</b>	Processor	<b>5/56</b>
Processors feature	<b>933MHz, 1GHz, 1.1GHz, 1.2GHz, 1.33GHz comparisons</b>	Processor speed comparison	<b>11/54</b>

## MULTI-MONITOR FEATURES

FEATURE	MONITORS	Expand your horizons - Plug into the world of multi-monitor flying	<b>4/53</b>
FEATURE	MONITORS	Multi-monitors for flight simulation. When one monitor isn't enough	<b>7/33</b>
FEATURE	MONITORS	Flying With Double vision	<b>10/56</b>

### UPGRADE FEATURES

FEATURE	<b>UPGRADES</b>	Oh No! It's time you upgraded your PC	<b>8/58</b>
FEATURE	<b>Simply The Best!</b>	The Ultimate Flight Sim Shopping Cart	<b>10/52</b>
FEATURE	<b>UPGRADES</b>	Will You Make The (Up)Grade?	<b>9/60</b>
FEATURE	<b>GeForce4 - The New Generation</b>	Graphics cards upgrades	<b>16/62</b>

### JOYSTICKS

Gravis	<b>Blackhawk Digital</b>	Non FF Joystick	<b>2/61</b>
Gravis	<b>Xterminator</b>	Non FF Joystick	<b>2/61</b>
Microsoft	<b>Precision Pro</b>	Non FF Joystick	<b>2/61</b>
Logitech	<b>Wingman Extreme Digital 3D</b>	Non FF Joystick	<b>2/61</b>
Microsoft	<b>Force Feedback Pro</b>	Force Feedback Joystick	<b>2/61</b>
CH Products	<b>Force FX</b>	Force Feedback Joystick	<b>2/61</b>
Logitech	<b>Wingman Force</b>	Force Feedback Joystick	<b>2/61</b>
Guillemot	<b>Force Feedback</b>	Force Feedback Joystick	<b>2/61</b>
Logitech	<b>Wingman Strike Force 3D</b>	Joystick	<b>9/62</b>
Microsoft	<b>Sidewinder Force Feedback 2</b>	Joystick	<b>9/62</b>
Thrustmaster	<b>TOP GUN Afterburner</b>	Joystick	<b>9/ 62</b>
Logitech	<b>Wingman Strike Force 3D</b>	Force Feedback Joystick	<b>15/54</b>
Saitek	<b>Cyborg 3D Force</b>	Force Feedback Joystick	<b>15/55</b>
Thrustmaster	<b>Fox Two Pro Shock</b>	Joystick	<b>15/55</b>
Saitek	<b>X45</b>	Joystick	<b>16/60</b>
Thrustmaster	<b>HOTAS Cougar</b>	Joystick/throttle	<b>17/62</b>
Logitech	<b>Freedom 2.4</b>	Cordless joystick	<b>20/81</b>

CH Products	<b>Flightstick Pro</b>	USB joystick	<b>18/62</b>
CH Products	<b>Combatstick 568</b>	USB joystick	<b>18/62</b>
CH Products	<b>Fightystick</b>	USB joystick	<b>18/62</b>
Copy Cat	<b>Long-Shaft Controls</b>	USB controls	<b>23/62</b>
Saitek	<b>Cyborg Evo</b>	USB joystick	<b>25/62</b>
Saitek	<b>ST 290</b>	USB joystick	<b>25/62</b>
Saitek	<b>ST 90</b>	USB joystick	<b>25/62</b>
Logitech	<b>Logitech 3 PRO Flight</b>	Joystick	<b>29/66</b>
Saitek	<b>Aviator</b>	Joystick	<b>43/76</b>
Saitek	<b>X52 Pro</b>	Joystick and Throttle	<b>44/94</b>
Thrustmaster HOTAS Cougar	<b>Thrustmaster</b>	Joystick	<b>56/96</b>
Cyborg X Flight Stick	<b>Saitek</b>	Joystick	<b>62/96</b>
Flight System G940	<b>Logitech</b>	Joystick, throttle, rudder	<b>64/96</b>
T.16000	<b>Thrustmaster</b>	Joystick	<b>67/94</b>
Saitek	<b>X-65F Combat Control System</b>	Joystick and Throttle HOTAS	<b>68/92</b>
Thrustmaster	<b>HOTAS WARTHOG Preview</b>	Joystick and Throttle HOTAS	<b>69/92</b>
<b>YOKES</b>			
CH Products	<b>CH Pro Throttle USB</b>	Joystick	<b>14/61</b>
CH Products	<b>Flight Sim Yoke PC</b>	Yoke	<b>3/51</b>
AETI	<b>AFCS II Yoke</b>	Yoke	<b>3/51</b>
CH Products	<b>Flight Sim Yoke USB</b>	Yoke	<b>7/58</b>
CH Products	<b>Flight Sim Yoke USB</b>	Yoke	<b>30/64</b>
Saitek	<b>Pro Flight Yoke System</b>	Yoke	<b>49/76</b>
<b>THROTTLES</b>			
CH Products	<b>Pro Throttle</b>	Throttle	<b>3/51</b>
CH Products	<b>Throttle quadrant</b>	Throttle	<b>34/64</b>
GoFlight	<b>GoFlight GF-TQ6</b>	Throttle	<b>34/64</b>

## **PEDALS**

CH Products	<b>Pro Pedals</b>	Pedals	<b>3/51</b>
Hofmann Electronic	<b>Simped Vario Pedals</b>	Pedals	<b>3/51</b>
AETI	<b>Cirrus Pedals</b>	Pedals	<b>3/51</b>
Simped	<b>F16+ Pedals</b>	Pedals	<b>24/80</b>
CH Products	<b>Pro Pedals USB</b>	Pedals	<b>30/64</b>
GoFlight	<b>Flight Deck Series Rudder Controls</b>	Pedals	<b>36/62</b>
Saitek	<b>Pro Flight Rudder Pedals</b>	Pedals	<b>44/97</b>

## **SPEAKERS**

Yamaha-Kemble Music UK	<b>Yamaha YST-M40</b>	Speakers	<b>6 p56</b>
Nicole Ltd.	<b>Nicole SD 322SA (or5A?)</b>	Speakers	<b>6 p56</b>
Nicole Ltd.	<b>Nicole FP 9903</b>	Speakers	<b>6 p56</b>
Altec Lansing	<b>ACS 33</b>	Speakers	<b>6 p56</b>
Altec Lansing	<b>ACS 56</b>	Speakers	<b>6 p56</b>
VideoLogic Systems	<b>VideoLogic Sirocco Spirit</b>	Speakers	<b>6 p56</b>
VideoLogic Systems	<b>VideoLogic Sirocco Crossfire</b>	Speakers	<b>6 p56</b>

## **MISCELLANEOUS**

Aerosoft GmbH	<b>ACP Compact</b>	Control Panel	<b>7/60</b>
GoFlight	<b>GF-45 Display</b>	USB Unit	<b>7/61</b>
Trust	<b>Televiewer</b>	PC to TV adapter	<b>12/60</b>
Evergreen Technologies	<b>RumbleFX headphones</b>	Headphones	<b>13/ 54</b>
Aura Systems Inc.	<b>Aura Interactor</b>	VR game wear	<b>13/55</b>
eDimensional	<b>E-D Glasses</b>	3D Glasses	<b>15/56</b>
GoFlight	<b>Control modules</b>	Control Modules	<b>15/58</b>
NaturalPoint	<b>TrackIR GX</b>	Hands-free vision	<b>16/58</b>
Saitek	<b>P8000 Command Pad</b>	Programmable keyboard pad	<b>19/63</b>
ITRA	<b>ActivePanel Autopilot</b>	Autopilot module	<b>21/64</b>

Sharkoon	<b>Illuminated keyboard and mouse</b>	Keyboard and Mouse	<b>26/74</b>
Voice Buddy	<b>FS2002/2004 Voice command</b>	Voice command utility	<b>27/72</b>
PI Engineering Inc.	<b>X-Keys Pro (USB) SE</b>	Key pad	<b>28/65</b>
SimKits	<b>30" Fresnel Lens</b>	Fresnel Screen	<b>31/64</b>
NaturalPoint	<b>TrackIR 3 Series Vector Expansion</b>	Hands-free vision	<b>35/64</b>
NaturalPoint	<b>TrackIR 4 Series Vector Expansion</b>	Hands-free vision	<b>38/72</b>
The Captain's Chair	<b>Flight sim chair+Review of CH products</b>	Chair and flight sim peripherals	<b>42/70</b>
The Shaker Centre	<b>ButtKicker Gamer</b>	Force feedback	<b>43/80</b>
Track Clip Pro	<b>NaturalPoint</b>	Head Tracking	<b>45/79</b>
CH Multi Function Panel	<b>CH Products</b>	Control Panel	<b>46/81</b>
Professional Hardware	<b>Elite &amp; PFC</b>	Yokes, consoles, throttle quadrants, rudder pedals, avionics	<b>47/80</b>
Flight Link Rotor Wing Simulator	<b>Flight Link</b>	Cyclic, collective and anti torque pedals.	<b>48/81</b>
GameSim Motion Platform	<b>D-Box Technologies</b>	Motion platform for FSX	<b>53/88</b>
Pro Flight Trainer – Helicopter Controls	<b>Pro Flight Trainer</b>	Helicopter controls for flight simulation	<b>55/92</b>
HotSeat Chassis	<b>HotSeat Chassis</b>	Chair and flight sim peripherals	<b>56/88</b>
Pro Flight Switch Panel	<b>Saitek</b>	Panel	<b>59/88</b>
Pro Flight Headset	<b>Saitek</b>	Headset	<b>59/90</b>
Instrument Radio Stack Panel	<b>VRinsight</b>	Avionics panel	<b>60/96</b>
MCP Combo Panel	<b>VRinsight</b>	Avionics panel	<b>61/96</b>
TrackIR 5	<b>Naturalpoint</b>	Head Tracking	<b>63/96</b>
Pro Flight Multi Panel	<b>Saitek</b>	Avionics panel	<b>65/92</b>
Pro Flight Instrument Panel	<b>Saitek</b>	Instrument panel	<b>65/94</b>
M Panel	<b>VR Insight</b>	Instrument panel	<b>66/92</b>
HAT-Track	<b>VR Insight</b>	Head Tracking	<b>66/94</b>
MFD Cougar Pack	<b>Thrustmaster</b>	Multi Functional Display's	<b>67/92</b>
CDU II Panel	<b>VR Insight</b>	Flight Management Computer	<b>70/92</b>

[Back to Top](#)

**BOOKS**

<b>PUBLISHER</b>	<b>AUTHOR</b>	<b>TITLE</b>	<b>Issue/Page</b>
Sybex	Ben Chill	<b>Microsoft Flight Simulator 2000: Inside Moves - Official Tips and Strategies</b>	<b>Issue 3</b>
Microsoft Press	Bart Farkas	<b>Microsoft Flight Simulator 2000 - Official Strategies and Secrets</b>	<b>Issue 3</b>
Topskills	Bill Stack	<b>Flight-Sim Pilot's Information Manual 2000</b>	<b>Issue 5</b>
Boston Mills Press	Robert Bracken	<b>Spitfire: The Canadians Vols. 1 and 2</b>	<b>Issue 7</b>
Boston Mills Press	Donald Nijboer	<b>Cockpit - An illustrated History of World War II Aircraft Interiors</b>	<b>Issue 7</b>
Quadrillion	Roy Conyers Nesbit	<b>An Illustrated History of the RAF</b>	<b>Issue 9</b>
Aurum Press	Philip Kaplan	<b>Bombers - The Aircrew Experience</b>	<b>Issue 9</b>
Training Associates	Bill Stack	<b>Flight-Sim Pilot's Information Manual 2001</b>	<b>Issue 10</b>
Prospero Books	Jon Lake	<b>The Battle of Britain</b>	<b>Issue 10</b>
Pacifica Military History	Christer Bergstrom & Andrey Mikhailov	<b>Black Cross Red Star - The Air War over the Eastern Front Volume1</b>	<b>Issue 11</b>
University of Temecula Press	Mike Ray	<b>Boeing Glass 737 - The Unofficial Boeing 737 Super Guppy 300-400-500 Simulator Checkride Survival Manual</b>	<b>Issue 13</b>
University of Temecula Press	Mike Ray	<b>Boeing 757-767 - The Airline Pilot's Simulator Checkride Procedures Manual</b>	<b>Issue 13</b>
University of Temecula Press	Mike Ray	<b>Ops guide - New Pilot Stuff - Flying Rules</b>	<b>Issue 13</b>
Pacifica Military History	Christer Bergstrom & Andrey Mikhailov	<b>Black Cross Red Star Volume 2: Resurgence, January to June 1942</b>	<b>Issue 14</b>
Sutton Publishing	Brian Trubshaw with Sally Edmondson	<b>Test Pilot</b>	<b>Issue 15</b>
Sybex	David Chong	<b>FS2002 Official Strategies and Secrets</b>	<b>Issue 16</b>
Airlife Books	Alison/Bell	<b>At The Controls</b>	<b>Issue 16</b>
Airlife Books	Donald Nijboer	<b>Gunner</b>	<b>Issue 17</b>
Airlife Books	Chan Chandler	<b>Tail Gunner</b>	<b>Issue 17</b>
Harper Collins	Antony Woodward	<b>Propellerhead</b>	<b>Issue 18</b>

Airlife Books		<b>Military Aircraft Recognition</b>	<b>Issue 19</b>
Airlife Books		<b>Civil Aircraft Recognition</b>	<b>Issue 19</b>
Airlife Books	Various	<b>Combat Legend series - B-17/Bf 109/P-51/SR-71</b>	<b>Issue 20</b>
Bill Stack/TopSkills	Bill Stack	<b>Jet Simming</b>	<b>Issue 20</b>
Bill Stack/TopSkills	Bill Stack	<b>Flight Sim Pilot's Information Manual 2003</b>	<b>Issue 23</b>
Harper Collins	Ed. Malcolm MacPherson	<b>The Black Box</b>	<b>Issue 24</b>
Bill Smith	Bill Smith	<b>Get Real! (A sad man's neurotic fantasies in flight simulation)</b>	<b>Issue 25</b>
Leading Edge Libraries	Bill Bulfer	<b>737 Cockpit Companion, FMS User's Guide, Big Boeing FMC User's Guide</b>	<b>Issue 30</b>
Author House	J. Steve Thompson	<b>Check Six: A Virtual Pilot's Guide</b>	<b>Issue 31</b>
Pan	Martin Davidson & James Taylor	<b>Spitfire Ace</b>	<b>Issue 31</b>
University of Temecula Press	Mike Ray	<b>The Unofficial Boeing 747-400 Simulator and Checkride Procedures Manual</b>	<b>Issue 34</b>
<b>VIDEOS</b>			
ITTV Civil Aviation Flightdeck Videos		<b>Airbus A 330-200</b>	<b>Issue 7</b>
ITTV Civil Aviation Flightdeck Videos		<b>Bae 146-200</b>	<b>Issue 7</b>
ITTV Civil Aviation Flightdeck Videos		<b>Concorde</b>	<b>Issue 7</b>
ITTV Civil Aviation Flightdeck Videos		<b>Virgin Atlantic Boeing 747-400</b>	<b>Issue 10</b>
DD Video		<b>Stealth - The Ultimate Profile</b>	<b>Issue 10</b>
Classic Pictures Entertainment		<b>The RAF in World War II</b>	<b>Issue 11</b>
DD Video		<b>Hunters in the Sky</b>	<b>Issue 15</b>
VideoFlyRec		<b>Boeing 737</b>	<b>Issue 18</b>
VideoFlyRec		<b>Basic Training</b>	<b>Issue 23</b>

[Back to Top](#)



<b>DVD's</b>	<b>AUTHOR</b>	<b>TITLE</b>	<b>Issue/Page</b>
Just Planes		<b>Air Contractors and Novair World Air Routes DVDs</b>	<b>Issue 15</b>
VideoFlyRec		<b>IFR Difficult Approaches</b>	<b>Issue 25</b>
Flight Video Productions		<b>The Piper Malibu Meridian</b>	<b>Issue 27</b>
VideoFlyRec		<b>Adverse Meteorology IFR Approaches</b>	<b>Issue 32</b>
Avion Video		<b>Vickers Props Farewell</b>	<b>Issue 33</b>
			<a href="#"><u>Back to Top</u></a>

<b>CD's</b>	<b>AUTHOR</b>	<b>TITLE</b>	<b>Issue/Page</b>
Hal Stoen	Hal Stoen	<b>Stoenworks Aviation CD</b>	<b>Issue 19</b>
Oxford Aviation Training		<b>VFR/IFR RT Communications &amp; Aviation Meteorology</b>	<b>Issue 21</b>
FlyingZone Publications		<b>The Lancaster Explored</b>	<b>Issue 32</b>
FlyingZone Publications		<b>The Spitfire Mk.V Explored</b>	<b>Issue 39</b>
University of Temecula Press	Mike Ray	<b>Flying the Boeing 700 Series PC Flight Simulators</b>	<b>Issue 39</b>
			<a href="#"><u>Back to Top</u></a>