

PCPilot

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Wired2Fire's Vector Elite laptop	Wired2Fire	Laptop Review	77/88
The Chillblast Thunderbolt 2 PC	Chillblast	Computer Review	80/92
Chillblast Tiger Moth Laptop	Chillblast	Review of a Chillblast laptop designed specifically for flight sims.	90/92

Wired2Fire PC Systems	Wired2Fire	We compare two PC systems from Wired2Fire: the entry level Sim X1000 and the hi-spec Sim X3000 Richard Benedikz checks out Chillblast's latest flagship flight simulation machine, the Fusion Nimbus 2, to see how it performs with four of the most popular current flight simulators: FSX, Prepar3D, X-Plane 10 and DCS World.	92/92
Fusion Nimbus 2	Chillblast	Richard Benedikz looks at Wired2Fire's new machine – the Sim X-15 – which uses the Kaby Lake processor and is equipped with the latest and fastest hardware currently available. Jessica Bannister-Pearce offers some important hints and tips on keeping your PC in tip-top condition. For those who have hardware that is beginning to fall behind on the drag curve it might be a good time to look at upgrading their computers. So, if you're thinking of replacing your PC, this review will prove useful.	106/72
Wired2Fire Sim X-15	Wired2Fire		108/72
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Microsoft Press	Bart Farkas	Microsoft Flight Simulator 2000 - Official Strategies and Secrets	Issue 3
Topskills	Bill Stack	Flight-Sim Pilot's Information Manual 2000	Issue 5
Boston Mills Press	Robert Bracken	Spitfire: The Canadians Vols. 1 and 2	Issue 7
Boston Mills Press	Donald Nijboer	Cockpit - An Illustrated History of World War II Aircraft Interiors	Issue 7
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University of Temecula Press	Mike Ray	Boeing 757-767 - The Airline Pilot's Simulator Checkride Procedures Manual	Issue 13
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Mondaybooks.com	Nicholas Fait	Black Box: Inside the World's Worst Air Crashes	Issue 91
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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.	65/88
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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.	69/88
Rise of Flight	Flying the Albatros D.Vs	70/50
Flight Sim Hints and Tips	Multiple Monitors and FSX	70/88
Flight Sim Hints and Tips – NaturalPoint's TrackIR	For many flight simmers, NaturalPoint's TrackIR is as essential as a yoke or a joystick. However, some fail to configure it to its best advantage. So, in this article Peter Wright tackles some of the most common problems and issues encountered by users.	71/88
Flaming Cliffs 2- Hints and Tips	The release of Flaming Cliffs 2, which came as a surprise to many, made major improvements to the series and solidified the title as one of the greatest combat sims of all time. In this article we will offer some hints and tips that will make your FC2 experience more enjoyable.	72/54
Flight Sim Hints and Tips – T.A.R.G.E.T	The release of the Thrustmaster Warthog brought with it a new tool called T.A.R.G.E.T – which is designed to help you program and configure its current line of flight controllers. This instalment of Hints and Tips will give you a detailed introduction to getting up and flying with the T.A.R.G.ET. GUI itself.	72/88
Rise of Flight	The Sopwith Pup	73/50
Flight Sim Hints and Tips – A2A's Piper Cub	Few other aircraft demand as much practice, study and care to fly well as A2A's Accu-Sim Piper Cub. Become a better Cub pilot with these essential hints and tips.	73/90

Improving frame rates in FSX!	Mathijs Kok, from Aerosoft, provides invaluable advice for all flight simmers on improving frame rates in FSX.	74/48
Flight Sim Hints and Tips – The Lockheed Constellation	The Constellation paved the way for intercontinental travel that we take for granted today, and Just Flight's version of this aircraft is great for paving your way to the heavies. Peter Wright offers hints and tips on flying this iconic aircraft.	74/88
IL-2 Sturmovik: Cliffs of Dover	Peter Wright has written a fascinating piece on optimizing performance in Cliffs of Dover. If you own CoD, this is a must-read!	75/44
Warthogs, iPads and iPhones	Do you own Eagle Dynamics' DCS: A-10C Warthog, an iPad or an iPhone? Well Peter Wright shows you how to combine all three. Intrigued? Then read on!	76/42
Multi-screen flight simming	Peter Wright takes a look at multi-screen flight simming and shows you how AMD's Eyefinity technology, which uses a single graphics card, can whisk you into wide-screen flight simulation heaven with very little effort and cost.	77/92
Optimising X-Plane 11 - A hints and tips guide	The arrival of X-Plane 11 has pushed the platform into the mainstream arena of our hobby. Jessica Bannister-Pearce provides valuable hints and tips on getting the most from this simulator.	119/80
Installing X-Plane add-ons – A hints and tips guide	With the skyrocketing popularity of X-Plane 11 and with many of us moving from FSX and Prepar3D, this seems like a good time to look at how to install and manage third party add-ons for this platform.	120/80
X-Plane – Configuring Controls	The introduction of the new User Interface in X-Plane version 11 has gone a long way in making the setting up of joystick controllers a much more intuitive and user-friendly experience. In this tutorial, we take a look at some of the standout features that make this process easier.	121/80
X-Plane – Configuring Controls Part 2	Following our previous tutorial, this time we take a more in-depth look at setting up custom joystick profiles for popular aircraft types.	122/80
Upgrading Your PC – A special guide	Choosing the right computer specification for running flight simulators is one of the more daunting challenges we are faced with. We provide an overview of which components to select when upgrading your computer on a budget.	123/80

V-Speeds – Flying by the numbers	Knowing your V-speeds is crucial for operating an aircraft within its optimum performance envelope and structural limits. In this hints and tips guide, we provide an overview and explanation of important V-speeds used in general aviation.	125/80
Flight Planning for Airliners - A hints and tips guide	In this hints and tips guide, we explore one of the more important aspects of airliner operations: flight planning. We also learn how to interpret a typical route and list some useful utilities for creating a realistic flight plan.	126/80
A Beginner's Guide to the FMS	One of the more common questions we get asked by our readers is how to use the Flight Management System (FMS). So, in this article we present a step-by-step guide on how to programme a route using one of the more popular flight simulation airliners, the PMDG 737NGXu.	128/80

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Flight Adventures	Description	Issue
Pacific Northwest Flight Adventure - A flight simmer's tour guide to the beautiful Northwest	Tony Radmilovich takes us on a sight-seeing tour of the ORBX Pacific Northwest scenery	70/42
Flight Adventure:	Jane Whittaker introduces us to VFR flying in the mountains with an adventurous flight across the West Coast of the USA.	Issue 73
Flight Sim Adventure	In this instalment of our Flight Adventure, Tony Radmilovich will take you across many majestic natural wonders, including the Rocky Mountains and Texas desert, flying a variety of aircraft.	Issue 74
Flight Adventure: New Zealand.	Your pilot for this issue's Flight Adventure is Peter Stark, who explores the place known as the 'land of the long white cloud': Aotearoa, better known as New Zealand.	Issue 75
Flight Adventure: Aquatic Alaska – Lake Hood to Talkeetna.	Your pilot for this issue's Flight Adventure is Jane Whittaker, who will take you on a journey to explore one of the most scenic locations in the world, the state of Alaska and specifically the area around the capital, Anchorage.	Issue 76
Flight Adventure: The Alps to the French Riviera.	Tony Radmilovich's flight adventure for this issue will take us across the majestic Alps of Austria and Switzerland with a stopover in Nice, to warm your bones a bit, before taking on the challenge of spectacular Courchevel in the French Alps.	Issue 77
Flight Adventure: Singapore to Langkawi	In this issue of PC Pilot, our flight adventure, written by Jane Whittaker, takes us across the Orient - from Singapore to the holiday paradise islands of Langkawi – an archipelago made up of 99 islands on Malaysia's west coast.	Issue 78
Flight Adventure: Las Vegas to Reno, Nevada	Our flight adventure for this issue takes us from Copenhagen on the shores of the Baltic, across Denmark, Germany, Holland and finally making landfall at Humberside Airport in the UK.	Issue 79
Flight Adventure: Copenhagen to Humberside	In this issue we take an extremely scenic trip down the California coast. Our journey starts at the small hamlet of Shelter Cove, before progressing south towards Little River and finally ending at the idyllic Half Moon Bay, close to San Francisco.	Issue 80
Flight Adventure: Shelter Cove to Half Moon Bay	A flight adventure showcasing the spectacular Pacific Fjords region of North America	Issue 81
Flight Adventure: Misty Mountain High	A 'rogaining' orienteering adventure takes us into Chile and Argentina	Issue 82
Flight Adventure: Rogaine Flying		Issue 83

Flight Adventure: Biz jet to the Big Apple	An opportunity to fly a business jet into the incredibly busy New York airspace.	Issue 85
Flight Adventure: Bella Coola to Stewart	Fly across the frozen north of Canada in this adventure which takes us from Bella Coola to Stewart, straddling the border with Alaska.	Issue 86
Flight Adventure: Stockholm to Helsinki	We visit Scandinavia on a short hop, with a regional turboprop, across the Baltic Sea from Stockholm to Helsinki.	Issue 87
Flight Adventure: London Heathrow to San Francisco	We take a long-haul flight, using accelerated time, from London Heathrow to San Francisco.	Issue 88
Flight Adventure: Cook Islands	Peter Stark takes us deep into the South Pacific, visiting the idyllic Cook Islands.	Issue 89
Flight Adventure: A Caribbean cruise – Grenada to Barbados	A multi-leg GA flight across the idyllic Caribbean takes us to the islands of St Vincent and Barbados.	Issue 90
Flight Adventure: Lesbos to Thessaloniki	An opportunity to fly a converted World War 2 Mustang fighter on a scenic trip to Thessaloniki.	Issue 91
Flight Adventure: Half Moon Bay to Mammoth Lakes	A flight across northern California takes us from San Francisco Bay to the Yosemite National Park.	Issue 92
Flight Adventure: Bonny Scotland	We fly along the east coast of Scotland from Inverness to Sumburgh, landing on its trademark sloping runway.	Issue 93
Flight Adventure: Dillingham to Hilo	A rare opportunity to fly a helicopter in FSX takes us island hopping in Hawaii.	Issue 94
Flight Adventure: Manchester to Rovaniemi	We take a seasonal flight to Rovaniemi to visit Santa in his Lapland retreat.	Issue 95
Flight Adventure: The Freight Dogs	We take on the role of a “freight dog” on a flight from Port Moresby to Cairns.	Issue 96
Flight Adventure: Making a splash in Squamish!	Jane Whittaker takes us on a Canadian adventure, visiting Squamish, voted one of the top 10 most scenic aviation destinations in the world!	Issue 97
Flight Adventure: Riga	Jane Whittaker takes us across Europe from Riga in Latvia, across five countries before landing at London City.	Issue 98
Flight Adventure: Nuremberg to Horovice	Jane Whittaker takes us from Germany, then on to the Czech Republic, landing at a former Warsaw Pact bomber base that has reinvented itself as a flying club.	Issue 99
Flight Adventure: Elstree to Jersey	Jane Whittaker takes us across the southwest of the UK for a scenic trip from Elstree to Jersey.	Issue 100
Flight Adventure: Manchester to Malaga	We head for some winter sun, on a flight from Manchester to Malaga.	Issue 101
Flight Adventure: Santa Cruz to La Paz	We cross the Andes to land at La Paz International Airport, the highest international airport in the world.	Issue 102

Flight Adventure: Notodden to Bergen	In the flight adventure for this edition, we take a journey across one of the most breath-taking landscapes in the world: the stunning panorama of Norway.	Issue 103
Flight Adventure: Islands in the Sun – Trinidad to Orlando	In the flight adventure for this issue we fly an airliner the entire length of the Caribbean! Departing from Trinidad Airport we head northwest before reaching the US and landing at Orlando Airport in Florida.	Issue 104
Flight Adventure: Limberlost Ranch to South Lake Tahoe	For our flight adventure in this edition, we visit one of the most scenic locations in the world, with a series of flights in the Lake Tahoe region of the US.	Issue 105
Flight Adventure: The land of fire and ice!	Our Flight Adventure for this issue takes us to a country not on the usual top 10 list of new destinations for flight sim pilots! However, recent commercial and freeware offerings have given a glimpse into the extraordinary diversity of Iceland. In this flight adventure, Peter Stark flies us to a land where the economy is not measured in monetary terms, but in happiness – the Himalayan Kingdom of Bhutan...	Issue 106
Flight Adventure: 'The happiest place on Earth!'	In this issue we explore northern Germany before tracking along the northern coastline to the East Frisian island village of Norderney...	Issue 107
Flight Adventure: Northern Germany	This issue we visit a harsh and sparsely populated part of the world with an interesting history, a strong reliance on aviation and 50mph fogs! Welcome to the Aleutian Islands.	Issue 108
Flight Adventure: The Aleutian Islands	After braving the cold ice and snow of the Aleutian winter in our previous instalment, we promised a warmer flight this time, so prepare to explore a more unusual destination for both tourists and flight sim enthusiasts – Venezuela!	Issue 109
Flight Adventure: Venezuela	Tasmania is as far south as you can go in Australia and is exposed to the sometimes wild weather that sweeps in from the west on the 'Roaring 40s'. Pick the right weather however, and the clear air will give you views which seem to stretch from one side of Tasmania to the other!	Issue 110
Flight Adventure: Tasmanian Odyssey		Issue 111

Flight Adventure: A Caribbean Tour	As the northern hemisphere works its way towards winter, we'll warm our bones by flying a number of regional flight routes in the northern Caribbean between the US Virgin Islands in the north and Martinique in the south.	Issue 112
Flight Adventure: The world's busiest routes	The world's top 15 busiest air routes are all outside the US, with all of the top 10 in the Asia/Pacific region. This issue, we fly the top two on the list – located in Korea and Japan.	Issue 113
Flight Adventure: Flying the MilViz de Havilland DHC-3 Otter	In this issue, we complement Chris Frishmuth's review of the MilViz DHC-3 Otter (starting on page 52) by also taking this aircraft for a bush pilot wilderness flight adventure through the Copper River region of Alaska.	Issue 114
Flight Adventure: Flying the L-049 Super Constellation between Sydney and London	This instalment of our flight adventure re-enacts a set of historical and ground-breaking flights, while exploring what it was like to fly the 1947 Kangaroo Service in the Lockheed Super L-049 Super Constellation between Sydney, Australia and London.	Issue 115
Flight Adventure: NZ Charter Pilot - Peter Stark explores the MilViz 310R Redux.	We head back to the southern hemisphere and take on the job as a busy New Zealand charter pilot flying the MilViz 310R Redux.	Issue 116
Flight Adventure: Torres Strait Islands	Following our previous Flight Adventure in New Zealand, Peter Stark travels across the tropics of northern Australia and flies the regular run that supports the remote communities of the Torres Strait.	Issue 117
Flight Adventure: The Beechcraft B200 King Air	In this issue Peter Stark takes a look at the Beechcraft B200 King Air and demonstrates the versatility of this popular aircraft as he flies it across several routes in the North Atlantic.	Issue 118
Norway Flight Adventure	As spring arrives in the far north, Peter Stark flies through south-western Norway and again takes a closer look at another aviation classic – the Piper PA-31 Navajo.	Issue 119
Seychelles Flight Adventure	We venture just south of the equator to explore both an often-forgotten tropical hideaway and another classic aircraft, the DHC-6 de Havilland Canada Twin Otter.	Issue 120
Boeing 727 Flight Adventure	In this flight adventure, Peter Stark takes us on three historic routes using what is arguably one of the most iconic jetliners ever built, the Boeing 727.	Issue 121

BAE Hawk Flight Adventure	We move away from general aviation and airliners and explore the UK in one of the most successful advanced military training aircraft - the BAE Systems Hawk.	Issue 122
Agusta Bell 412 Flight Adventure	In our Flight Adventure this issue, we fly one of the most enduring workhorses in military and civilian aviation, the Agusta Bell 412 helicopter.	Issue 123
Boeing 787 Dreamliner	In this Flight Adventure, Peter Stark takes a close look at an aircraft that despite being a relative newcomer to commercial aviation, continues to set records for innovation and long-haul flying – the Boeing 787 Dreamliner.	Issue 124
Saab 340 Flight Adventure	For this edition's adventure, Peter Stark takes the classic twin-turboprop Saab 340 on three popular regional routes: in Australia, North America and the United Kingdom.	Issue 125
Boeing 747 50th Anniversary Flight Adventure	World aviation recently celebrated the 50th anniversary of the maiden flight of the Boeing 747 'Jumbo Jet'. To mark the occasion, we fly three special routes in this edition of our Flight Adventure, while exploring some interesting facts and figures relating to the 'Queen of the Skies'.	Issue 126
Flight Adventure - Cessna 208 Caravan	In this issue, Peter Stark takes a close look at one of the most versatile workhorses in general aviation, the Cessna C208 Caravan and puts it through its paces in the Bahamas - the capital of Nassau.	Issue 127
Flight Adventure – The T-6 Texan	The T-6 Texan filled the gap after basic pilot training to prepare trainees for the more complex fighters and bombers they were destined to fly. Peter Stark takes a look at this classic aircraft, which is still flying today.	Issue 128
Flight Adventure - Twin Comanche PA-30	Peter Stark explores a GA gem that if not for the vagaries of nature, might have had an even more pronounced impact on the sector - the Piper PA-30 Twin Comanche.	Issue 129
Flight Adventure - Airbus A320 family	Even in these times of restricted air travel, chances are that if you glance skyward, you will see a member of the Airbus A320 family flying overhead. With this ubiquitous airliner now holding the crown as the world's most popular aircraft, we take a closer look at its rise as we fly some typical routes.	Issue 130
Flight Adventure – The Cirrus SR22	In this series, we select aircraft that have achieved extraordinary success or are simply popular with its pilots and passengers. Manufactured by Cirrus aircraft, the SR22 has been the world's bestselling general aviation aircraft with over 6,200 units delivered worldwide.	Issue 131

Flight Adventure - The DH.82A Tiger Moth	The de Havilland DH.82A Tiger Moth still graces our skies almost 90 years after it first flew in 1931. While initially produced as a military trainer, it has gone on to be used in almost every conceivable facet of aviation. This issue, we'll learn about its history as we replicate the pilot training procedures used in the 1930s.	Issue 132
UK Discovery Tour - Land's End to Shoreham	Welcome to the first of our four-part UK Discovery Tour, in which we visit some of the new hand-built airports and cities in Microsoft Flight Simulator. In the first leg of our grand tour between Land's End and Shoreham, we explore some of the famous landmarks in the south and western part of the British Isles.	Issue 133
UK Discovery Tour Leg 2 – Shoreham to Barton	Picking up from where we left off in our previous issue, the second leg of our United Kingdom discovery tour starts at Shoreham on England's south coast and zig-zags up the home counties, through the capital of London to the River Humber in the north east, before cutting across the Peak District to the city of Manchester.	Issue 134
UK Discovery Tour Leg 3 – Manchester to Inverness	In the third and penultimate leg of our United Kingdom discovery tour, we depart from City Airport in Manchester and fly over several incredibly picturesque mountainous areas before finishing up in Inverness, the capital of the Scottish Highlands.	Issue 135
UK Discovery Tour Leg 4 – Inverness to Out Skerries	Welcome to the fourth and final leg of our United Kingdom Discovery Tour, departing from Inverness to explore Scotland's rugged highlands and remote island chains. On our journey, we visit two more bespoke airports from Asobo: first the beach runway at Barra and the small community airstrip of Out Skerries in the far-flung Shetland Islands.	Issue 136
Flight Adventure - The Piper Cheyenne family	In this issue, we head towards Alaska while exploring some of the features and innovations of the remarkable Piper Cheyenne twin-turboprop aircraft.	Issue 137
Flight Adventure: The Boeing 717 family	In this issue, we take the Boeing 717 airliner on routes used by two of the 717's biggest operators: QANTAS Link and Delta Airlines.	138/58
Australia Discovery Tour - The Land Down Under: Part 1	With the release of World Update VII: Australia for Microsoft Flight Simulator, we decided to take you on a series of guided flights around some of the most impressive scenery in the Land Down Under. We start in the Blue Mountains in the Central Tablelands of New South Wales.	139/62

Australia Discovery Tour - The Land Down Under: Part 2	We pick up where we left off in the last issue, showcasing some of our favourite VFR scenic flight routes around the Great Southern Land of Australia. The three tours in this article showcase diverse geographical areas and are best flown low and slow in a single-engine piston aircraft.	140/58
Flight Adventure: The Boeing 737	Given this issue is an airliner special, it is only fitting that we focus our Flight Adventure on what has become one of the most enduring airliner families of all time: the Boeing 737.	141/58
Flight Adventure: The Pilatus PC-6 Turbo Porter	Our Flight Adventure for this issue highlights one of the most popular short take-off and landing utility aircraft of the past 60 years: the Pilatus PC-6 Turbo Porter.	142/62
Flight Adventure - The de Havilland DHC-2 Beaver	In this flight adventure, we explore one of the most impressive and perhaps iconic bush planes of all time: the de Havilland DHC-2 Beaver. Join us as we fly in the backcountry to appreciate just how suited to the role it is.	144/62
Flight Adventure – The Grumman F-14 Tomcat	In this flight adventure, we take a closer look at what became the primary maritime air superiority fighter of the United States Navy for over 30 years, the versatile and powerful Grumman F-14 Tomcat.	145/56
Flight Adventure: The Cessna Citation X	Despite environmental concerns, bizjet charters have skyrocketed since the start of the pandemic and currently show no signs of slowing. In this issue, we take a look at one of the more stunning bizjets in the skies today: the Cessna Citation X.	146/50
Flight AdventureThe Daher Kodiak	Most aircraft in this series have enjoyed a long production life and evolved from many earlier models. However, not all aircraft become classics this way. In this issue, we explore one that in just 15 years has become synonymous with Short Take-Off and Landing operations from small and rugged airstrips – the Daher Kodiak.	147/46
Flight Adventure – the de Havilland DHC-1 Chipmunk	This series is spoilt for choice as we continue to take a closer look at some of the classic aircraft available to flight simulation pilots. We have explored aircraft first flown in the early part of the 20th century right through to those that are the epitome of 21st-century digital design. This time, we fly one that has happily transcended both centuries and still manages to turn heads – the de Havilland Canada DHC-1 Chipmunk.	148/52
Flight Adventure - The Chance-Vought F4U Corsair	In this flight adventure, we explore one of the more cleverly designed and spectacular-looking American fighter-bomber aircraft of World War Two, the Chance-Vought F4U Corsair.	149/52

Flight Adventure - Antonov An-225 Mriya	Some flying machines go on to be classics against all the odds. Who would have expected that an aircraft where only one single example was ever built would cause aviation enthusiasts to gather by the thousands wherever it flew, to simply watch it land and take off? In this issue, our Flight Adventure examines the gargantuan Antonov An-225 Mriya.	150/54
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Flight Adventure - C-160 Transall	The year 2023 saw the 60th anniversary of the first flight of the Transall C-160 military transporter. In this flight adventure, we explore why it became such a long-lived and pivotal utility aircraft for such an extended time.	151/50
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Flight Sim Training	Flying from London Stansted (EGSS) to Birmingham International (EGBB) with an NDB approach	Issue 3
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Jet Airlines - A Flight Sim Pilots Guide - Navigation	In this instalment of our series on flying Concorde, Jane Whittaker continues the flight across the Atlantic, and lands at The Big Apple – New York.	Issue 75
Jet Airlines - A Flight Sim Pilots Guide - Using the INS.	This instalment of our series of tutorials gets right to the heart of the navigation tools of Concorde, with a discussion on the aircraft's Inertial Navigation System (INS).	Issue 76

Jet Airlines - A Flight Sim Pilots Guide - Navigation Primer	In this issue we continue our examination of the INS (Inertial Navigation System) of Concorde, but rather than concentrating our efforts on setting up the unit for flight, this instalment will focus on the specifics of the navigation tools.	Issue 77
Jet Airlines - A Flight Sim Pilots Guide - Concorde Fuel Management	This issue of our Concorde tutorial takes a look at the fuel features of the engineering panel of the Concorde - intertwined with a discussion on the Virtual Flight Engineer.	Issue 78
Jet Airlines - A Flight Sim Pilots Guide - Engines and Systems	In this issue, we conclude our series of tutorials on FSLabs' Concorde with a further look at the duties of the Flight Engineer and some of the technical systems of the aircraft.	Issue 79
Jet Airlines – A Flight Sim Pilot's Guide - Introducing the Boeing 737 NG	Welcome to the first in a new series of tutorials for the PMDG 737 NGX. In this introductory article, Jane Whittaker discusses the Boeing 737 family of aircraft, plus what is on offer from PMDG and the huge range of custom features that form part of the package.	Issue 80
Jet Airlines – A Flight Sim Pilot's Guide - Configuring Your Aircraft	Jane Whittaker takes an in-depth look into the myriad of customisation options for the PMDG 737NGX.	Issue 81
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Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker continues discussion of the Boeing 777 explaining the art of constructing FMC flight plans.	Issue 92
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker continues discussion of the Boeing 777 detailing the setup of performance data in the FMC.	Issue 93
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker discussion of the Boeing 777 FMC with an in-depth study of cost index calculations.	Issue 94
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker continues discussion of the Boeing 777 FMC with an in-depth study of determining the correct cruise altitude for your flight.	Issue 95
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker explains the arcane theory of reduced power take-offs and de-rates.	Issue 96
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker takes us on a tutorial flight from Heathrow to Amsterdam with the PMDG Boeing 777.	Issue 97
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker explains the hydraulics system of the phenomenal Boeing 777.	Issue 98
Jet Airliners – A Flight Sim Pilot's Guide	Our final tutorial for the PMDG 777 discusses the intricacies of the electrical system.	Issue 99
Jet Airliners – A Flight Sim Pilot's Guide	Jane Whittaker introduces us to the Bombardier Dash 8 turboprop in the first of a new series of tutorials.	Issue 100
Airliners – A Flight Sim Pilot's Guide	Jane Whittaker demonstrates the engine start procedure for the Bombardier Dash 8.	Issue 101
Airliners – A Flight Sim Pilot's Guide	Jane Whittaker introduces us to the flight management computer of the Dash 8-Q400.	Issue 102
Airliners – A Flight Sim Pilot's Guide	Jane Whittaker demonstrates how to create a flight plan using the FMC (Flight Management Computer) of the Dash 8 Q-400.	Issue 103
Airliners – A Flight Sim Pilot's Guide	In this issue we continue our series of tutorials for the Majestic Dash 8 with a short flight from our simulated home base at Southampton to Manchester.	Issue 104
Airliners – A Flight Sim Pilot's Guide	In this issue of our airliner tutorials, armed with our gross weight and FMC performance pages from our previous edition, Jane Whittaker takes a look at setting up the target speeds for the aircraft.	Issue 105
Flight controls for airliners – a beginner's guide	Just as scenery and aircraft enhance our flying experience, so do the controls we use to interact with our virtual world. In this feature, we look at what hardware devices are available to make airliner simulation more realistic and enjoyable.	Issue 110
Airliner Simulation: Part 1 – The Flight Deck	In this new series, we unravel some of the mysteries behind flying airliners from flight planning to configuring the systems and programming the Flight Management Computer (FMC). We also explain how to prepare for our arrival and departure, from cockpit preparation to securing the aircraft after a successful flight.	Issue 111

Airliner Simulation: Part 2 - Flight Planning	There are several third-party applications that contain a database of real-world routes to make the flying experience more realistic. We will explore these in this issue.	Issue 112
Airliner Simulation: Part 3 - Preparing at the gate	Following on from our previous issue, where we had a look at the building blocks of a flight plan, Richard Benedikz goes through the tasks that need to be completed before pushing back from the gate.	Issue 113
Airliner Simulation: Part 4 - Pushing back	In the previous tutorial we completed the cockpit preparation and programmed the CDU with the route and performance data. Next, we take a look at the take-off procedure.	Issue 114
Airliner Simulation: Part 5 - The take-off	In this edition, Air Traffic Control has cleared our aircraft to taxi to Runway 27R and we have been given the BPK7F departure out of Heathrow.	Issue 115
Airliner Simulation: Part 6 - Settling down in the cruise	In our previous tutorial we covered the take-off phase and discussed what to do in case of engine failure. In this issue, we pick up the flight at the end of the climb-out segment at 1,500ft.	Issue 116
Airliner Simulation: Part 7 - Descent and landing preparation	In the final episode of our airliner tutorial, we plan the descent and landing phase of the flight.	Issue 117
iniBuilds' Airbus A300-600	This is the first in a series of tutorials covering a typical day on the line with the A300-600R. We start with the preflight checks and verify our weight and fuel load.	Issue 138
iniBuilds' Airbus A300-600 - Loading the FMC	In lesson two of our A300 tutorial series, we begin the process of programming the Flight Management Computer and load the route for today's flight.	Issue 139
iniBuilds' Airbus A300-600 - Final work with the FMC	In this article, we complete the FMC work by adding our route and sorting out the V-speeds.	Issue 140
iniBuilds' Airbus A300-600: Start your engines!	After what seems like an age, we're almost ready to seal up the Airbus A300 and push back from the gate. The passengers are all on board, the breakfast beers have been flowing in the terminal and there's a party atmosphere on board. So, let's push on, finish up our prep and get moving.	Issue 141
iniBuilds' Airbus A300-600: Start your engines - Part 2!	In the previous issue, our A300 finally took flight towards the sunny shores of La Palma Airport in the Canary Islands. This time, we will pick our flight up as we reach 1,500ft and finally find time to relax.	Issue 142

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A Beginner's Guide to Flight Simulator	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	Issue 55
A Beginner's Guide to Flight Simulator	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.	Issue 56
Beginner's Guide to Flight Simulator	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!	Issue 57
Beginner's Guide to Flight Simulator	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.	Issue 59
A Beginner's Guide to Flight Simulator:	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.	Issue 60
Flight Simulator – A Beginner's Guide:	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!	Issue 61

Flight Simulator – A Beginners Guide:	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!	Issue 62
Flight Simulator - A Beginners Guide:	Flight Simulator is a very complex program and as such, any sort of anomalous code or 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!	Issue 63
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
Flight Simulator – A Beginners Guide:	In this edition of his Beginner's Guide Tony Radmilovich shares a few hints and tips which users of all levels of experience will find useful	Issue 71
Flight Simulator – A Beginners Guide:	This instalment of the Beginner's Guide will focus on finding ways to sort out problems with respect to both Microsoft Flight Simulator and your PC	Issue 72
Flight Simulator – A Beginner's Guide:	This instalment of the Beginner's Guide gets down to basics with a discussion of the autopilot, GPS and simple navigation.	Issue 73

Flight Simulator – A Beginner's Guide	Tony Radmilovich's Beginner's Guide for this issue offers help and advice on some of the more 'technical' aspects of Flight Simulator, including installing add-ons, file management and much more besides.	Issue 74
Flight Simulator – A Beginner's Guide	Our Beginner's Guide for this issue focuses on the thorny issues of computer crashes, backing up and reinstalling files.	Issue 75
Flight Simulator – A Beginner's Guide	The Flightsim Explorer...in search of great FS software!	Issue 76
Flight Simulator – A Beginner's Guide	In our Beginner's Guide for this issue, Tony Radmilovich focuses on a selection of sceneries and a nifty utility for FSX.	Issue 77
Flight Simulator – A Beginner's Guide	Our Beginner's Guide for this issue, focuses on a selection of aircraft that are suitable for the beginner – but with engaging features which make them stand out from the crowd.	Issue 78
Flight Simulator – A Beginner's Guide	In this edition of our 'Beginner's Guide' we take a look at a selection of our favourite airports in the world of FSX and highlight a utility that will enhance your experience at every airport within the simulation!	Issue 79
Flight Simulator – A Beginner's Guide	In this edition of our 'Beginner's Guide', we take a look at a collection of add-ons covering a variety of categories including scenery for FSX and FS2004, FSX aircraft, a useful scenery design utility and some panel/instrument enhancements for default FSX aircraft.	Issue 80
Flight Simulator – A Beginner's Guide	In this edition of our 'Beginner's Guide', we take a look at a collection of add-ons including the English Electric Lightning, the little known Pasped Skylark and the Lionheart Creations' Avelina, rounding off with a selection of recommended utilities.	Issue 81
Flight Simulator – A Beginner's Guide	'Beginner's Guide', we take a look at a collection of add-ons which includes the Basier BT-67 and the Ryan ST-A, plus the ORBX sceneries of Jackson Hole and Wollongong.	Issue 82
Flight Simulator – A Beginner's Guide	Tony Radmilovich takes the Just Flight DC-6 for a spin and also casts his eye over Aerosoft's Fairbanks X scenery before concluding with a cautionary tale on how not to install FSX software!	Issue 83
A Beginner's Guide to Flight Simulator	In this edition of our 'Beginner's Guide', Tony Radmilovich reviews Traffic 360 from Just Flight, before offering advice on how to set up a multi-monitor installation.	Issue 84

A Beginner's Guide to Flight Simulator	In this edition of our 'Beginner's Guide', Tony Radmilovich offers advice on creating panoramic views with a triple monitor configuration.	Issue 85
A Beginner's Guide to Flight Simulator	In this edition of our 'Beginner's Guide', Jane Whittaker offers a guide to wading through the mass of available expansions to create a truly customised and integrated flying environment.	Issue 86

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GA Flight Sim Training	Night flying Part 7 - Cross-country night flying	Issue 73
Flying Helicopters, Setting up and the basics	Helicopters have been described as 'several hundred thousand parts flying in loose formation, requiring skills akin to wrestling an octopus to fly!' So, over the next two issues, we will to endeavour to show you how to successfully master rotary-wing flying.	Issue 74

Flying Helicopters - It's all about anticipation	In this, the second part of our introduction to rotary-wing flying, Peter Stark continues to look at the basic manoeuvres required to start on the road to helicopter heaven and examines just why they sometimes cause problems for unsuspecting pilots.	Issue 75
Flying Floatplanes - Jump in... the water's fine.	In this issue of PC Pilot, we take a look at how well Flight Simulator emulates the world of floatplane flying and show you how to start dipping your toes into this sometimes challenging aspect of flying.	Issue 76
Flying Gliders, An Introduction to Gliding	Gliding, or soaring as it is called in some parts, is often overlooked by Flight Simulator pilots, but as testimony to just how flexible it can be, FSX is in fact wonderfully suited to this type of flying. Peter Stark offers some hints and tips on this largely neglected area of flight simulation.	Issue 77
Twin-engine Flying - An Introduction	Welcome to the next stage of the Back to Basics series in which we will be flying twin-engine aircraft! In this new stage we will be progressing towards flying in all weather and at all times of the day and night as we proceed towards our Command Instrument Rating.	Issue 79
GA Tutorial - Twin-engine Flying	In our previous issue on flying twin-engine aircraft we left off practising sound take-off techniques and paying attention to critical airspeeds. In this edition we expand on the rest of the circuit including some heavy aircraft approach and landing techniques.	Issue 80
GA Tutorial - Twin-engine Flying – How to Manage Engine Failures	Now that you are well on the way to becoming a competent 'twin' pilot and have come to appreciate some of their idiosyncrasies, we'll conclude this part of the series by learning how to safely manage an engine failure during key phases of flight.	Issue 81
GA Tutorial – Instrument Rating - Brushing up on your piloting Skills Part 1	Peter Stark offers a refresher course on key skills required for instrument navigation.	Issue 82
GA Tutorial – Instrument Rating. The Humble NDB Part 2	Peter Stark refreshes us on the skills required for IFR flying in this issue focusing on NDB techniques.	Issue 83
GA Tutorial – Back to Basics	Peter Stark discusses the humble NDB, while also providing an overview on reading charts.	Issue 84
GA Tutorial – Back to Basics	Peter Stark demonstrates a non-precision NDB approach, following up with a discussion on reading NDB approach charts.	Issue 85
GA Tutorial – Back to Basics	Peter Stark introduces the art of VOR navigation and takes us on a tutorial flight across Oregon.	Issue 86
GA Tutorial – Back to Basics	Peter Stark continues his tutorial flight across Oregon, demonstrating a VOR approach.	Issue 87

GA Tutorial – Back to Basics	Peter Stark discusses distance measuring equipment, including hints and tips on managing challenging DME arc approaches.	Issue 88
GA Tutorial - DME and Holding Patterns	Peter Stark continues to discuss distance measuring equipment, culminating in the opportunity to fly a series of holding patterns.	Issue 89
GA Tutorial, Holding Patterns, SIDs and STARs	This issue the focus is on holding patterns and providing a comprehensive overview of the often little understood SID and STAR procedures.	Issue 90
GA Tutorial - Standard Terminal Arrivals	In this issue the focus is on properly flying Standard Terminal Arrivals, with a demonstration flight into Sydney	Issue 91
GA Tutorial - The ILS Approach	Peter Stark takes us down the glideslope with a discussion of ILS approaches	Issue 92
GA Tutorial - Shooting the Beam	Peter Stark takes us down the glideslope with hand-flown approaches.	Issue 93
GA Tutorial - Completing an ILS approach	Peter Stark demonstrates how to nail an ILS approach every time	Issue 94
GA Tutorial - Completing an ILS Approach	Peter Stark takes on the infamous IFR check ride in FSX and lives to tell the tale!	Issue 95
GA Tutorial - The FSX check ride	Peter Stark concludes his discussion of the infamous FSX check ride!	Issue 96
A Flight Simmer's Guide to Weather	We embark on a new series offering a comprehensive overview of weather within desktop flight simulation.	Issue 96
A Flight Simmer's Guide to Weather	Peter Stark discusses air circulation around the globe and how water vapour creates the phenomena of clouds.	Issue 97
A Flight Simmer's Guide to Weather	Peter Stark delves deep in to storm clouds to discuss the challenges that thunderstorms pose to aviation.	Issue 98
A Flight Simmer's Guide to Weather	Peter Stark recommends a selection of products to enhance your weather experience in FSX.	Issue 99
A Flight Simmer's Guide to Weather	Peter Stark discusses the creation of weather themes that can be reused over and over to create custom flying conditions.	Issue 100
A Flight Simmer's Guide to GPS	Peter Stark starts a new series on how to get the most from your GPS, including how to use advanced features to simplify your navigation.	Issue 101
A Flight Simmer's Guide to the GPS	Peter Stark demonstrates advanced features of the GPS on a short flight from Barcelona.	Issue 102
A Flight Simmer's Guide to the GPS	In this issue, Peter Stark continues to examine some advanced features of our default FSX/FSX: Steam Edition/Prepar3D GPS500 while on a practical flight in northern California.	Issue 103

GA Tutorial - Aviation Rules of Thumb	Peter Stark provides useful hints and tips to help you fly more accurately and make better sense of your environment.	Issue 104
GA Tutorial - Aviation Rules of Thumb Part 2	In our previous issue we started to look at some classic Rules of Thumb suited to general aviation aircraft. Our tutorial flight this time around will let us focus on those better suited to aircraft that fly higher and faster...	Issue 105
Back to Basics - The principles of flight	We are pleased to start a new phase of 'Back to Basics', using some of the latest products available to explore the fundamentals of flight, broadly following a typical Private Pilot Licence (PPL) syllabus - all sim pilots will benefit no matter what their level of experience.	Issue 106
Back to Basics - Understanding Trim Controls	In this edition of our new phase of 'Back to Basics', Peter Stark introduces more important concepts and tips as we progress through a simulated pilot training syllabus that is sure to benefit sim pilots of all levels...	Issue 107
Back to Basics - Preflight and ground-handling procedures	In this issue Peter Stark offers advice on preflight procedures and how to handle our bird on the ground as we continue to learn how to fly your sim like a pro by simulating private pilot training.	Issue 108
Back to Basics - The Circuit Pattern	In this issue, Peter Stark flies the A2A Piper Cub and Cessna C172 from the North American airfield of Block Island/KBID by Orbx Simulations and shows us how to hone a few more basic skills.	Issue 109
Back to Basics - Advanced skills.	Stage 1 – Lesson 5: Stalls, steep turns and carburettor heat control. In this issue Peter Stark covers some more advanced skills that are essential to master before we progress on to circuits and landings.	Issue 110
Back to Basics - Landing techniques	One of the most demanding, yet satisfying aspects of flying for any budding pilot is the first time they land an aircraft. Peter Stark shows you how to set up your aircraft to ensure a smooth and safe touchdown.	Issue 111
Back to Basics - The Circuit Pattern	In this edition we discuss the circuit pattern in more detail...	Issue 112
Back to Basics - More demanding manoeuvres	In this edition of our GA series, Peter Stark introduces some more demanding manoeuvres to keep you working hard at perfecting your flying techniques, while continuing to develop your theoretical knowledge.	Issue 113
Back to Basics - When things don't go to plan	As a pilot you have to cope with whatever Mother Nature and bad luck throws at you. But sometimes things don't go to plan and we need to know how to improve our chances of a good outcome...	Issue 114

Back to Basics - Forced landings without power	Peter Stark takes a look at how to execute a safe 'FLWOP' – Forced Landing Without Power.	Issue 115
Back to Basics - Getting through the checkride	Peter Stark, in this edition of his Back to Basics series combines all the skills we have so far acquired to help us get through our checkride in order to obtain our Private Pilot Licence.	Issue 116
Back to Basics - Visual Navigation	In Stage 2 of our PPL syllabus, we will expand your understanding of navigation, engine and airframe performance, as well as maps and charts as we work through several navigation training flights.	Issue 117
Back to Basics - Planning your flight	This issue, Peter Stark explains how real-world pilots flew before GPS existed and how to use flight simulators to practice visual navigation techniques.	Issue 118
Back to Basics - Executing your flight plan	In this instalment, we will complete the flight plan started in our previous issue before taking off and putting it into practice, while learning some simple techniques to keep us on track.	Issue 119
Back to Basics - Flight plan Onward Bound	In our previous tutorial, we had just arrived over Oakridge, and through good planning, passed overhead exactly on time. Now we continue our navigation exercise by flying on to Crater Lake and Prospect State airfield...	Issue 120
Back to Basics - Fuel planning for longer routes	In this lesson, Peter Stark explores fuel factors that will enable us to accurately plan and fly longer routes.	Issue 121
Back To Basics: An Italian navigation exercise	We put the final touches to our flight preparations and depart on an Italian navigation exercise.	Issue 122
Back To Basics: Preparing for complex navigation	In this issue, we examine some of the basics that better prepare us for complex navigation techniques.	Issue 123
Back to Basics - The effect of winds on our aircraft	In the previous issue, we examined the fascinating science of meteorology and how pilots learn to recognise weather phenomena and their likely impact. We now explore the effect of winds on our aircraft.	Issue 124
Back to Basics – Using real-world techniques to navigate in Flight Simulator	Having explored basic navigation and the effects of wind, it's time to start a longer flight that will incorporate real-world techniques to navigate in Flight Simulator.	Issue 125
Back to Basics – We fly across northern California and learn some new navigation tips	In our previous issue, we showed you how to use real-world techniques to navigate in your flight simulator. In this edition, we continue our journey across northern California and provide useful tips that will help you fly and navigate visually.	Issue 126

Back to Basics - New techniques for when things don't go to plan	After previously navigating across the mountains of the northwest of the US, in this issue, Peter Stark takes a look at new techniques that will make life a little simpler when things don't go quite to plan.	Issue 127
Back to Basics – Navigation errors and how to correct them	Even if we judiciously learn all the theory of navigation, practise the exercises and fly like a professional, we still sometimes become 'geographically embarrassed'. Over the next two issues, we take a look at a couple of common causes, and more importantly, offer advice on what to do...	Issue 128
Back to Basics - Wrapping up	In the previous lesson, we realised that we were not where we should be. The visual fixes we were expecting to mark our location simply didn't appear. We wrap up Stage 2 of Back to Basics by learning how we might get ourselves out of this very fine mess.	Issue 129
Back to Basics - Night Flying	In this new series, Peter Stark turns to the next phase of flying that may attract GA pilots – visual night flying. During this series, he explores the challenges of flying at night and demonstrates how to use flight simulators to practice the skills you may need.	Issue 130
Back to Basics – Night Flying	Having developed an understanding of what is 'night' and how some human senses can mislead an unsuspecting pilot, we now familiarise ourselves with aircraft and airfield lighting.	Issue 131
Back to Basics - Understanding and anticipating illusions	One of the biggest challenges that pilots face when transitioning to night visual flying is identifying visual and spatial illusions that may lead to disaster. In this tutorial, we learn that the key to flying well at night is to understand and anticipate these illusions and react accordingly.	Issue 132
Back to Basics - Sensory illusions	In this lesson, Peter Stark looks at sensory illusions and teaches us some piloting techniques to stay out of trouble.	Issue 133
Back to Basics – Using professional techniques	Having thoroughly explored the spatial and visual illusions that night pilots are subjected to, we can turn to more practical skills using flight simulators and start to learn some flying techniques that the professionals use when they venture out after dark.	Issue 134
Back to Basics – Developing your night instrument flying skills	In this lesson, we continue to develop our instrument night flying skills and learn how and when to use the flight, engine and navigation instruments when the weather or visibility makes visual flight more difficult.	Issue 135
Back to Basics – Flying circuits and landings at night	In this lesson, Peter Stark talks about how to safely fly circuits and landings at night, which is one of the key skills learnt by any pilot as it combines a variety of manoeuvres in a compact physical area in a short space of time.	Issue 136

Back to Basics – Flying circuits and landings at night	In this lesson, we wind up our night flying training by preparing for a crosscountry navigation exercise while learning how to handle any surprises that may occur along the way.	Issue 137
Back to Basics – Night Flying, with unexpected emergencies	We wind up this part of our Back to Basics series by completing our prepared night flight and deal with some unexpected emergencies.	Issue 138
Back to Basics - Instrument Flying	Welcome to the next stage of our Back to Basics series in which we explore basic and intermediate instrument flying and radio navigational techniques.	Issue 139
Back to Basics - The humble NDB	Having learnt some tips about finding a suitable IFR trainer, in this issue, we now kick off some real IFR flying by taking a look at one of the oldest radio navigation aids used in aviation, the Non-Directional Beacon.	Issue 140
Back to Basics – Instrument rating	For this issue, we continue our in-depth look at the humble NDB and discover some useful techniques that breathe life into this often overlooked navigation aid.	Issue 141
Back to Basics: Instrument rating	In our previous edition, we left you with some airborne homework, so in this issue you will be ready to fly one of the oldest types of radio navigation procedures: an NDB approach.	Issue 142
Back to Basics - How to use the VOR	Having got to grips with the NDB in the previous issue, we now turn our attention to a more common and accurate radio navigation aid - the VOR.	Issue 143
Back to Basics - Using the VOR continued...	In our previous lesson, we left off overhead Mangalore VOR station. We now continue on our planned route to Albury when some unexpected ATC requirements test our understanding of VOR intercepts, before we put it all together to make a simple VOR approach.	Issue 144
Back to Basics - Using the DME	Having successfully completed a simple VOR approach, in this issue we take it to a higher level while introducing a nifty invention from Australia – the Distancing Measuring Equipment (DME).	Issue 145
Back to Basics: Using the DME	In this issue, we wrap up exploring the various uses of the VOR radio navigation aid by learning to fly in circles or follow the DME arc.	Issue 146
Back to Basics: In the holding pattern	We continue to turn in circles but this time, we look at some useful tips to help keep you in the holding pattern and understand why new IFR pilots hate them so much.	Issue 147
Back to Basics - SIDs and STARs	In previous lessons, we became familiar with the basic navigation aids and some elementary holding techniques. This time, we continue to up the ante by moving into the dark and mysterious world of SIDs and STARs.	Issue 148
Back to Basics - SIDs and STARs	In the last lesson, we saw how Standard Instrument Departures can alleviate congestion at busy airports. This time, we look at how Standard Terminal Arrivals route inbound flights before landing.	Issue 149

Back to Basics – The instrument landing system	After learning about and practising key IFR flying skills, we now focus on one of the most commonly used and yet often poorly flown navigation aids - the Instrument Landing System (ILS).	Issue 150
Back to Basics - Key terms and aids	This time, we take a look at some key terms and aids that will assist you in nailing those perfect hand-flown ILS approaches.	Issue 151

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X-Plane 9 – A Beginner's Guide	Navigating the X-Plane menu - 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.	60/44
X-Plane 9	A Beginners Guide - In the second article of our ongoing series on X-Plane, we will explore its structure and discover how to customize and install third-party add-ons to this popular flight simulator.	61/52
X-Plane 9	A Beginner's Guide - In the third part of this ongoing series on X-Plane 9, Richard Benedikz offers advice on choosing and configuring your flight controls.	62/52
A Beginner's Guide to X-Plane	Part 1 by Chuck Bodeen - 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'.	63/52
A Beginner's Guide to X-Plane	Part 2 by Chuck Bodeen - 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.	64/52
A Beginner's Guide to X-Plane	Part 3 by Chuck Bodeen - 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.	65/52
X-Plane 9 – Building an aircraft	Part 4 by Chuck Bodeen - 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	66/56
A Beginner's Guide to X-Plane 10	We start a new tutorial series for those using the increasingly popular X-Plane simulator.	66/84
A Beginner's Guide to X-Plane 10	We take a look at the aircraft within X-Plane along with the unique flight modelling properties of the simulation.	66/85
Beginner's Guide to X-Plane	We explore the scenery of X-Plane, including how to add custom scenery files and a guide to popular third-party expansions.	66/86
A Beginner's Guide to X-Plane	Richard Benedikz offers advice on how to configure your flight controls in order to get the best out of your aircraft in X-Plane.	66/87

A Beginner's Guide to X-Plane	Configure X-Plane to replicate all that Mother Nature can throw at us, with a detailed discussion of weather options.	70/88
A Beginner's Guide to X-Plane	An in-depth discussion of scenery expansions, brings the X-Plane environment to life.	68/89
A Beginner's Guide to X-Plane	Jessica Bannister-Pearce offers a guide to improving the lacklustre default airports in X-Plane using Laminar's World Editor tool.	64/90
A Beginner's Guide to X-Plane	Richard Benedikz offers a guide to a host of third-party plug-ins that improve the parent simulation	64/91
A Beginner's Guide to X-Plane	Richard Benedikz Offers a guide to the all-important optimisation of frame rates within X-Plane	62/92
A Beginner's Guide to X-Plane	We interview Cameron Son, prolific X-Plane publisher and owner of X-Aviation	93/62

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Combat		Issue
Flanker 2.0 Mission Editor	Creating missions in the Flanker 2.0 Mission Editor	Issue 3
Tumult in The Clouds.	Tactics in WWII Combat Simulators	Issue 7
Tumult in The Clouds Pt.II	Offensive and Defensive Manoeuvres in WWII Combat Simulations	Issue 9
Battle of Britain	The Strategic Aspect	Issue 10
Rise of Flight - A new World War One flight sim	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!	Issue 59
Rise of Flight - The story so far...	In this editorial of our ongoing series of ROF, we interview 777 Studios which this year acquired all rights to Rise of Flight. They tell us about their exciting plans for the future development of this ground-breaking flight sim	Issue 71
Rise of Flight - Update: Version 1.016	Publishers 777 Studios has released its latest upgrade for Rise of Flight. As well as bug fixes, it introduces a host of new features which include: dynamic lighting, moving clouds with accompanying shadows, plus light and colour reflection. However, the highlight of this upgrade is the inclusion of their first flyable multi-seat and multi-engine aircraft – the legendary Handley Page 0/400	Issue 72

Rise of Flight - A new phase begins!	777 Studios, developer of Rise of Flight, has recently released two major updates for this popular World War I flight sim. These improvements and additional features relate not only to technical aspects, such as the graphics engine, but also to the 'gameplay' elements – with the introduction of two new aircraft and a new dynamic career module.	Issue 75
Rise of Flight – The best World War 1 sim just got better	Since our previous feature on Rise of Flight, developer 777 Studios has been busy introducing new features and new aircraft to this already excellent simulation. This article takes a look at some of them, including the Bristol F.2B Fighter, the RAF R.E.8 and the new St Mihiel Campaign.	Issue 78
Rise of Flight – Flying and fighting in the Nieuport 28	This edition of our series on Rise of Flight, offers hints and tips on flying and fighting in the Nieuport 28.	Issue 79
DCS: A-10C Warthog	This issue sees the second part of Chris Frishmuth's series on The Fighter Collection's DCS: A-10 Warthog. His tutorial article in this edition covers taking the A-10C airborne and getting familiar with some of the basic information available to us in flight.	Issue 80
Rise of Flight –Flying and fighting in the Spad XIII	In this instalment of our series on Rise of Flight, we discuss flying and fighting in the French designed Spad XIII, plus how to maximize its virtues in combat.	Issue 80
DCS: A-10C Warthog – Air-to-Air Refuelling	This issue sees the third part of Chris Frishmuth's series on The Fighter Collection's DCS: A-10 Warthog. For our third tutorial flight we are going to take a look at the all-important skill of air-to-air refuelling.	Issue 81
Rise of Flight – News from the 'Front'!	In this instalment of our series on Rise of Flight, we take a look at the recent major updates that have been introduced to this ever-popular World War 1 sim.	Issue 81
DCS: A-10C Warthog Tutorial 4 – Laser Guided Bombs	This issue sees the fourth part of Chris Frishmuth's series on The Fighter Collection's DCS: A-10 Warthog. In this issue we take a look at laser guided ordnance.	Issue 82
IL-2 Cliffs of Dover - Spitfire!	This issue sees the start of a new series – the aim of which is to offer hints and tips on operating and flying the aircraft in IL-2 Cliffs of Dover. The first aircraft under the spotlight is the iconic Vickers Supermarine Spitfire.	Issue 82
DCS: A-10 Warthog Tutorial 5 – CCIP Bombing	This issue sees the fifth part of Chris Frishmuth's series on The Fighter Collection's DCS A-10 Warthog. In this issue we concentrate on the skills required to accurately drop unguided ordnance.	Issue 83
IL-2 Cliffs of Dover – The Messerschmitt Bf 109E	In the second part of our series on IL-2 Cliffs of Dover, the spotlight is turned on the Luftwaffe's premier fighter during the Battle of Britain: the Messerschmitt Bf 109E	Issue 83

Rise of Flight – Dispatches from the front	Derek Davis discusses the latest update to Rise of Flight, including two new aircraft and upgraded scenery.	Issue 84
DCS: A-10C Warthog – Using Mavericks!	Chris Frishmuth's series on The Fighter Collection's DCS: A- 10 Warthog continues with a discussion on the devastating Maverick missile.	Issue 84
IL-2 Cliffs of Dover - Hawker Hurricane	Derek Davis introduces us to the 'unsung hero' of the Battle of Britain, the Hawker Hurricane. As we were about to go to press, 777 Studios had just	Issue 84
Rise of Flight – The best World War I sim just got better	released another major and feature-rich update to their simulation, which included three new aircraft! So, we bring you up to speed with what's been happening in the virtual world of Rise of Flight.	Issue 85
DCS: A-10C Warthog – Using the GAU-8 Avenger cannon!	Chris Frishmuth's series on The Fighter Collection's DCS: A- 10 Warthog continues with a discussion on the fearsome GAU-30 cannon!	Issue 85
IL-2 Cliffs of Dover - Messerschmitt Bf 110	Designated Zerstoror (Destroyer), the subject of our Cliffs of Dover feature for this edition is the long-range twin engine fighter - the Messerschmitt Bf 110.	Issue 85
Rise Of Flight – The Airco D.H.2	For this edition of our series on the aircraft in Rise of Flight, we go back to the early days of World War One when the concept of the specialised fighter aircraft was still in its infancy. We explore one of the first aircraft designed as a dedicated fighter, the de Havilland D.H.2.	Issue 86
DCS: A-10C Warthog – Joint Terminal Attack Controller	Chris Frishmuth's series on The Fighter Collection's DCS: A- 10 Warthog continues with an overview of the role of the Joint Terminal Attack Controller (JTAC), including the opportunity to engage in a directed strike mission.	Issue 86
IL-2 Cliffs of Dover – The Bristol Blenheim IV	The Bristol Blenheim undertook the first operational mission by the RAF in World War Two. Derek Davis introduces the intricacies of flying the aircraft within the Cliffs of Dover simulation, offering hints and tips for all phases of flight. The aircraft under discussion in this edition of our series on Rise of Flight is one that had both a material and psychological effect on the Allies and its pilots at the beginning of World War I. Its impact was such that for a period of time RFC airmen were referred to as 'Fokker Fodder'. The aircraft in question was the Fokker Eindecker.	Issue 86
Rise of Flight – The Fokker Eindecker	Chris Frishmuth's series on The Fighter Collection's DCS: A- 10 Warthog continues with an in-depth discussion of emergency procedures and what exactly to do when things go horribly wrong!	Issue 87
DCS: A-10C Warthog - Emergency	Derek Davis gets hands-on with flying the iconic Ju 87 Stuka, famed for its screaming vertical dives!	Issue 87
IL-2 Cliffs of Dover – Junkers Ju 87 Stuka		

Rise of Flight – Sopwith Dolphin	The aircraft featured in this edition of our Rise of Flight series is the rather underrated Sopwith Dolphin, successor to the Sopwith Camel. The concept behind the design of this particular aircraft stemmed from a desire to give the pilot the best all-round view possible in a biplane configuration.	Issue 88
DCS: A-10C Warthog – Using your AI wingmen	Chris Frishmuth's series on The Fighter Collection's DCS: A-10 Warthog continues with a discussion on coordinating with your AI wingmen.	Issue 88
DCS: A-10C Warthog – Graduation Exercise	Chris Frishmuth's series on The Fighter Collection's DCS: A-10 Warthog comes to a close with a challenging graduation mission!	Issue 89
Rise of Flight – The FE2b	Derek Davis introduces us to the FE2b. The FE2b was considered to be a great workhorse and along with the DH2, is generally credited with ending the 'Fokker scourge' of 1915-1916.	Issue 89
IL-2 Cliffs of Dover – The Junkers Ju88	An opportunity to explore and fly the iconic Junkers Ju-88, generally considered to be the Luftwaffe's best all-round bomber of World War II.	Issue 89
Cliffs of Dover - Heinkel 111	Derek Davis discusses the Heinkel He 111, one of the most recognisable shapes in the British skies during 1940. The twin engine bomber bore the major burden of the Luftwaffe bombing offensive during the Battle of Britain.	Issue 90
Air Combat Simulation	Derek Davis launches a new series of tutorials, delving into the intricacies of air combat	Issue 91
Air Combat Simulation	Derek Davis offers advice on appropriate hardware and the wide choice of simulations available to combat simmers	Issue 92
Air Combat Simulation	Derek Davis discusses the origins of aerial combat and how reconnaissance missions led to the genesis of the dogfight!	Issue 93
Leatherneck Simulations DCS: MiG-21bis	Chris Frishmuth gets hands on in the first in a series of tutorials for the iconic MiG-21bis.	Issue 95
Air Combat Simulation	Derek Davis discusses the crucial role of energy management in air combat.	Issue 95
Air Combat Simulation	Derek Davis discusses pursuit paths. The path an attacker takes to converge on a target can mean the difference between winning or losing a dogfight!	Issue 96
DCS: MiG-21bis – Take-off and landing	Chris Frishmuth introduces us to the key concepts of take-off and landings with the DCS MiG-21.	Issue 96
DCS MiG-21bis – Navigation and fuel	Chris Frishmuth introduces us to navigating the MiG-21 and also offers advice on fuel management.	Issue 97
DCS MiG-21bis – A Tutorial Flight	In this issue we will take a short flight from Batumi to Sochi-Adler using the RSNB navigation radio.	Issue 98
Air Combat Simulation	In this edition, Derek Davis explores the use of gunsights in the fine art of aerial gunnery.	Issue 98

DCS MiG-21bis – Radar and Air-to-Air missiles	In this issue Chris Frishmuth puts the MiG-21bis to work and shows us how to employ this aircraft in the role for which it was designed - shooting down the enemy.	Issue 99
72 DCS MiG-21bis – Air-to-Ground Weapons	We discuss the formidable air to ground weapons available for the MiG-21.	Issue 100
DCS MiG-21bis – Air to Ground Weapons Part 2	We further explore the array of weaponry available to the MiG-21, including the use of nuclear ordnance.	Issue 101
DCS: MiG-21bis – Air-to-Ground Weapons - Part 3	We discuss the options for ground attack, including strafing runs!	Issue 103
DCS MiG-21bis – Graduation Exercise (GradEx)	In this final issue featuring the DCS: MiG-21bis, we put all of the things we've learned in the previous tutorials to the test in a graduation exercise: The GradEx.	Issue 104
DCS: Operation Epsom	We offer some valuable hints and tips on getting the most out of the first campaign module designed for DCS: Spitfire LF Mk. IX.	Issue 112
Baron's Combat Corner – To fly and to fight!	In this first instalment of a new series of articles, Derek Davis examines aerial combat tactics and the essential requirements needed to survive and ultimately succeed in a dogfight.	Issue 125
Baron's Combat Corner - Tools of the trade!	This edition of 'Combat Corner' offers advice on optimising the various features within your simulation and what to look for when choosing your combat aircraft.	Issue 126
Baron's Combat Corner - Air Combat Simulation	In this instalment of our combat simulation series, Derek Davis examines two of the most important elements that you need to consider when dogfighting: energy management and situational awareness.	Issue 127
Baron's Combat Corner – Angles and Energy tactics	This edition of our series on air combat takes a look at two important tactical strategies that are employed by a fighter pilot when engaging the 'bandit': 'Angles', which refers to turning manoeuvres, and 'Energy', which relates to speed, climbing and diving strategies.	Issue 128
Baron's Combat Corner - The art of aerial gunnery	Aerial gunnery is one of the most difficult aspects of air combat to master. Derek Davis discusses how attaining any level of gunnery efficiency not only requires constant and regular practice, but also an appreciation of the factors which determine whether you hit your target or not.	Issue 129

Baron's Combat Corner - Flying and fighting in the P-51 Mustang	Derek Davis discusses the attributes of the North American P-51 Mustang and why it has earned a reputation as the best all-round US fighter to have served in World War Two.	Issue 130
Baron's Combat Corner – Flying and Fighting in the Messerschmitt Bf 109	In this edition, we take a look at the handling qualities and dogfighting abilities of the Messerschmitt Bf 109 and find out why it earned a reputation for being one of the deadliest fighters of World War Two.	Issue 131
Baron's Combat Corner – A Combat Report	In this instalment of Baron's Combat Corner, Derek Davis puts some of the theory that has been discussed over the past few issues into practice, by using one of his memorable missions as a case study.	Issue 132
Air Combat Simulation - The psychology of aerial combat	Welcome to the start of a new series on aerial combat. Over the next few issues, we will cover subjects including fighter aircraft types, situational awareness, tactics and aerial gunnery. For this first instalment, we focus on a topic that is seldom discussed: the psychology of air combat.	Issue 145
Air Combat Simulation: Tools of the trade	In this second instalment of our series on air combat simulation, we look at a couple of important topics we need to address before discussing the 'mechanics' of aerial combat. The first is the software you will use to study the subject, while the second covers the hardware, such as the joystick, rudder pedals, throttles and head-tracking.	Issue 146
Air Combat Simulation To fly and fight!	In this edition of our 'Combat Corner', we examine the essential requirements needed to survive and ultimately succeed in a dogfight. We also touch on the aircraft and discuss how best to employ different types.	Issue 147
Air Combat Simulation - E is for Energy	Welcome to another edition of our series on air combat simulation. Today, we will discuss the important issue of energy management in a dogfight.	Issue 148
Air Combat Simulation - P is for Pursuit	simulation. This time, we explore 'pursuit paths' or the trajectory an attacking fighter takes when converging on a target.	Issue 149
Air Combat Simulation - Gun button to fire!	In this instalment, we explore the 'art' of aerial gunnery and discuss why hitting a target while moving within a three-dimensional environment is one of the most challenging aspects of dogfighting.	Issue 150
DCS: Spitfire LF Mk. IX - Flying and dogfighting hints and tips	Welcome to the start of a new miniseries in which we take a look at the DCS: Spitfire LF Mk. IX - using a compilation of previous articles. The aim is to help you get the most out of this superb DCS module in one convenient series.	Issue 151

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Flight sim Training		Issue
Flight Simulator Training: Teaching with simulators	This new series will challenge your flying skills and your knowledge of the aircraft to the limit. You will have the opportunity to experience the situations that pilots face during simulator sessions in normal and emergency conditions and in all types of geographic areas. So, are you ready for the challenge?	Issue 145
Flight Simulator Training: Threat and Error Management	In this lesson, we look at how the Cockpit Resource Management concept has evolved not only to train pilots what to do when things go wrong, but how to mitigate failures and communicate with others.	Issue 146
Flight Simulator Training Engine Failure	Learning to fly multi-engine aircraft represents one of the more challenging aspects of flight training. In this article, we look at how flight simulators can be used to safely practice single-engine emergency procedures.	Issue 147
Flight Simulator Training - Writing lesson plans	Professional pilot training involves practising various system failures. In this lesson, we learn how to write lesson plans to improve our virtual flying skills.	
Flight Simulator Training - Hydraulic System Failures	In this lesson, we will discuss the hydraulic system in the Boeing 737-800NG and simulate a hydraulic failure during a training flight from Las Vegas to Bob Hope Burbank Airport.	Issue 149
Flight Simulator Training - Scenario-based training	In this lesson, we look at how scenario-based training can help plan for various failures that can occur during the take-off phase and how planning for all eventualities can result in a successful outcome. 62 Flight Simulator Training - Scenario-based training In this lesson, we look at how scenario-based training can help plan for various failures that can occur during the take-off phase and how planning for all eventualities can result in a successful outcome.	Issue 150
Flight Simulator Training - Mountain flying	In this lesson, we explore the incredible and scenic terrain of the Rocky Mountains and learn about the challenges of mountain flying.	Issue 151

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Challenging Airports

Subject	Description	Issue/Page
Saint Barthelemy's Gustav III Airport	Chris Frishmuth starts a new series of articles that will take a look at some of the most interesting airports from across the globe. Over the next few issues, he will attempt to replicate some of the challenging and unique approaches that can set the heart beating that little bit faster!	74/56
Lukla	As far as airports are concerned, you would be hard pressed to find one with as many challenges as those presented by the airport that serves as the doorway to the highest mountain on earth: The Mount Everest region's Tenzing-Hillary Airport, otherwise known as Lukla.	75/56
Courchevel, France	Chris Frishmuth's challenging airport for this issue is Courchevel – a small airport carved out of the side of the French Alps!	76/56
Toncontin International Airport	Chris Frishmuth's challenging airport for this issue is Toncontin International Airport in the city of Tegucigalpa - located in the mountainous interior of Honduras.	77/56
London City Airport	Chris Frishmuth's challenging airport for this issue is London City Airport. Situated just inland of the Thames on the eastern edge of London, the airfield is shoehorned into a tight geographic area.	78/56
Aspen – Colorado	Our challenging airport for this issue is Aspen/Pitkin County airport in the heart of Colorado's Rocky Mountains – a frequent destination for the jet set.	79/56
Washington National Airport (KDCA)	Chris Frishmuth's 'Challenging Airport' for this issue takes a look at the challenging River Visual approach to Washington DC's Ronald Reagan National airport (KDCA) USA.	80/56
Saba – Juancho E. Yrausquin Airport (TNCS)	Chris Frishmuth's 'Challenging Airport' for this issue takes us to the Caribbean and the imposing volcanic island of Saba, with the shortest commercially serviced runway in the world!	81/56
Hong Kong Kai Tak	Chris Frishmuth's 'Challenging Airport' for this issue takes us to Hong Kong and the infamous Kai Tak approach.	82/56
Paro, Bhutan's Only International Airport	We visit the reclusive Kingdom of Bhutan and its only international airport at Paro, deep in the Himalayas.	83/76
Mountain Air Airport	A visit to North Carolina, to the infamous Mountain Air Airport – a tiny airstrip carved into the side of a mountain.	84/52
McMurdo Ice Runway (NZIR)	Chris Frishmuth invites us to put on our thermals and take to the ice at McMurdo base in Antarctica.	85/52

The Aircraft Carrier the USS Nimitz	Chris Frishmuth discusses one of the ultimate challenges in aviation – making a successful landing on an aircraft carrier!	86/52
St Maarten Princess Juliana International (TNCM)	Chris Frishmuth takes us on a trip to the beach, visiting the infamous St Maarten Airport.	87/52
Barra	Chris Frishmuth takes us to the isle of Barra, the only location in the world where scheduled airlines land on the beach!	88/54
Madeira	Chris Frishmuth takes us to the island of Madeira, with its notorious and mountainous	89/52
Castlegar British Columbia (CYCF)	Chris Frishmuth takes us to Castlegar, British Columbia, one of the world's most notorious mountain airports!	90/56
Congonhas – Sao Paulo	Chris Frishmuth takes us to São Paulo in Brazil and one of the world's most difficult approaches.	91/56
Sion Airport in the Rhone Valley of Switzerland	Chris Frishmuth takes us to Sion in Switzerland to one of the world's most notorious alpine airports.	92/54
KTEX- Telluride, Colorado	Chris Frishmuth takes us to the highest airport in the USA, at Telluride in Colorado	93/54
Sandane Norway	Chris Frishmuth takes us on a flight over the Norwegian fjords, culminating in a tricky landing at Sandane.	94/54
Lamidanda and Syangboche, Nepal	Chris Frishmuth takes us on a flight deep in to the Himalayas, with a visit to Nepal.	95/54
Lugano, Switzerland (LSZA)	Chris Frishmuth takes us to Lugano in Switzerland with its mountainous terrain and steep IGS approach.	96/54
Queenstown, New Zealand - NZQN	Chris Frishmuth takes us to Queenstown New Zealand for a challenging landing in the mountains!	97/54
Khe Sanh	Chris Frishmuth takes us to Khe Sanh, an extremely challenging airstrip in Vietnam, that played a pivotal role in the Vietnam war!	98/58
Kokoda	Chris Frishmuth takes us to Papua New Guinea and shows us how to fly the Kokoda track.	99/58
Tivat	This flight takes us to Tivat in Montenegro, with a challenging mountain approach.	100/58
Catalina Island (KAVX)	Chris Frishmuth takes us off the coast of California, for a challenging landing at the iconic Catalina Island Airport.	101/58
Vagar, Faroe Islands (EKVG)	Wedged between the freezing, windswept waters of the Norwegian Sea and the North Atlantic Ocean, we visit the challenging airport at Vagar in the Faroe Islands.	102/58
Falklands/Malvinas 1982 Part 1	In this, the first of a two-part series, Chris Frishmuth examines the amazing feats of airmanship the pilots of both the Argentinian and British Air Forces	103/48

Port Stanley, Falkland Islands Part 2	In this second part of our two-part series on Port Stanley Airfield in the Falkland Islands, we examine the challenging conditions the counter-attacking British forces were faced with.	104/48
Cuzco, Peru (SPZO)	In this issue we find ourselves on the South American continent, this time heading into the mountainous highlands of Peru to take a look at one of the highest and tightest commercial airports in the world: Cuzco.	105/48
Unalaska	Our challenging airport for this issue is the small airport on Unalaska (a port town sometimes referred to as Dutch Harbor), which lies just shy of 800 miles southwest of Anchorage. Unalaska is located midway out along the chain of islands that form the Aleutian Islands.	106/48
Skiathos, Greece (LGSK)	Our challenging airport for this issue is the airfield located on the beautiful Greek isle of Skiathos.	107/48
Fernando de Noronha (SBFN)	In this edition, Chris Frishmuth features the airport on Fernando de Noronha - a tiny airport 200 nautical miles off the coast of Brazil and discovers that it has its own unique considerations that make a visit worthwhile.	108/48
Innsbruck (LOWI)	Chris Frishmuth tackles Innsbruck Airport that is a fascinating airport for both VFR and IFR pilots alike.	109/48
Milford Sound (NZMF)	Chris Frishmuth revisits New Zealand and the scenic coastal tourist destination of Milford Sound. Located on the west coast of South Island, the Milford Sound fiord is a wildly popular scenic extravaganza attracting up to one million visitors every year.	110/48
Svolvaer, Norway (ENSH)	In this issue of Challenging Airports, we return to the frozen fjords of Norway. So, strap in for a scenic flight into the coastal destination of Svolvaer.	111/48
Ísafjörður, Iceland (BIIS)	This issue we visit another extreme destination on the northwestern tip of Iceland – the scenic and challenging airport of Ísafjörður.	112/48
Narsarsuaq, Greenland (BGBW)	Whether you are flying scheduled airline routes to Narsarsuaq or utilising it as a mid-trip fuel stop on a longer journey, operating to the airport requires careful consideration and preparation due to the extremes of distance, weather and geography that the area features.	113/48
Valdez, Alaska (PAVD)	Flying MilViz's DHC-3 Otter, we take a look at Valdez, a small fishing town in southern Alaska that features a major oil export terminal, diverse wildlife, glaciers and world-class backcountry skiing.	114/56
Aosta, Italy (LIMW)	For the first time in his Challenging Airports series, Chris Frishmuth heads to Italy and the scenic Aosta Valley in the heart of the Alps.	115/56

Lord Howe Island (YLHI), Australia	In this instalment of our Challenging Airports series, we cover our first Australian airport after skirting the continent on previous trips to New Zealand and Antarctica.	116/56
Alert, Nunavut, Canada (CYLT)	In this instalment of our Challenging Airports series, we travel to the uniquely situated, northernmost permanently inhabited place on the planet: Alert, Canada.	117/56
Bolzano, Italy (LIPB)	Chris Frishmuth revisits the spectacular mountain landscapes of northern Italy and the scenic vistas of the Dolomites surrounding the valley city of Bolzano.	118/60
Sucre, Bolivia (SLSU)	In this instalment, we travel to Sucre, the capital of the South American country of Bolivia. Located in the highland valleys of the Central Cordillera and with mountain peaks to over 21,000ft, it is an extremely challenging region for aviators.	119/60
Gilgit, Pakistan (OPGT)	We travel to Gilgit, deep in the mountainous region of northern Pakistan. Serving the local population of nearly a quarter of a million people, the airport is an important gateway to the area via the capital city of Islamabad.	120/60
Challenging Airports: Manizales, Colombia (SKMZ)	Chris Frishmuth travels to the city of Manizales, deep in the western foothills of the Central Andes. Air travel to Manizales ticks off many of the boxes that should give visiting pilots pause for thought...	121/60
Challenging Airports - Petersburg, Alaska (PAPG)	In this Challenging Airports instalment, we travel to the isolated island community in Petersburg, Alaska, located midway between Juneau and Ketchikan.	122/60
Challenging Airports – Annecy, France (LFLP)	Tucked away in the eastern corner of France, Annecy is on the doorstep of the high Alps. We take a look at this charming but challenging airfield.	123/60
Challenging Airports - Akureyri, Iceland (BIAR)	In this instalment of our popular series, we travel to Akureyri on the northern coast of Iceland. Nestled in the southern terminus of the 35-mile long Eyjafjörður fjord, high terrain and unpredictable weather combine to make this a challenging airport to fly to.	124/60
Challenging Airports – Saint-Tropez, La Mole (LFTZ)	For this issue, we travel to La Mole in the south of France. Just inland from the sun-drenched shores of Saint-Tropez, it is the point of entry for the rich and famous - with stunning beaches, world-class dining and a mild Mediterranean climate.	125/60

Challenging Airports - Nuuk, Greenland (BGGH)	Located on the southwest coast of Greenland, Nuuk contains nearly one-third of the country's population. With links to other parts of the country and beyond, the airport at Nuuk is an essential gateway to the region.	126/60
Challenging Airports - Pasto, Colombia (SKPS)	Chris Frishmuth takes a look at Antonio Nariño Airport (a 5,951ft elevation airport) situated at the southern end of the Cordillera Central mountain range in Colombia.	127/60
Challenging Airports – Sparrevohn, Alaska (PASV)	For this issue, Chris Frishmuth explores a relic from the Cold War era. Located in the remote wilderness of Alaska, Sparrevohn is a US Air Force station that continues to serve in the present day.	128/60
Challenging Airports - Reggio di Calabria, Italy (LICR)	This month's Challenging Airport takes us to the seaside airport of Reggio Calabria. Squeezed between the Strait of Messina and the mountains of the Aspromonte massif, the airport presents somewhat unorthodox approaches.	129/62
Challenging Airports - Donegal, Ireland (EIDL)	The coastal airstrip in Donegal in Ireland features prominently in the Landing Challenges activities section in the new Microsoft Flight Simulator. Don a windproof rain jacket and join Chris Frishmuth in battling the often harsh conditions at Donegal Airport.	130/64
Challenging Airports Chambéry, France (LFLB)	Once again, we dip into the southeast of France, this time to Chambéry and the subalpine mountain ranges that precede entry into the higher French Alps further to the east.	131/64
Challenging Airports Samedan, Switzerland (LSZS)	We return to the deep mountain valleys of Switzerland to visit the fly-in ski resort of Samedan. Known as a playground for sports enthusiasts, a privileged few access the region via private and chartered corporate jets. While most of us might not be able to afford a single night in one of the exclusive mountainside resorts, we can take a crack at the journey to get there.	132/60
Challenging Airports, Cochabamba, Bolivia (SLCB)	In this instalment of the Challenging Airports series, we revisit the Cordillera Central mountain range in Bolivia and explore the high-altitude airport of Jorge Wilstermann, home to a fleet of relics from the golden age of aviation.	133/60
Challenging Airports, Toronto City Airport (CYTZ)	Some airports are conveniently located in city centres and provide measurable savings for those who value time as a commodity. In this issue, we take a look at a popular near-city airfield that serves the bustling Canadian metropolis of Toronto: Billy Bishop Toronto City Airport.	134/60

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Digital Specials

Title	Description	URL
The Essential Guide for the PMDG 737NGX	This 64-page special edition is a compilation of all the tutorials for the PMDG 737NGX written by Jane Whittaker. The tutorials include a detailed overview of the flight deck and aircraft systems including engines, electrical and hydraulic systems.	https://pocketmags.com/pc-pilot-magazine/pc-pilot-pmdg-737ngx
PC Pilot Rise of Flight	This special digital edition is a compilation of all the previously-published tutorials for Rise of Flight series. In this comprehensive guide you'll learn about the history and development of this premier World War One flight simulation.	https://pocketmags.com/pc-pilot-magazine/rise-of-flight
DCS: A-10C Warthog	In this digital only special edition of the DCS: A10C Warthog, the team behind the world's favourite flight simulator magazine, PC Pilot, provides a series of tutorials by Chris Frishmuth on how to fly and fight in the A-10C. The tutorials, which were released in previous issues of PC Pilot, cover a wide range of topics from start-up procedures through to basic handling as well as more advanced lessons on how to operate the weapons that can be carried by this successful ground attack aircraft.	https://pocketmags.com/pc-pilot-magazine/dcs-a-10c-warthog
PMDG MD-11 Tutorials	Full tutorial on how to fly the MD-11 Tri-jet. Learn how to operate the aircraft from start-up to shutdown. Discover how to configure the FMC and autoflight systems. Tutorial flight from LA Los Angeles to San Francisco.	https://pocketmags.com/pc-pilot-magazine/pmdg-md-11

PMDG 777 Tutorials

Full tutorial on how to fly this record-breaking twin-jet. Learn how to operate the PMDG 777 from start-up to shutdown. Discover how to configure the FMC and autoflight systems. Tutorial flight from Heathrow to Amsterdam AND MORE...

<https://pocketmags.com/pc-pilot-magazine/pmdgs-boeing-777-pc-pilot-special>

Back to Basics

Available now from the makers of PC Pilot, Back to Basics explores the fundamentals of flight that broadly follows a typical Private Pilot Licence (PPL) syllabus in a single digital volume. The articles cover basic aircraft handling and some aspects of airmanship skills – culminating in the General Flying Progress Test (GFTP). So, if you're new to this wonderful hobby, or need to brush up on your flying skills, you will find something in here for you.

<https://pocketmags.com/pc-pilot-magazine/back-to-basics>

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ONLINE FLYING

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SATCO & IVPA	Avsim Online Flying	10/18
Aces High	HiTech Creations Online Combat	12/26
Virtual Airlines	Is there a career for you in the virtual skies	26/50
Fighter Ace II	Microsoft Gaming Zone & VR-1 Online Combat	30/42
WarBirds III	iEntertainment Network Online Combat	
WarBirds III	iEntertainment Network Online Combat	
Warbirds 2004	iEntertainment Network Online Combat	
Flying Online - Introducing IVAO	In the start of a new series focusing on online flying, Jane Whittaker looks at one of the most prominent online organizations whose prime objective is to provide the flight simulation community with a highly realistic aviation environment – IVAO	71/44
Buffalo Airways VA	Many flight simmers are familiar with the concept of the virtual airline. Buffalo Virtual breaks the mould both in its fleet and composition. The VA is based around the real Buffalo Airways, which itself is something of a unique airline.	78/82
VATSIM Conference	Jessica Bannister-Pearce reports from this year's VATSIM conference for online pilots and controllers	92/80
Worldflight 2014 - Flight sim charity event.	Jessica Bannister-Pearce introduces us to the yearly flight simulation charity fundraiser.	95/80
Virtual Airlines - Fly UK	Jessica Bannister-Pearce takes a look at Fly UK	101/80
Virtual Airlines - A VA with a difference	Jessica Bannister-Pearce gets the opportunity to fly with the Ministry of Defence Virtual Airline, tasked with military missions.	102/80
Virtual Airlines - The small Canadian VA that's big on choice	For this issue of our series on virtual airlines, we take a look at Canadian Xpress.	103/66
Virtual Airlines Pacific Airways	We look at Pacific Airways: a 'Small hometown' virtual airline.	104/66
Virtual Airlines - CIX VFR Club	This issue's virtual airlines feature focuses on CIX VFR Club - a VA that was there right at the start - when flight simming first began.	105/66
Why fly online?	Tom Gilmore discusses why more of us should be flying online.	106/52
Virtual Airlines: The Flying Tigers Group	Jessica Bannister-Pearce takes a look at the Flying Tigers Group – a VA that combines a lot of choice with a relaxed atmosphere.	107/64
Worldflight 2016	Team Jet Sim took on a challenge to virtually circumnavigate the globe in a full-sized Boeing 737-800 simulator in seven days for Worldflight 2016. Richard Benedikz reports on the week's events.	107/72
Virtual Airlines: Adria Airways Virtual	Jessica Bannister-Pearce takes a look at a lesser-known virtual airline: Adria Airways Virtual.	108/64

Virtual Airlines: The Virtual Aviation Group	For this issue of our series on virtual airlines, Jessica Bannister-Pearce interviews 'The Virtual Aviation Group' – a VA for those looking for something that's more relaxed than the average hour-building, promotion-chasing VA experience.	109/64
Virtual Airlines – Mutley's Hangar Easter Bunny Air Rally	This instalment of our Virtual Airlines takes a look at the annual Mutley's Hangar Easter Bunny Air Rally, or MEBAR. This event gives pilots a chance to test their navigation and flying skills, as well as compete against their flight sim friends for the title of MEBAR champion.	110/64
Virtual Airlines: Fly Virtual	Jessica Bannister-Pearce discovers a VA whose motto is: "Any Aircraft, Any Airline, Any Route, Any Time... No B.S.".	111/64
Virtual Airlines: Air-Child VA	Jessica Bannister-Pearce reviews a VA that takes the feeling of community to a whole new level: Introducing Air-Child.	112/64
ATC – Air Traffic Control	ATC is available in all of today's current sims. On top of that there are a few third-party add-ons that replicate ATC control. The question is, are any of them any good? This article provides the answers to these questions and more.	112/68
Virtual Airlines: myAustrian Virtual	This issue, our Virtual Airline of choice is something a little different from what we're used to. For a change, Jessica Bannister-Pearce looks at a VA set up to follow its real-life counterpart.	113/64
Virtual Airlines: Olympic Air Virtual	This issue, Jessica Bannister-Pearce takes a look at Olympic Air Virtual – the virtual version of Greece's most famous airline.	114/64
Virtual Airlines: PilotEdge	In this issue, Jessica Bannister-Pearce takes a look at PilotEdge which provides full and professional air traffic control for flight simmers – 15 hours a day, seven days a week.	115/72
Virtual Airlines: TUI Virtual	This issue, Jessica Bannister-Pearce features a more 'standard' airline that follows its real-world counterpart and is one of the UK's oldest VAs, TUI Virtual.	116/68
Virtual Airlines: ProjectFLY	In this issue, Jessica Bannister-Pearce looks at ProjectFLY - a community hub which allows simmers from all backgrounds to come together and fly any aircraft on any route.	117/68

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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 FSX.	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.	50/50
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'.	50/58
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.	50/68

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!	50/77
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.	50/84
A Flight Simmer'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.	50/94
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	54/11
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.	54/16
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.	54/22
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.	54/28
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.	54/34

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.	54/38
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.	54/48
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	54/50
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.	54/52
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	54/58
An Oriental Odyssey – an airliner adventure	Welcome on board the versatile Boeing 767-300ER as we take you on an oriental adventure from the island of Penang to Hong Kong.	54/68
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.	54/76
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.	54/84

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.	54/94
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!"	58/16
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?	58/22
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	58/28
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.	58/36
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.	58/42
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.	58/50
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!	58/56
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'!	58/60
Computer Round-up		58/74
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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!	58/86

Buyers Guide	Our pick of the finest hardware, scenery expansions and peripherals.	58/94
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Dutch Flight Sim Show		39/38
Multiplayer Part 2	Multiplayer	39/50
Falcon 4.0: Allied Force Tutorial	Campaign	39/62
Choosing a computer for FSX	Campaign	39/68
C-130 Hercules	Concentrates on the flight characteristics	40/42
DIY AI Traffic	Create your own AI	40/48
Virtual Airlines	Joining a Virtual Airline	40/52
The IL-2 Phenomenon	Traces the history and offers hints and tips	40/58
Falcon 4.0's Multiplayer	Setting up a Multiplayer session	40/72
Pushing the envelope	Testing Computer Performance	40/78
Flight Sim Clubs	Setting up a flight sim group	41/42
DIY AI Traffic – Part 2	Making your airports more AI friendly!	41/46
Flight Simulator X Preview	PC Pilot Visits Aces Studios	42/22
Air Combat Simulation	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	46/22
FSX Compatible add-ons	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	46/34
X-Plane	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!	46 p38

The Human Element	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 issues fascinating Human Element Story	46/50
Just Flight's Rescue Pilot – A Preview	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!	47/26
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 Beaumont, Howard Sodja and Rob Young.	47/50
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!	48/40
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'	48/44
FSX Mission Building Tutorial	In this issue, we get into the 'nitty gritty' and start to assemble some key parts of our mission folder and commence creating the mission proper	49/40
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.	49/46
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.	51/40
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.	51/46
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!	51/80

Flight Experience - Flying an airline simulator	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	52/36
FSX Mission Building Tutorial - Adding Triggers	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	52/40
Air Combat Simulation Tutorial - Pilots Notes: Flying the Messerschmitt Bf 109	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	52/46
TFT Monitors - Our Window to our Virtual World	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	52/76
FSX Mission Building Tutorial - Effects and Rewards	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.	53/50
Air Combat Simulation Tutorial - Pilots notes; Flying the Supermarine Spitfire	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	53/56
X-Plane add-ons	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	53/96
Scenery Creation in FSX - Part 1 – Creating an airfield	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	55/50
Air Combat Simulation Tutorial - A Combat Report	For this issue of our combat series we put theory into practice in a simulated combat mission	55/56
Flying the Robinson R44 helicopter	Richard Benedikz visited Cabair at Elstree aerodrome and spent an hour flying the Robinson R44 helicopter. Read this special report to find out how the simulated version compares to flying the real thing	55/96

Scenery Creation in FSX Part 2 – Creating an airfield	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	56/50
Air Combat Simulation Tutorial. Pilots notes; Flying the P-51 Mustang	For this issue of our combat simulation series we offer some hints and tips on how to fly and fight in the ‘Cadillac of the Skies’ – the P-51 Mustang	56/56
Digital Combat Simulator: Black Shark - From Russia with love!	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.	56/92
Sydney Seaplanes	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.	57/44
Scenery Creation in FSX - Part 3 – Creating an airfield	Peter Stark continues with his third instalment of scenery creation by showing us how to add runways and taxiways to the project.	57/50
Computer Round-up - The power behind flight simulation	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.	57/88
Windows Vista	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.	57/94
As Real as it Gets - FSX versus X-Plane’s real weather in tropical storm “Fay”	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!	59/44
Scenery Creation in FSX - Part 4 – Adding scenery objects	This issue, Peter Stark gets into the simple, but seriously enjoyable part of our project – adding scenery objects.	59/50

Epic Aircraft and the real Epic LT - An inside look at the fastest production single-engine turboprop in the world	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.	59/96
Scenery Creation in FSX - Part 4 – Final instalment	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.	60/50
Human Element - The true meaning of life finally revealed	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.	60/88
FSX v FS2004 Pros and cons!	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.	60/92
Mosquito Raid - Precision bombing raid on Gestapo Headquarters	In this, the first of a series, we re-enact a real combat mission as realistically as possible using Microsoft Flight Simulator. This also means navigating employing 'dead reckoning'. The chosen aircraft for this mission is Just Flight's Mosquito . Our mission for today is a precision bombing raid on the Gestapo headquarters.	61/56
Human Element - When minutes make a difference	This edition of our 'Human Element' series, Chris Frishmuth, a 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!'	61/92

P-47 Thunderbolt - A memorable mission	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.	62/56
The future of Flight Simulator 2004 - The sim that just won't die!	Following on from his previous piece on FSX versus FS2004, Peter Wright examines what the future holds for FS2004	62/88
Human Element - Making a Living from Flight Simulation	It happens in the best of hobbies. You start out playing 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!	62/92
PC Pilot's 10th Anniversary - Our origins and the last ten years of flight simulation!	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.	63/16
The Brooklands Concorde Simulator - Where the real and virtual world meet	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.	63/40
PC Concorde Simulators - The tales of two Concorde	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.	63/42
Kearby's Last Mission - A memorable mission in a P-47 thunderbolt	This is the second of a two-part recreation of a memorable mission in FSX, using A2A's excellent P-47 Thunderbolt.	63/56
Flight Sim Hints and Tips - Improving your Frame Rates!	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!	63/88

Human Element - A "Small" developer with big ideas!	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!	63/92
The Brooklands Concorde Simulator - What it is like to fly the Concorde	In our previous issue we featured Brooklands Museum which hosts the only functional Concorde flight simulator 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	64/44
Building a 737 Cockpit - The main instrument panel	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	64/48
Achtung! Spitfeuer! - Flying a Spitfire Mission in FSX	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.	64/56
Computer round-up - Rise of the Machines	Choosing a computer capable of running flight simulator at acceptable frame rates can be a challenge. Richard Benedikz takes a look at some of the latest computer systems to help you make a more informed decision.	64/92
iPilot Boeing 737-700NG Simulator - At a shopping Centre near you!	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!	65/44
Hawker Hurricane – Tank-busting in Tunisia	Using First Class Simulations' Hawker Hurricane from their 'Hawker Heroes' package, Adam Cotton recreates a 'Tank-busting' mission in Tunisia from World War Two.	65/56
IL-2 Sturmovik: 1946 Update	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 4.09 update was released, and is believed to be the final official patch for the long running IL-2 Sturmovik lineage. Chris Frishmuth gives his appraisal.	65/96
FSX AI Traffic Round-up - Which traffic jam is right for you	Tony Radmilovich, in the start of a new series looks at the commercial and non-commercial AI traffic packages currently available	67/24

Logbook - The point of no return	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 to be a little more eventful than expected. 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.	67/56
Logbook - Meteor over Nashville	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 Chris Frishmuth relates an incident from his logbook which highlights how poor planning can lead to potentially dangerous situations!	68/57
A Tale of Two Sims - A review of two commercial simulators	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 pilot's certificate and my ambition far outweighed my skill"	69/42
Logbook - Poor Planning - Poor Performance	Eagle Dynamics, creators of Lock-on, Flaming Cliffs and Black Shark, are poised to steal the hearts and minds of hard-core combat flight simulator enthusiasts with the release of their A-10C Warthog. Chris Frishmuth brings us a preview of this eagerly-awaited simulation.	69/57
Logbook - Clueless over Arizona	In this instalment of Logbook in which Chris Frishmuth relates his most memorable flights, he recounts how complacency and routine conspired to allow him and a fellow pilot to be backed into a corner with ever diminishing chances of escaping unscathed.	70/56
DCS A-10 Warthog - A Preview of Digital Combat Simulator's new combat sim	This issue sees the start of an exclusive new series that will serve as a developer's diary, in the form of Q&A sessions, which over time will reveal the key aims and objectives of the Microsoft team, as well as the main features to be included in Microsoft Flight.	71/40
Logbook - Out of options		71/56
Microsoft Flight		72/34

Logbook - Island Adventure	Nothing is as exciting to new pilots as sharing their newfound freedom with their friends and family. However, one family member who agreed to take a short cross-country flight with Chris Frishmuth, to a small speck of an island in the middle of the Chesapeake Bay: Tangier Island, was to experience more than she expected	72/56
IL-2 Sturmovik: Cliffs of Dover Preview	Derek Davis previews the long-awaited IL-2 Sturmovik: Cliffs of Dover – the sequel to the highly successful IL-2 Sturmovik series.	73/46
Flight Sim Flight Test - P51-D Mustang	Flight Sim Flight Test is the start of a new series in which Dave Unwin will describe what it's like to fly the world's greatest fighters in the real world, while at the same time assessing their simulated counterparts in the virtual. We begin this series with the mighty P-51D Mustang!	73/54
Logbook! - Corporate Shuttle	Chris Frishmuth ferries hospital executives on a multi-leg flight across Georgia, USA and finds himself faced with poor visibility and a complex circling approach!	73/58
Flight Sim Flight Test: - The Cessna 152	In the second edition of this new series, Dave Unwin compares the real Cessna 152 with Just Flight's virtual version.	74/52
Flight Sim Flight Test - The DHC-2 Beaver	The Beaver remains the most successful aircraft ever designed and produced in Canada. Having flown the real thing, Dave Unwin assesses Aerosoft's virtual rendition.	75/52
Take On Helicopters - A Preview	In an apparent departure from its usual line of military styled products, Bohemia Interactive is about to release what promises to be an exciting new helicopter flight game – Take On Helicopters. PC Pilot took the opportunity to discuss this new addition to the flight simulation genre with the developers.	76/38
Flight Sim Flight Test - Vickers Supermarine Spitfire	This iconic aircraft needs no introduction – but what's like to fly? Dave Unwin gives us the full gen and compares it with A2A Simulation's Spitfire Mk II rendition.	76/46
Lockheed Martin's Prepar3D - The serious side of flight simulation	In issue 70 of PC Pilot, back in 2010, we featured Lockheed Martin's exciting development of Microsoft's ESP, which was aptly called Prepar3D. The primary aim was to create a cost-effective training tool for commercial use. This follow-up feature sees how far the project has progressed since then.	76/52

TapCheck! - Need a co-pilot to help you with the checklists? There's an App for that!	Peter Wright tells us about a new checklist App designed for your iPhone, which for all intents and purposes functions as an electronic co-pilot – using speech	77/40
BMS Falcon - Benchmark Sims' 4.32 Mod for Falcon 4.0	Chris Frishmuth assesses a new update for the venerable Falcon 4.0 which completely overhauls the original's code and brings this 13-year-old sim up to near-modern standards.	77/44
Flight Sim Flight Test - The Piper Cub	"Ah, the good old Piper Cub! From the tip of the jaunty upturned spinner to the graceful curve of the rudder, it just looks 'right'." Dave Unwin compares the real Piper Cub with Flight Replicas' virtual rendition.	77/52
Microsoft Flight Preview - A fresh approach to flight simulation	Here it is folks – the long-awaited PC Pilot Preview of Microsoft Flight! A few months ago, we were invited to the headquarters of Microsoft to get an exclusive look at Flight and to meet the new team. It was an opportunity to find out more about the underlying concept and perhaps get answers to some of those unanswered questions...	78/18
DCS: P-51D Mustang preview	We, like many, were surprised to learn that the iconic P-51D Mustang would be added to the DCS (Digital Combat Simulator) Series. So, we invited the producers to take part in a Q&A in order to shed some light on this exciting new project.	80/82
OVO-04 GA full-motion simulator - A new General Aviation 'Full Motion' flight simulator	Richard Benedikz travels to Spain to experience the OVO-04 – the first Full Motion General Aviation flight simulator that completely surrounds you for a truly immersive flight experience.	81/52
IL-2 Cliffs of Dover Update - A reappraisal of the controversial Battle of Britain sim	We take the opportunity to look back at Cliffs of Dover, to see the path it took from launch until now, and to ask that all important question: is it now everything we hoped it would be?	82/78
PC Pilot Event - Flying for Tony	The PC Pilot team took to the air in a mammoth fundraising event, flying over 16,000 miles for 33 hours in a non-stop challenge.	84/86
Chillblast Hornet - Choosing your computer hardware	Richard Benedikz offers suggestions on choosing an ideal PC for flight simulation, with a review of the Chillblast 'Hornet' simming PC.	85/92
DCS: UH-1H Huey - The first third-party add-on for DCS World	We cast a first look at the iconic UH-1H Huey helicopter for DCS World in this special preview.	86/42
Microsoft Windows 8 - Microsoft's new operating system	Richard Benedikz takes an in-depth look at Microsoft's latest version of Windows from a flight simmer's perspective. How compatible is Windows 8 with our favourite simulators and expansion packs?	86/92

FlyPad - Tablet PCS and Flight Simulation	Peter Wright discusses the ever increasing range of tablet PC applications aimed directly at the flight simmer.	87/61
FlyPad - Tablet PCS and Flight Simulation	Peter Wright shares his pick of top apps, including a chart utility and a navigation study aid	88/44
DCS Mi-8MTV2 Preview - Magnificent Eight	We preview the highly realistic helicopter sim from Eagle Dynamics.	89/42
Cosford Flight Sim Show - It's Showtime	We talk to the attendees and people behind one of the most successful flight sim shows in many years!	89/42
FlyPad - Tablet PCS and Flight Simulation	Jessica Bannister-Pearce shares some of her favourite apps, including a handy radio stack and Garmin G1000 trainer.	89/64
Cliffs of Dover - The Junkers Ju88	An opportunity to explore and fly the iconic Junkers Ju-88, generally considered to be the Luftwaffe's best all-round bomber of World War II.	89/76
FlyPad - Tablet PCs and Flight Simulation	Peter Wright introduces us to a handy FMS app, takes us gliding and offers the opportunity to land the Space Shuttle!	90/48
Helitac Fire Fighting Team - The story of a fire fighting helicopter team	Peter Stark visits the Helitac Fire Fighting team in Australia and gets us close to the action in the Sikorsky S61N.	90/52
Rise of Flight - Sopwith 1½ Strutter	Derek Davis introduces the versatile Sopwith 1½ Strutter, which undertook reconnaissance, fighter escort and day bombing duties on the Western Front.	90/80
Diary of a Flight Simmer	Aimee Sanjari of Flight1 relates her first experiences as a fledgling flight simmer.	91/42
FlyPad	Jessica Bannister-Pearce highlights exciting apps, including a mapping utility and flight management computer tool.	91/50
Diary of a Flight Simmer	Aimee Sanjari of Flight 1 tackles her first experience of airliner simming.	92/46
FlyPad	Peter Wright tries his hand at Boeing 737 training, samples a combined flight tracker and chart viewer before finally taking to the air in a multiplayer combat simulation.	92/50
FlyPad - Apps for Flight Simulation	Peter Wright discusses keyboard replacement apps and adds some ambience to the cockpit with Flight Crew Assist.	93/50
1C Games Studios - A special update report	We take a sneak peed at the latest progress in the much-anticipated sequel to IL-2 Sturmovik – Battle of Stalingrad from 1C Game Studios, as well as their forthcoming World War 1 simulation – Ilya Muromets.	93/70

Diary of a Flight Simmer	Jessica Bannister-Pearce discusses her month of home cockpit building and taking to the air with British Airways Virtual.	93/80
Prepar3D Version 2 - Lockheed Martin's Version 2 Prepar3D	Jessica Bannister-Pearce casts her eye over version 2 of Lockheed Martin's Prepar3D.	94/46
FlyPad - Apps for Flight Simulation	Peter Wright takes Carenado aircraft for a fly on his tablet, practices his navigation skills and concludes with a virtual air traffic control app.	94/50
VEAO's DCS: BAE Hawk T.1A	Chris Frishmuth gets his claws on the beta of VEO's BAE Hawk T.1A light jet trainer	94/70
Leatherneck Simulations DCS: MiG-21bis	Chris Frishmuth gets hands-on with the beta of the latest fighter in the DCS stable.	94/73
Diary of a Flight Simmer	Aimee Sanjari explores whether you can recreate that air show experience in Flight Simulator, taking a number of warbirds for a spin!	94/89
FlyPad - Apps for Flight Simulation	Peter Wright looks at interactive training, navigation and flight planning tools for tablet devices.	95/50
State of The Hobby - Continuity and Change	As 2015 approaches, Jane Whittaker offers a personal view on the future of our hobby.	95/58
Diary of A Flight Simmer - Flight Sim Community Groups	Aimee Sanjari delves into the social side of flight simming with a visit to a flight simulation group.	95/88
Flight Simulator X: Steam Edition	We offer our appraisal of Dovetail's version of Flight Simulator X.	96/46
FlyPad - Apps for Flight Simulation	A look at the amazing mobile version of X-Plane 10 and an iPad version of the Boeing 777 electronic flight bag.	96/50
Virtual-Fly - Company Profile	Richard Benedikz travels to Barcelona to visit Virtual-Fly and gives us an overview of their flight simulation hardware.	96/88
Cockpit Building	Jessica Bannister-Pearce looks at key software for home cockpit builders.	97/88
FlyPad - Apps for Flight Simulation	A review of the standalone Aerofly 2 simulator for the Apple iPad.	97/92
General Aviation	Peter Stark investigates the key ingredients to producing a popular GA aircraft.	98/54
FlyPad - Apps for Flight Simulation	In this issue Peter Wright explores an app dedicated to handling emergencies and other tricky landing conditions and a deceptively challenging VOR training aid.	98/80
Cockpit Building - Making your own panels	Jessica Bannister-Pearce embarks on building her own panels.	98/88
FlightSimCon 2015 - Flight Sim Show	Richard Benedikz flies out to the USA and reports back on FlightSimCon 2015, with all the news from the convention!	99/46

FlyPad - Apps for Flight Simulation	In this issue Jessica Bannister- Pearce reviews a number of performance calculator apps for popular general aviation aircraft.	99/80
Cockpit Building - Master card build	Jessica Bannister-Pearce heats up her soldering iron and demonstrates how to build an Opencockpits Master Card from a kit.	99/88
DCS World 1.5 - A new beginning	Chris Frishmuth introduces the latest version of the popular DCS World.	100/30
Air Combat Simulation - Red Baron	Derek Davis takes us on a memorable mission in Red Baron.	100/38
My Favourite Flight Sim	To mark our 100th issue, the PC Pilot team share their favourite flight simulation expansions of all time.	100/48
Combat Air Patrol 2 - Battle of Hormuz	Chris Frishmuth looks at a new standalone simulator, depicting battle in the Persian Gulf.	100/76
FlyPad - Apps for Flight Simulation	Peter Wright explores three apps aimed at flight training from FlyGoo.	100/80
Cockpit Building - The Jeehell suit	Jessica Bannister-Pearce gets to grips with the Jeehell cockpit suite for the Airbus Family of aircraft.	100/88
X-Plane 10.40 - The Story So Far	Richard Benedikz takes us on a tour of the evolution of X-Plane, highlighting key features.	101/16
Prepar3D Version 3	Jessica Bannister-Pearce presents an overview of the latest version of Lockheed Martin's Prepar3D simulator.	101/32
Air Combat Simulation – A Memorable Mission, Mustangs vs. 190s	Derek Davis shares one of his most memorable moments as his Mustang encounters a group of hostile Fw 190 aircraft spoiling for a dogfight!	101/76
Cockpit Building	Jessica Bannister-Pearce discusses the purchase of commercially available cockpit panels	101/88
Dovetail Games Interview	Dovetail Games share with us info on their upcoming flight simulators	102/16
Air Combat Simulation - Battle of Stalingrad Updates	Derek Davis discusses the improvements and updates made to IL-2 Sturmovik: Battle of Stalingrad.	102/76
Cockpit Building - Fitting panels	Jessica Bannister-Pearce continues her cockpit building by fitting panels into the pedestal.	102/88
Windows 10 - Is it worth upgrading?	Richard Benedikz takes a look at Windows 10 and asks, from a flight simulation perspective, is it worth upgrading?	103/78
Cockpit Building - Getting to grips with CNC Machines, Part 1	For this instalment of our cockpit building series, Jessica learns how to use a CNC machine.	103/74
Cockpit Building - Getting to grips with CNC Machines, Part 2	In this issue, Jessica gets to grips with her new CNC machine and discovers that the learning curve isn't the only factor she has to consider.	104/74

Thrustmaster's 25th Anniversary - 25 Years at full throttle	In this special PC Pilot report, Richard Benedikz travelled to the Big Apple to attend Thrustmaster's 25th anniversary.	104/80
IPACS' Aerofly FS 2 - Preview	We preview an 'Early Access' version of IPACS' Aerofly FS 2.	105/34
FlightSimCon 2016 - Show Report	FlightSimCon 2016 celebrated another successful year – the busiest flight simulation show in the US to date. Richard Benedikz travelled to the event to find out more.	105/44
Just Flight Air Hauler 2 - Early Access	Joe Lavery takes a look at Just Flight's trading simulation that puts you in charge of a budding freight company, where you have total control over every aspect of the business.	105/62
Cockpit Building - Completing the ECAM	Jessica Bannister-Pearce's cockpit building project continues and this time she has been busy working on the ECAM.	105/74
Cockpit Building - In this issue, Jessica gets real...	Perhaps the pinnacle of any cockpit build is the ability to measure up to the real thing. But sometimes the best thing to do is to use the real parts from the aircraft you're building. Jessica Bannister-Pearce explores this option.	106/68
Falcon BMS 4.33 - The legacy continues...	We take a look at the latest incarnation of Falcon BMS – version 4.33 - which elevates this franchise to a whole new level of immersion.	107/52
Cockpit Building - ProSim A320	In this issue, Jessica takes a look at the ProSim: A320 cockpit software suite.	107/68
Cockpit Building - In this issue, Jessica tackles the Flight Control Unit	Jessica Bannister-Pearce's cockpit is heading towards the homeward stretch, however, it's now time to tackle the Flight Control Unit.	108/68
Getting Started - Introduction to flight simulation	To mark the redesign of PC Pilot, we thought we would take the opportunity to explain to newcomers what they will need to get into the world of flight simulation.	109/14
DCS: Spitfire LF Mk IX - Set-up, take-off and landing	Following on from our review of Eagle Dynamics' Spitfire LF Mk IX in our previous issue, we take a more detailed look at this simulation and provide readers with some valuable hints and tips.	109/52
Cockpit Building - 3D Printing	For this instalment, Jessica Bannister-Pearce makes use of her new 3D printer.	109/68
A Beginner's Guide to Airliner Simulation - An introduction to airliners	Jessica Bannister-Pearce offers advice on how to get into airliner simulation. The article covers topics such as: where to you start, which aircraft are right for you, and the various levels of complexity available.	110/36
DCS: Spitfire LF Mk IX Guide - Air Combat Part I	For this instalment of our series on Eagle Dynamics' DCS: Spitfire LF Mk IX, we discuss how best to employ this iconic aircraft in aerial combat	110/52

Cockpit Building - Tying up loose ends	Jessica Bannister-Pearce breaks down her cockpit building marathon into five mini projects.	110/68
Cockpit Building - Time to assemble	For this issue of our cockpit building series, Jessica Bannister-Pearce begins the assembly of the Radio Management Panel.	111/68
Cockpit Building - The Radio Management Panel - on the home straight...	Jessica Bannister-Pearce is on the home straight with completing her Radio Management Panel.	112/72
Just Flight's PA-28R Arrow III - FSX/Prepar3D and X-Plane compared	Chris Frishmuth uses Just Flight's multi-platform PA-28R Arrow III to answer the question: What is the difference between FSX/ Prepar3D and X-Plane?	113/20
FSUIPC - You have control	Flight Simulator Universal Inter Process Communication or FSUIPC is the work of flight sim legend Pete Dowson and is one of the few essential programs that every FSX/P3D pilot needs in their sim. But what does it really do?	113/68
MilViz's FG-1D Corsair Part 2	Because there was so much content to cover on MilViz's superb FG-1D Corsair in our previous issue, we decided to run a second article on this simulation in which we take a look at the incorporation of Vertical Reality Simulations' weapons platform - TacPack, as well as provide hints and tips on landing the Corsair on an aircraft carrier.	115/52
Computer to Cockpit - Using flight simulation for real-world training	In this special feature, Mahmoud Fadli describes how he has used flight simulation to enhance his real-world flight training.	115/68
Avialsa - Wildfire Warriors	Richard Benedikz travelled to Spain to discover how flight simulators are being used to improve safety in firefighting.	116/40
Wings Over Flanders Fields Part 1 – Main features and design ethos	With this year marking the centenary of the end of World War One in 1918, it seemed fitting to take a look at what is probably the most detailed and comprehensive simulation of the 1914-1918 air war produced to date: Wings over Flanders Fields.	116/64
The 16th annual German Flight Sim Conference	Aerosoft held its FS Conference at the world's biggest general aviation show, Aero Friedrichshafen. Read Jessica Bannister-Pearce's report on this fabulous show.	116/72
FlightSimExpo 2018 - Viva Las Vegas	FlightSimExpo was one of the most anticipated events within the flight simulation community this year. We travelled to Las Vegas to find out more.	117/36

Wings Over Flanders Fields - Part 2 - Part 2 – Pilot career, graphics, aircraft and artificial intelligence	In the second part of our look at Wings Over Flanders Fields, we focus on the in-sim elements of this simulation, which includes the scenery, the graphical representation and flight fidelity of the aircraft, the weather, career mode and the unique and innovative artificial intelligence.	117/64
Flight Sim 2018 - A special show report	Now in its sixth year, 'Flight Sim Show' is an annual event organised by Just Flight. Over 1,800 people attended this year's show, the largest since it began. Thomas Haynes brings us this special show report.	119/52
The Spitfire - A Flight Simmer's Guide - Part 1	In this new series, we put the spotlight on well-known military aircraft. It will include their history and a comparison of the flight simulations currently available for each type in terms of their internal and external graphical presentation, systems modelling and flight dynamics.	119/68
Heatblur Simulations' DCS: F-14A/B Tomcat	Back in early 2017, Heatblur Simulations announced it would bring the venerable F-14 Tomcat to DCS World. With limited early access launched late last year, Chris Frishmuth provides us with his first impressions.	120/32
Virtual Reality – The future of flight simulation, part 1	"I feel this is the biggest advance into the future of hardware that I've seen in all my decades of flight simulation." Chris Frishmuth gives his personal perspective on virtual reality based on two products: the Oculus Rift and the Samsung Odyssey + (Plus).	120/48
Infinite Flight – Advancing mobile flight simming...	Jessica Bannister-Pearce describes how Infinite Flight, since its initial launch in 2012, has been further developed and grown remarkably quickly, and now boasts a massive community driving both content and innovation.	120/52
The Spitfire – A Flight Simmer's Guide: Part 2	In this the second part of our look at Spitfire simulations currently available on the market, we compare their respective graphical treatments, flying characteristics and how well each of them has replicated its real-world counterpart.	120/68
Flight Sim Controls – A guide for GA and airliner pilots	Jessica Bannister-Pearce offers helpful advice for GA and airliner flight simmers looking to upgrade their controllers.	120/72
Virtual Reality Part 2 - VR-ready flight simulators	In this follow-up feature to his previous article in issue 120, Chris Frishmuth talks about some of his VR experiences with simulators that already support the technology.	121/48

Just Flight's Duchess Model 76 - A cross-platform comparison	Joe Lavery compares the differences and similarities of Just Flight's Duchess Model 76 in Aerofly FS 2, X-Plane 11 and Prepar3D. We look at performance, graphics, instrumentation, the working environment and conclude with a test flight.	122/24
Baron's Combat Corner - Spectrum Holobyte's Falcon	Welcome to a new section in PC Pilot in which we focus on the exciting world of combat flight simulation. In part one, Derek Davis traces the history of what many consider to be the 'father' of modern-day combat flight simulators: Spectrum Holobyte's Falcon.	122/52
Microsoft Flight Simulator – The software giant is back!	industry with the announcement that it was relaunching its Microsoft Flight Simulator franchise. We have an in-depth report and take a detailed look at its trailer, shot in 4K resolution, which showcases many of the features already in place.	123/12
Baron's Combat Corner – Air Combat Simulation for beginners, Part 1	Derek Davis launches a new air combat series with an introduction for those new to this genre of flight simulation.	123/48
Baron's Combat Corner – Falcon: History of a classic combat flight simulation, Part 2	In part one, we saw how the early versions of Spectrum Holobyte's Falcon series raised the bar for combat flight simulation. In part two, we see how that tradition was perpetuated with the release of Falcon 4.0, Falcon 4: Allied Force and Falcon BMS.	123/52
FlightSimExpo 2019	Thomas Haynes reports on North America's largest flight simulation event, which took place in the theme park city of Orlando.	123/68
12 Flying Light Aircraft - A Beginner's Guide – Part 1	Flight simulation can be a daunting experience for newcomers to the hobby. Peter Stark discusses how light aircraft can help develop skills that will help us move up to faster and more complex types.	124/12
Microsoft Flight Simulator – First look! - Part 1	Our roving reporter, Thomas Haynes, gets hands-on experience for the first time with Microsoft's new Flight Simulator at the Rainier Flight Service training facility in Renton, Washington. This is the first of a special two-part report.	124/52
Baron's Combat Corner - Air Combat Simulation for beginners, Part 2	In this the second part of our feature on air combat, we explore other key elements of air combat simulations that affect our sense of immersion, namely: the graphics engine, ATC and wingman communication, the campaign mode, and the online multiplayer aspect.	124/72

Flying Light Aircraft – A Beginner’s Guide – Part 2	In our previous issue, we took a look at the world of light aircraft and discussed why it is such an important place to start your flight simulation journey. This edition, we examine some of the great aircraft, scenery and utilities available to enhance your experience.	125/44
Flight Sim 2019	Now in its seventh year, the annual Flight Sim show returned to the RAF Museum in Cosford, but for the first time, as a two-day event over the weekend of October 5 and 6. Thomas Haynes has filed his report.	125/48
Microsoft Flight Simulator – Global Event – Part 2	In part two of the Global Launch Preview event in Seattle, Thomas Haynes covers how the new simulator handles the cockpit elements and talks in detail about his hands-on experience with the simulation.	125/52
Flying Airliners - A Beginner’s Guide: Part One	Once the intricacies of general aviation have been mastered, the natural progression for many is to move on to the flight deck environment of a modern airliner. In this two-part guide, we will look at the diverse world of airliners and the various aircraft that operate in this role.	126/12
Microsoft Flight Simulator - Developer’s Diary	Since our previous Developer’s Diary, Asobo Studio has released a series of updates that provide us with an insight into the ongoing development of Microsoft Flight Simulator. We catch up with the latest news on the progress of the upcoming simulation platform.	126/52
Microsoft Flight Simulator - Developer’s Diary	Since our previous Developer’s Diary, Asobo Studio has released a series of updates on the ongoing development of Microsoft Flight Simulator, including an in-depth look at the airports being built for the platform. In this feature, we catch up with the latest news from the developer.	127/52
Cockpit Building Update - Jessica Bannister-Pearce returns to an old project	Following on from our A320 cockpit building series, which finished in the autumn of 2017, Jessica Bannister-Pearce provides us with a status update on her cockpit in its current form.	127/80
Microsoft Flight Simulator – Developer’s Diary	Since our previous Developer’s Diary, Asobo Studio has released a series of updates on the ongoing development of Microsoft Flight Simulator, including the addition of two new aircraft: the Airbus A320neo and the Boeing 747-8. This feature includes details about these aircraft, plus the latest news from the developers.	128/52
A Flight Simmer’s Guide to Microsoft Flight Simulator - New Series!	In part one of this brand new series on Microsoft Flight Simulator, Joe Lavery provides an overview of the new platform, discusses the world updates and how to install third-party add-ons.	132/52
Building a 737 Home Cockpit - The Beginning	In this new series, Joe Lavery shows us how he built his full-size home-built 737 cockpit and will be offering some invaluable tips along the way.	132/80

A Guide to Microsoft Flight Simulator: How to design scenery - Part 1	In this new series, Joe Lavery walks us through the process of creating a custom airport for Microsoft Flight Simulator.	133/52
DCS World: 2021 Roadmap	After closing out a highly unusual 2020, Eagle Dynamics, the developer of Digital Combat Simulator World, released a 2021 Roadmap providing an outline of what fans can expect over the coming year as the title continues to evolve.	133/68
Building a 737 Home Cockpit: The Main Instrument Panel	Joe Lavery continues with his home-built 737 cockpit series by explaining how he made the Main Instrument Panel and highlights some of the challenges.	133/80
A Guide to Microsoft Flight Simulator: How to design scenery – Part 2	In the last issue, we explained how to set up the Software Development Kit (SDK), prepare the folder structures and add a single building to a small airport in South Wales. In this instalment, we continue to make improvements to our little airport.	134/52
Building a 737 Home Cockpit: The Pedestal, CDU and Overhead Panels	Joe Lavery explains how he made the centre pedestal and highlights some of the challenges, such as fitting the radio equipment and the emergency engine fire handles.	134/80
Microsoft Flight Simulator Sim Update IV and V – A Developer’s Diary	Since our last status report on Microsoft Flight Simulator, Asobo Studio has released five major updates along with several ‘hot fixes’ as the team continues to work with aircraft manufacturers, the flight sim community and real-world pilots to improve all aspects of the simulator.	135/46
A guide to Microsoft Flight Simulator: How to design scenery – Part 3	In this instalment, Joe Lavery looks at 3D design applications used to create bespoke buildings and objects that look more authentic than using inbuilt assets provided by Asobo Studio.	135/50
This is not a game! What is flight simulation? – Part 1	Now that Microsoft Flight Simulator has become fairly well established, we’re beginning to see a growing number of differing opinions as to whether this program is a game or a simulator. So, we posed a series of questions to experienced pilots and representatives of the retail side of flight simulation to get their views on the subject.	135/58
Wings Over Flanders Fields: Between Heaven & Hell II – A truly immersive experience	The developer of Wings over Flanders Fields, Old Brown Dog, has released a new version of this popular series called ‘Between Heaven & Hell II’. Derek Davis takes it for a test flight and highlights some of the new features that have been incorporated.	135/72
Building a 737 Home Cockpit – The new shell and more	Joe Lavery shows how his cockpit enclosure evolved from a shell, with a few panels, into a realistic 737 cockpit.	135/80

This is not a game! – What is flight simulation? Part 2	In this instalment of our two-part series, we again get a cross-section of opinions from people representing different parts of the industry to discuss that ongoing question: what is flight simulation? We have expert views from Emanuel Hagen, a current Boeing 737 pilot, Lockheed Martin and Jorg Neumann, head of Microsoft Flight Simulator, plus more comments from our PC Pilot readers.	136/50
Controllers and peripherals – A guide for Microsoft Flight Simulator	If you're completely new to flight simulation, particularly with Microsoft Flight Simulator, it's easy to become swamped with the complexity of the interface. In this tutorial, we explain how to configure the controls for your aircraft to get the maximum level of immersion and enjoyment.	136/56
Retro flight simming – One man's passion for classic combat flight sims	Derek Davis sat down with Damian Kadziela to find out more about the man behind a YouTube channel showcasing vintage combat flight sim missions and campaigns and discusses his passion for 'retro flight simming'.	136/72
Building a Cessna/Piper panel: A new series for the GA pilot – Part 1	In this new cockpit building series, Joe Lavery explains the process of creating simple and inexpensive panels like those you would find in a typical general aviation aircraft, such as the Cessna 152, C172 or the Piper PA-28.	136/80
X-Plane 12 by Austin Meyer – Part 1	Since 1995, a major version of X-Plane has been released every few years. While updates have been coming fast and furious, the user interface has barely been good enough and the testing has been at a minimum. But with X-Plane 12 on the horizon, everything is different. X-Plane's creator Austin Meyer explains why.	137/26
FlightSimExpo 2021 - The show must go on	North America's communitydriven flight simulation conference, FlightSimExpo, took place at the Town and Country Resort in San Diego, California. It was run as a hybrid event with visitors attending in-person or taking part online. Event organiser Evan Reiter recounts his experience of FlightSimExpo 2021 and describes the many challenges the team had to face to get the show off the ground.	137/48
The Human Element - A personal journey	Chris Partridge looks back at his flight simulation journey, starting with a Sinclair Spectrum ZX81 in the early 1980s, through to the golden age of combat simulation in the 90s and the VR experience of high-end modern jets and helicopters currently available in DCS World.	137/52

DCS: Mosquito FB VI	Back in Issue 133, we ran an in-depth interview with Sergey Gerasev - the project manager and team leader for the Mosquito FB VI project at Eagle Dynamics. Now that the aircraft has finally landed, does this eagerly awaited DCS Mosquito live up to expectations? Let's find out!	137/64
Building a Cessna/Piper Panel Assembly – Part 2	In this instalment, Joe Lavery describes how to assemble the cockpit components and the process of interfacing the encoders.	137/80
X-Plane 12 by Austin Meyer – Part 2	In part 2 of this series, X-Plane's creator, Austin Meyer, discusses the new trees, volumetric clouds, user-controlled weather and real weather systems in his upcoming X-Plane 12.	138/28
Building a Cessna/Piper Panel Assembly – Part 3	In this instalment on building a Cessna/Piper panel, Joe Lavery describes how to integrate switches and levers into the simulator, followed by the installation of the Air Manager software that will provide the instrumentation for your flights.	138/80
Flight Sim Coach	Flight Sim Coach, a new organisation that offers assistance from certified instructors to real and virtual pilots.	139/44
Spitfire Flight Academy - Training new Spitfire pilots	We travelled to Goodwood Aerodrome to check out the only Spitfire simulator in the world used for training real-world Spitfire pilots.	139/48
X-Plane 12 by Austin Meyer - Part 3: Seaplanes and helicopters	X-Plane's creator, Austin Meyer explains how real seaplanes and helicopters work and how they are simulated in X-Plane 12.	139/52
The Hot Start Challenger 650 for X-Plane – Revisiting a milestone	In Issue 139, we reviewed what is arguably the most sophisticated flight simulation add-on product ever created on any simulation platform, the Hot Start Take Command! Challenger 650. After flying hundreds of additional hours, we revisit the Challenger 650 to explore some more of its wonders.	140/44
X-Plane 12 by Austin Meyer – Part 4: Modelling the F-4 Phantom	X-Plane's creator, Austin Meyer, discusses how he managed to create a high-fidelity F-4 Phantom in X-Plane 12 that is accurate enough to be used for actual F-4 flight instruction.	140/48
Flight sim airports - Part I: Seattle-Tacoma Airport	In part 1 of this new series on airports, we explore default Asobo-designed airports and set out a standardised way of measuring prominent design features and compare them to the real airports. So, let's taxi to the runway at Seattle-Tacoma International Airport and see how it measures up.	142/50
Flight sim airports - Part 2: Toronto Pearson Airport	In part 2, we continue our exploration of some of the more recently available airports in Microsoft Flight Simulator. We start with one of the best: CYYZ Toronto Pearson International Airport by FlyTampa, where obsession to detail appears to be the hallmark of the designers.	142/54

Microsoft Flight Simulator 40th anniversary event -	Microsoft celebrates 40 years of flight simulation Ahead of the release of the 40th anniversary edition of Microsoft Flight Simulator, PC Pilot was invited to the Evergreen Aviation & Space Museum to celebrate this major milestone for the platform and discover what the development team has planned for the future.	143/14
FSWeekend - Return of one of the most popular flight sim events	After a three-year hiatus, one of the most popular flight simulation events in Europe has returned. We sent our roving reporter, Jessica Bannister-Pearce, to the Netherlands to attend the event. In this issue, we travel to the UK for our first look at a British airport. EGKK	143/60
Flight sim airports - Part 3: Origami Studios	Gatwick is a 'port,' meaning that Origami Studios based this design on an earlier edition of its work. So, let's see how it compares with other airports in Microsoft Flight Simulator.	143/68
Flight Experience - Flying' full-sized Airbus A320 and Boeing 737NG simulators	For many aviation enthusiasts, the term 'flight simulator' conjures up images of desktop PCs and joysticks but this virtual pastime is now being taken to the next level, as Airliner World's Craig West discovered.	144/54
Flying Floatplanes in MFS Float bases in the Pacific Northwest region of the USA and Canada	Join us as we discover the world of floatplanes in Microsoft Flight Simulator. In this feature, we travel to the rugged Pacific Northwest region of the USA and Canada and explore some of the world's most challenging floatplane bases.	144/58
IL-2 Sturmovik: Battle of Normandy	Welcome to a new series on the latest addition to the 'IL-2 Great Battles Series' - IL-2 Sturmovik: Battle of Normandy. In this series, we will be exploring every aspect of the simulation, from the basic layout of the menu to the graphical representation of the aircraft and scenery, as well as the missions on offer and the different ways you can play this simulation.	144/70
Flight sim airports - Part 4: Aerosoft's EBBR Brussels Airport	This time, we travel to Brussels Airport in Belgium. With flights to more than 200 destinations, it is one of the busiest airports in Europe. So, let's see how it compares with other airports in Microsoft Flight Simulator.	144/80
Microsoft Flight Simulator Development update	Since our last status update on Microsoft Flight Simulator, Asobo Studio has released significant improvements to the platform. In this special report, we look at some of the highlights, including new aircraft and scenery, that have been introduced in 2023.	145/18

IL-2 Sturmovik: Battle of Normandy	In this instalment of our new series dedicated to exploring 1C Games Studios' Battle of Normandy, we will be removing the panels and exploring the 'Settings' section to discover how much control and flexibility the developers have given the end-user with every aspect of this simulation.	145/74
A History of Military Flight Simulations: Part I – In the beginning...	In this new series, we trace the history of early combat flight simulators from the 1980s to the early '90s and discover how they paved the way for the next generation in simulation technology.	146/62
IL-2 Sturmovik: Battle of Normandy	In this instalment of our series dedicated to exploring 1C Games Studios' Battle of Normandy, we focus on the individual flyable aircraft that come with this simulation. For each type, we will give a brief history, along with their respective roles in the Normandy campaign and then look at how each aircraft has been modelled in the simulation.	146/66
Integrating Expansions - Navigraph, GSX, FS LTL, and FlyByWire's A320	Sim Update 12 for Microsoft Flight Simulator improved how third-party add-ons interacted within the simulator. In this feature, we look at how to integrate FlyByWire's A320 with Navigraph Charts while using GSX and FS LTL for an enhanced flight sim experience.	147/58
A History of Military Flight Simulations Part II - The journey continues...	In this feature, we continue to trace the history of early combat flight simulators during the 1990s and discover how Falcon 3.0 heralded a new generation in simulation technology.	147/62
Microsoft Flight Simulator 2024 - The Next Generation of Flight Simulation	A few months ago, Microsoft dropped a bomb into the flight simulation community by announcing that 2024 would herald the release of a new flight simulator with a completely new engine. This announcement generated a lot of controversy in the community. We find out what to expect from this new platform.	148/14
A History of Military Flight Simulations Part III – The Mature Years	In this feature, we trace the history of combat flight simulators from 1997 to 2000 and discover how these platforms started to take advantage of emerging technologies such as 3D graphics, head tracking and multiplayer utilities.	148/66
48 Keeping Microsoft Flight Simulator in check - Managing a monster	As Microsoft Flight Simulator has evolved over the last three years, it has grown in size to the extent that it often taxes our drive space. In this article, we share a few tips and tricks learned through trial and error to minimise its size while maximising the enjoyment.	149/48

A History of Military Flight Simulations, Part IV - The pace quickens	We look at how improvements in hardware and the introduction of 3D acceleration in graphics during the late 1990s enabled programmers to take combat flight simulation to the next level.	149/66
Flight Simulator Days flight sim show	Our roving reporter, Jessica Bannister-Pearce, travels to Munich to find out about the 28th 'Flight Simulator Days' flight sim show.	149/80
Airports of the Pacific Northwest - Exploring the Pacific Northwest region	With the recent release by Roman Design of CYYJ Victoria International Airport, four major destinations of the Pacific Northwest are now available for Microsoft Flight Simulator. In this feature, travel to the region and explore all four airports.	150/50
A History of Military Flight Simulation, Part V - The new millennium	This time, we trace the advances in hardware development at the start of the millennium and how more powerful 3D graphics cards furthered the evolution of combat flight sims. We also discuss how the dawn of online multiplayer gaming took combat flight simulation to the next level.	150/66
Beginner's guide to flight simulation - Preparing for take-off	Taking flight simulation up as a hobby can be a daunting experience. In this article, we will simplify the jargon and tackle some of the challenges newcomers are likely to face by looking at the different flight simulator platforms. We will also look at the hardware requirements and controls needed to get the best flying experience possible.	150/70
Flying Freight - Adding a new dimension to your flight sim experience	In this feature, we explore flying freight and the various options available for creating realistic cargo flights using the Airbus A320, Simulations' A339x and the ATR-72 in Microsoft Flight Simulator.	151/62
Graphics cards Upgrading to the NVIDIA RTX 4070S	Using a high-performance graphics card plays an important part in achieving high frame rates in Microsoft Flight Simulator. In this feature, we look at the performance benefits of upgrading from the NVIDIA RTX 3060 to the more recent RTX 4070S.	151/66

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INTERVIEWS

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The Human Element	We interview fellow flight simmers	43/46
The Oleg Maddox Interview	We have an exclusive interview with the brains behind the highly successful IL-2 Sturmovik series.	44/58
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	44/68
The Human Element	A small group of people who hail from different parts of the world and have come together as good friends solely because of flight simulation	45/48
Meet the Flight Sim Producers	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	45/76
Meet the Flight Sim Producers – Just Flight	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'	46/76
Meet the Flight Sim Producers – Aerosoft	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!	47/76
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	48/76
The Eaglesoft Interview	Eaglesoft has a reputation for building high quality aircraft 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.	51/76

Meet the Flight Sim Producers - Laminar Research	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	53/92
Meet the Flight Sim Producers - An Interview with Robert Randazzo from PMDG	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.	55/88
Meet the Flight Sim Producers - An Interview with Gary Summons	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.	56/48
Storm of War: Battle of Britain - An interview with Oleg Maddox	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.	57/56
Dambuster - We interview First Class Simulations on their new Avro Lancaster	We interview First Class Simulations about their new Lancaster add-on for FS2004 and FSX and obtain some fascinating insight into the production process.	65/34
Lockheed Martin's Prepar3D - Microsoft's ESP comes of age – the serious side of simulation	PC Pilot was recently informed of the exciting news that 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.	70/46
Microsoft Flight - Part 2: Design, Performance and Online Experience	Our exclusive developer's diary continues, in the form of Q&A sessions - revealing the key aims and objectives of the Microsoft team. In this issue we learn more of the design, performance and online features of Microsoft Flight.	73/34
X-Plane 10 - An Interview with Laminar Research	X-Plane 10 is probably the most anticipated release of X-Plane to date. With that in mind, we invited its creator, Austin Meyer to share his thoughts with us on this ground-breaking addition to the X-Plane franchise.	74/44

Lockheed Martin's Prepar3D - The serious side of flight simulation, Part 2	We continue our series on the serious side of flight simulation, by focusing on how users of Lockheed Martin's Prepar3D can customize training missions to suit their needs, how experienced programmers can develop new features, plus we also look at how third-party flight simulation companies are working with Lockheed Martin to bring their expertise to the Prepar3D ecosystem.	77/48
Lockheed Martin's Prepar3D - The serious side of flight simulation	Part 3 of our series on Lockheed Martin's Prepar3D takes a look at how the program is being used in flight training schools and clubs to train private pilots.	78/50
Aerosoft Interview - Winfried Diekmann from Aerosoft reveals his future plans for X-Plane 10	With Aerosoft's announcement that it will be supporting X-X-Plane 10, we invited Winfried Diekmann – General Manager of Aerosoft – to take part in an interview with PC Pilot to tell us about his future plans for the product.	79/26
Lockheed Martin's Prepar3D - Inspiring the Next Generation of Aviators and Technologists	Part 4 of our series on Lockheed Martin's Prepar3D takes a look at how the software is being used as an educational tool for young people – helping students to engage in science, technology, engineering and maths.	79/82
Microsoft Flight Q&A - An interview with the makers of Microsoft Flight	In this 'Q & A' interview with members of the Microsoft Flight team, we find out what the underlying essential technical differences are between FSX and Microsoft Flight.	80/46
Quality Wings Interview - The Ultimate 146	We interview Corey Ford of Quality Wings and get the scoop on their latest BAe 146 for FS2004 and FSX.	81/20
Prepar3D - Getting started with Prepar3D – Part 5	We continue our exploration of Prepar3D with an in-depth look at the software, including user interface, graphics engine, third-party support and performance.	81/82
IL-2 Cliffs of Dover	We interview Team Fusion, a prolific group of modders, working hard to enhance Cliffs of Dover.	88/62
Battle of Stalingrad - A new chapter begins...	Derek Davis interviews 1C Games Studios to glean all the information on the much anticipated IL-2 Sturmovik: Battle of Stalingrad simulation.	88/82
Just Flight & Aerofly FS - Just Flight now producing add-ons for AeroflyFS	We interview Richard Slater of Just Flight and discuss their new range of expansions for this exciting simulation.	89/28
The DCS Interview - The story so far	We interview the prolific team at Eagle Dynamics to see what the future has in store for DCS.	89/60

Just Flight Canberra Q and A - Exclusive interview with the design team of the Just Flight's upcoming Canberra	We have an exclusive interview with the team behind the forthcoming English Electric Canberra PR.9 add-on for FSX from Just Flight.	90/16
Virtual European Air Operations	A discussion with the new kid on the block in the DCS virtual world, along with a sneak peek at their new BAe Hawk.	91/74
Wings Over Flanders Fields	We interview the team behind the new Wings: Over Flanders Fields simulation, hosted by Microsoft Combat Flight Simulator 3.	91/80
Leatherneck Simulations Interview	An exclusive interview with the team behind the upcoming DCS: MiG21	92/34
An Interview with REX Game Studios	Jessica Bannister-Pearce interviews the team behind the popular REX series of products	93/72
An Interview with Dovetail Games - A new Beginning	Derek Davis speaks to Dovetail Games to shed light on their plans for the Flight Simulator franchise.	93/46
Just Flight TriStar Professional	We interview Alex Ford and Martyn Northall of Just Flight to discuss the upgrade of their TriStar to high-fidelity 'professional' status.	94/58
DCS: Focke Wulf Fw 190D-9 Dora Q&A	We interview Eagle Dynamics to find out more about their Fw 190 for DCS World.	94/76
DCS: F-86F Sabre	Flight sim producer Belsimtek tell us about the work done in bringing this iconic aircraft to DCS World.	94/78
Air Combat Simulation - Going back in time	We interview Damon Slye - designer of the highly influential Red Baron, who gives his views on the current air combat flight sim market.	94/86
Dovetail Games FSX: Steam Edition Q&A	We interview Dovetail's CTO Tim Gatland to find out more about the forthcoming Steam edition of FSX.	95/4
Alpine Computers - Interview with Paul Fryer	We interview Paul Fryer of Alpine Computers, a specialist flight simulation retailer and long-time flight simmer.	95/92
Wired2Fire	Jessica Bannister-Pearce interviews one of the UK's leading makers of dedicated flight simulation PCs.	96/92
Just Flight Interview	We interview Just Flight to find out more about the upcoming Tornado GR1!	97/42
Aerosoft Interview	Mathijs Kok of Aerosoft discusses the company's plans and his view on the current state of the hobby.	97/46
A2A Simulations Interview	We talk to Scott Gentile and members of the A2A Simulations team about their passion and innovative approach to flight simulation.	97/50

Dovetail Games Interview	We chat with Aimee Sanjari, Brand Manager at Dovetail Games, about her passion for flight simulation, her role and the challenges that lie ahead.	97/62
Eagle Dynamics Interview	We interview Matt Wagner, Business Development Producer at Eagle Dynamics - the team behind the legendary DCS franchise, about DCS World 2.	97/76
DCS: Bf 109K-4 and MiG-15bis Previews	The DCS 'juggernaut' continues apace with the addition of two new aircraft to its virtual hangar: the MiG-15bis and the Messerschmitt Bf 109K-4. We invited their respective developers to give us an insight into the development of each of these projects.	97/80
Saitek Interview - Closer to Reality	Peter Wright interviews Saitek, the powerhouse producer of simulation hardware.	97/96
PMDG Interview - Preview – PMDG Douglas DC-6	We interview Robert Randazzo from PMDG and discuss their new Douglas DC-6.	98/16
Jarrad Marshall Interview - Creating Orbx scenery	We interview Jarrad Marshall, developer of some of the most acclaimed Orbx sceneries.	99/26
What makes for a successful airliner expansion?	We talk with key flight simulation publishers and developers to ask what makes a successful airliner expansion?	99/54
Opencockpits Interview	Opencockpits has become a well-known name in the flight simulation community since it was founded more than 12 years ago. We interview the founder of the company, Manuel Vélez.	99/92
Throttletek Interview	We interview Roberto Soriano of Throttletek, a producer of throttle quadrants for flight simulation.	100/92
Aidan Fay's Home Built Cockpit	We interview 17-year-old Aidan Fay to discuss his home-built cockpit setup.	102/32
Just Flight Hawk T1 Interview	We recently received word that Just Flight was working on a brand-new Hawk T1, so we invited Development Manager Richard Slater to shed some light on this exciting release.	103/24
An Interview with Scott Gentile, founder and owner of A2A Simulations	What does it take to produce an A2A Simulations product? To answer that question and much more besides, we invited its owner, Scott Gentile, to take part in an exclusive Q&A with PC Pilot.	103/36
Interview with John Venema, CEO of Orbx	In this interview with Orbx's CEO, John Venema, we get an overview of the products his company produces, plus an insight into the thought and decision-making process involved in the production of its popular scenery add-ons.	103/42

PMDG's Queen of the Skies II - We interview PMDG's CEO, Robert Randazzo, about this highly anticipated release	With the airliner simming community eagerly awaiting the arrival of the new Boeing 747-400 Queen of The Skies II package, Jane Whittaker interviews PMDG's CEO, Robert Randazzo, about this highly anticipated release.	104/26
X-Plane 11 - Exclusive Interview	Richard Benedikz speaks to both Austin Meyer and Ben Supnik to find out about the upcoming release of X-Plane 11.	106/28
Interview with Just Flight	We interview Just Flight as the company celebrates 20 years in the flight sim industry.	108/52
Prepar3D version 4 - Interview with Lockheed Martin	The announcement of Prepar3D version 4 from Lockheed Martin marks a major milestone in the world of flight simulation this year, so we decided to speak to Prepar3D Engineering Project Manager, Adam R. Breed to find out more.	110/32
Reality Check - Simulation to real world flying?	In this interview feature, we look at the major role flight simulation played in the lives of five individuals in deciding to take up a career in aviation. In addition, we also discuss the extent flight simulation can be used as a training aid in the real world.	112/32
REMEX Software - Deadstick	We interview REMEX Software, a newcomer to the flight sim industry, in which we find out about the company and its first standalone simulation - 'Deadstick'.	113/24
Honeycomb Aeronautical	Honeycomb Aeronautical, a new hardware developer in the flight sim industry, has announced two new products: the Alpha Flight Control yoke and the Bravo Throttle quadrant. In this exclusive interview we find out more about the company and its plans for the future.	113/72
BlueSky Flight Simulations' Curtiss P-40F Warhawk	Another newcomer to the flight sim industry is BlueSky FS, whose first release, the Curtiss P-40F Warhawk, has been designed for Dovetail's FSW. In this exclusive interview we discuss both the company and the product.	113/52
Rotate	Rotate is a third-party developer which released its first payware add-on for X-Plane in 2015. We took the opportunity to speak to one of its founders, Alfredo Torrado, to find out more about the company and their plans for the future.	114/40
Team Fusion	With the recent release of Team Fusion's IL-2 Sturmovik: Cliffs of Dover BLITZ Edition on Steam, we thought it would be a good time to get some background information on this major project.	114/68

Eagle Dynamics' F/A-18C Hornet	In this interview, Matt Wagner, Senior Producer for Eagle Dynamics, gives us some insights into what we can expect from the highly anticipated DCS: F/A-18C Hornet.	115/40
BLITZ Part 2	In this the second part of our interview with Neil Pugh of Team Fusion, we discuss the work that has been done on elements of Cliffs of Dover BLITZ that were not covered in the previous issue, such as the audio, graphics, flight modelling and Artificial Intelligence (AI).	115/64
An exclusive interview with Scott Gentile from A2A Simulations	In this special feature, we interview Scott Gentile, owner of A2A Simulations, and discuss his latest project, the Beechcraft V-Tail Bonanza, Prepar3D version 4, his new Accu-Sim engine, along with his future plans.	116/52
Prepar3D – The story so far...	In this special feature, we interview Adam Breed, Lockheed Martin's Engineering Project Manager for Prepar3D and take an inside look at the simulation's development.	117/40
Aerosoft A318/A319 Winfried Diekmann Interview	With the release of the A318/A319 professional - the company's first Airbus for Prepar3D v4 - we met up with Aerosoft's Managing Director, Winfried Diekmann at the company's offices in Paderborn to discuss all things Airbus.	117/52
REX Simulations - A force to be reckoned with	We catch up with Reed Stough and Tim Fuchs from REX Simulations, to talk about their two latest projects: Weather Force and Environment Force.	117/72
X-Plane 11.30 - An Interview with Laminar Research	With the impending release of X-Plane 11.30, we decided to speak to the Laminar Research team to find out what features we can expect in the new version.	118/12
An exclusive interview with Colin Pearson from MilViz	MilViz has only recently taken the plunge into the world of X-Plane with its first aircraft, the C310T, due out in the coming months. We decided to sit down with its creative director, Colin Pearson, to discuss this move and all things MilViz.	118/32
Orbx Simulation Systems - The move to X-Plane - An interview with John Venema	Orbx CEO, John Venema discusses how his passion for flight simulation resulted in the formation of Orbx Simulations and how the release of X-Plane 11 served as the catalyst for the company's expansion into the X-Plane market.	118/48
Flying Circus - A new beginning	We invited Jason Williams, President of 777 Studios and Executive Producer of 1C Game Studios, to discuss their new World War One simulator: IL-2 Sturmovik: Flying Circus.	118/68

Modern Air Combat	We recently learned that Eagle Dynamics was working on a new and exciting project called 'Modern Air Combat' - designed to appeal to a wider audience of flight simmers. We contacted Matt Wagner, Eagle Dynamics' Senior Producer, to find out more.	119/40
Prepar3D v4.4	Prepar3D version 4.4 is, according to Lockheed Martin, "the largest and most comprehensive point release to date". We spoke to Prepar3D Engineering Project Manager, Adam R Breed to discover what the new update includes.	119/48
The Orbx roadmap: 2019 and beyond...	John Venema, the founder and CEO of Orbx, discusses the company's roadmap for 2019 and beyond, and gives us his views on the future of flight simulation in general and of course the role Orbx will play in that future.	120/24
Fly the Maddog X – Interview with Leonardo SH	We interview Stefano Porrà from Leonardo SH to find out more about the company and Fly the Maddog X.	120/36
Wings Over the Reich	Over the Reich is the spiritual and World War Two successor to Old Brown Dog's popular World War One simulation 'Wings Over Flanders Fields'. We invited the developer to take part in an exclusive interview to find out more about the product.	120/40
REMEX Software's Deadstick	With Deadstick Bush Flight Simulator nearing early access release, we sat down with Chris Cheetham, the Managing Director of REMEX Software, to get an update on the progress of this new simulation.	121/40
1C Maddox's IL-2 Sturmovik	1C Maddox's work on IL-2 Sturmovik continues unabated, particularly in the past few months. Jason Williams - Executive Producer at 1C Game Studios, kindly agreed to take part in a Q&A to introduce IL-2 Sturmovik to newcomers, as well as update those who have lost touch with the franchise.	121/44
FlightSimExpo 2019	FlightSimExpo is one of the most anticipated events in the flight simulation community. We spoke to event organisers, Evan Reiter and Phil Coyle, to get their thoughts on the upcoming event.	121/52
SkunkCrafts' P-51D Mustang	In this interview, we talk to SkunkCrafts to find out about the work that was involved in creating their superb P-51D Mustang - designed for X-Plane 11.	121/68
Just Flight's Aerofly FS 2 Adventure	Just Flight, in collaboration with Propair Flight, recently added support to Aerofly FS 2 by releasing the Duchess Model 76. We sat down with Richard Slater from Just Flight and Péter Késmárki of Propair Flight to find out more.	122/48

Just Flight's 747 Classic	After more than a year in development, the highly anticipated Just Flight 747 Classic is nearing completion. We caught up with Richard Slater and Martyn Northall to get a behind-the-scenes look at what Just Flight claims is its "largest and most complex aircraft to date."	123/16
Aerosoft's A330 Professional	We spoke to Aerosoft's Project Manager, Mathijs Kok, about their upcoming A330 and the anticipation that surrounds this new addition to their Airbus family.	123/32
MicroProse – World Exclusive!	Earlier this year we learned that MicroProse had been re-launched. We invited its CEO, David Lagettie, to take part in an interview to discuss his plans for this iconic brand.	123/44
A2A Simulations' T-6A Texan II - Raising the bar	In a May 2019 development update, A2A Simulations showcased its T-6 Texan II, which it is developing for the US Air Force. With the flight simulation community set to benefit from A2A's venture into military training, Thomas Haynes spoke to A2A's CEO, Scott Gentile, to find out more about the aircraft.	124/40
Just Flight – Classic jetliners in development	We caught up with Martyn Northall from Just Flight to get the latest gen on four classic airliners currently in development: the 747 Classic, BAe 146 Professional, Fokker F28 Fellowship and the Airbus A300B4.	125/12
Just Flight Q&A – The challenges of the past and the future	Scott Phillips, Just Flight's marketing manager, provides an insight into what the last 12 months have been like for the company and how he sees the future of this ever-changing industry.	125/28
Aerosoft – The year ahead	As part of our special feature on the current state of flight simulation, we invited Aerosoft's CEO, Winfried Diekmann, to give us his thoughts from his unique perspective.	125/32
Orbx Simulation Systems – The past year and the road ahead	Orbx's CEO, John Venema, discusses the current state of the flight simulation industry, the past year from Orbx's perspective and his plans for the coming year.	125/36
Eagle Dynamics – DCS World in 2019 and 2020	2019 has been a busy year for Eagle Dynamics, which saw the release of many new products and innovative features for DCS World. Executive producer, Matt Wagner, talks about the company's activities over the past 12 months and their plans for the future.	125/40
Gary Summons - The creator of UK2000 Scenery	In this exclusive interview, we talk to the highly respected designer Gary Summons - well-known within the flight simulation community for his award-winning UK2000 series of scenery add-ons.	126/48
In Focus - Orbx Simulation Systems	Welcome to our new 'In Focus' series where we put the spotlight on key players in the flight simulation industry. In this first instalment, we sit down with the management team at Orbx to find out about their background, product range and plans for the future.	127/12

Prepar3D v5 - An exclusive interview with Lockheed Martin on their new upgrade	With Prepar3D v5 on the horizon, we speak with the development team at Lockheed Martin, including commercial development lead, Rob McCarthy and engineering project managers, Chris Metel and Adam Breed to find out more.	127/40
Aerofly's Boeing 777	An interview with Jan Hanuschik from IPACS on the development of the platform's newest aircraft.	127/44
DCS: Supercarrier - An interview with Eagle Dynamics	We sought out senior producer Matt Wagner from Eagle Dynamics to find out about the eagerly anticipated DCS: Supercarrier module for DCS World.	127/68
Aerosoft – In Focus	Welcome to the second instalment of our 'In Focus' series, where we put the spotlight on key players in the flight simulation industry. This time, we asked Aerosoft's Managing Director, Winfried Diekmann, to talk about the company and give us his thoughts on the future of the hobby.	128/12
TrueGrit Virtual Technologies Eurofighter Typhoon	We recently learned that TrueGrit Virtual Technologies, a newcomer to the DCS World third-party 'portfolio', was working on a new simulation of the Eurofighter Typhoon. With much anticipation, we invited TrueGrit to take part in an interview with PC Pilot to find out more about this exciting project.	128/68
Just Flight's 146 Professional - Airlines in development: Part 1	We invited Just Flight's Head of Development, Martyn Northall, to tell us about the 146 Professional. Part 2, in the next edition, will discuss the A300 B4-200.	129/12
Just Flight's Tornado F3 - There's a storm brewing!	Following their Tornado GR1, Just Flight is now developing the Tornado F3 - Air Defence Variant (ADV). To learn more about this product, we got in touch with Just Flight's Development Manager, Martyn Northall.	129/16
Just Flight's Fokker F28 Fellowship - Welcome to the Fellowship	As part of our focus on Just Flight for this issue, we invited the company to talk about an airliner project the team currently has in development - the Fokker F28 Fellowship.	129/20
MicroProse: The Mighty Eighth	We invited MicroProse's CEO, David Lagettie, to talk about his highly anticipated B-17 simulation and his plans for 'The Mighty Eighth'.	129/40
Microsoft Flight Simulator - An exclusive interview with Microsoft and Asobo Studio	We sat down with Jorg Neumann, Head of 'Microsoft Flight Simulator' and Sebastian Wloch, Chief Executive Officer of Asobo Studio for an in-depth discussion on the new simulator platform.	129/52

Just Flight's A300B4-200	In Part 1 of our interview with Just Flight, published in the previous issue, we discussed the work that the team had done on their 146 Professional. In this the second part of the interview, Just Flight's head of development, Martyn Northall talks about the upcoming A300B4-200 airliner.	130/30
Just Flight/DC Designs' Concorde	DC Designs, in partnership with Just Flight, recently announced that it was developing the Aérospatiale/BAC Concorde as an add-on aircraft. Thomas Haynes spoke to Dean Crawford, founder of DC Designs, to find out more.	130/34
Microsoft Flight Simulator – An exclusive interview with Microsoft and Asobo Studio	We sat down with Jorg Neumann, Head of Microsoft Flight Simulator and Sebastian Wloch, Chief Executive Officer, Asobo Studio to find out what we can expect from the team over the next few months and possibly in the years to come.	131/14
Aerofly FS 2's A320 – An interview with Dr Torsten Hans, co-founder of IPACS	We recently learned that IPACS, maker of Aerofly FS 2, had upgraded its default A320 airliner, so our A320 expert, Jessica Bannister-Pearce, was tasked to find out more.	131/52
Virtual Fly - the innovative high-end hardware specialist	Based in the Spanish city of Barcelona, Virtual Fly has become a big name in the world of flight simulation hardware. PC Pilot sat down with Oscar Mateos, the firm's sales and marketing manager, to find out more about their history, product range and how they've responded to the release of the new Microsoft Flight Simulator.	131/56
Gaya Simulations – An Interview with CEO, Raz Goeta	Founded in 2014, Gaya Simulations is a small developer for Microsoft Flight Simulator, Prepar3D and X-Plane. Its aim is to create high-quality scenery with emphasis on attention to detail. We spoke to its founder and CEO Raz Goeta to find out more about the company.	131/88
Digital Aviation's CRJ 550/700 for Microsoft Flight Simulator	The CRJ 550/700 is the first complex third-party airliner expansion to be released for the new Microsoft Flight Simulator platform. We sat down with Hans Hartmann from Digital Aviation to find out more about the project.	132/48
The Human Element – Virtual Fly	In this first instalment of our new 'The Human Element' series, in which we talk to the people within the flight sim industry: publishers, developers and end-users, we met up with Pere Casellas, technical director and co-founder of Virtual Fly and Oscar Mateos, sales and marketing manager of its parent company, Aircatglobal.	133/48
DCS: Mosquito FB Mk.VI - The 'wooden wonder' lands in DCS World	In this comprehensive interview, we sat down with Sergey Gerashev, the project manager and team leader for the World War Two projects at Eagle Dynamics, to discuss their upcoming de Havilland Mosquito for DCS World.	133/7

The Human Element – IndiaFoxtEcho	In the second instalment of our Human Element series, PC Pilot meets Dino Cattaneo, the mastermind behind military aircraft add-on company IndiaFoxtEcho. In this interview, we find out how he became involved in aviation and what his flight simulation interests are, as well as his thoughts on developing add-ons for the new Microsoft Flight Simulator.	134/48
DCS: MI-24P HIND	In late March, the developers of Digital Combat Simulator opened up pre-orders for their next exciting release: the iconic Mi-24P Hind attack helicopter. Alex Podvoisky, lead developer on this project, was kind enough to take time out of his hectic schedule (as the Mi-24 nears Early Access release), to answer some of our questions.	134/68
The Human Element – FlyByWire Simulations	In the third edition of our Human Element series, we sat down with Will Pine, founder of FlyByWire Simulations, the development group behind creating an improved version of the default Airbus A320neo for Microsoft Flight Simulator.	135/68
MicroProse's B-17 Flying Fortress: The Bloody 100th and The Mighty Eighth	We sat down with MicroProse's CEO, David Lagettie, to discuss two projects in development in their popular B-17 bomber franchise: The Mighty Eighth and B-17 Flying Fortress 3: The Bloody 100th.	136/44
DCS World – To Infinity and Beyond!	In this exclusive interview with Eagle Dynamics' senior producer Matt Wagner, we look at the state of progress of DCS World, reveal a truly fantastic feature coming in the future and take a look at where military flight sims go from here.	136/68
Human Element – Turtle Beach	We talk to the company behind the VelocityOne Flight Universal Control System.	138/54
War Thunder	In this PC Pilot Exclusive interview, we talk to Gaijin about their premier online combat simulation - War Thunder, the hugely popular multiplayer and multivehicle online simulation.	138/66
DCS: AH-64D Apache - Development Report	We invited Eagle Dynamics' Senior Producer, Matt Wagner, to talk to us about their highly anticipated DCS: AH-64D Apache module.	138/72
L3Harris Airline Academy - Using flight simulators for pilot training	We sat down with Dave Coward, Vice President and General Manager of L3Harris Airline Academy, to learn about its training programme and how the company uses flight simulators to enhance pilot training.	139/40
Tiny Combat Arena Interview	PC Pilot invited developer Brian Hernandez to talk about Tiny Combat Arena – his new and innovative combat simulation, which has been published by MicroProse and was recently released into 'Early Access' on the Steam platform.	139/70

Meet the Author	Welcome to the start of a new series in which we introduce individual members of the PC Pilot team. To kick off this series, we begin with its longest-serving member, Joe Lavery.	139/76
DCS World: Props & Jets - An update of current projects	To accompany our review of the ground-breaking DCS: AH-64D, we invited Eagle Dynamics' Senior Producer, Matt Wagner along with Project Manager and Team Leader for World War Two projects, Sergey Gerashev, to give us an update on their current projects.	140/72
Meet the Author	Welcome to the second instalment of our new series in which we introduce you to the individual members of the PC Pilot team. For this issue, we meet our only female writer, Jessica Bannister-Pearce. Jess is a multi-talented writer and over the years has built up knowledge and expertise in all aspects of the hobby.	140/76
A2A Simulations – A special two-part interview	We reached out to Scott Gentile from A2A Simulations to find out what the company has been working on recently, as well as discuss future projects in the pipeline. In part 1, we focus on A2A's flight simulation work in the commercial world of aviation.	140/80
DCS: F4U-1D Corsair	We invited the Magnitude 3 team to discuss their work on the upcoming F4U-1D Corsair and Essex-Class aircraft carrier module for DCS World.	141/66
A2A Simulations: A special two-part interview	In part two of our interview with A2A Simulations' CEO, Scott Gentile, we focus on the hobby side of their business. Scott kindly agreed to talk to us about their upcoming Piper Comanche 250 and we also get his thoughts on the latest version of Microsoft Flight Simulator.	141/72
Meet the Author: Peter Stark	For this issue, we meet our man from the 'Land Down Under': Peter Stark. Peter has been writing for PC Pilot since Issue 45 and has extensive experience as a pilot, in the real as well as the virtual world and, is best-known for his popular and long-running 'Back to Basics' and 'Flight Adventure' series.	141/76
MicroProse B-17 Flying Fortress	We invited MicroProse's CEO, David Lagettie, to provide us with an update on two major titles currently in development: 'The Mighty Eighth VR' and 'B-17 Flying Fortress 3: The Bloody 100th'. As well as the upcoming B-17 projects, David also told us about the remake of two other products that were also being developed.	142/70
76 Flight Control Replay v5	Control Replay allows us to take back control of the replay functionality in Microsoft Flight Simulator. With the announcement of the new version 5 of the software, we spoke to its creator, Fabio Merlo, to find out how the program is adapting and evolving over time.	142/76

IL-2 Sturmovik: Battle of Normandy - An in-depth interview with 1C Game Studios	Welcome to the start of a new series on the ever-popular IL-2 Sturmovik franchise, now called the IL-2 Great Battles series developed by 1C Game Studios. We begin by interviewing two members of the team: Andrey Dineev and Daniel Tuseyev, to provide some background on their latest addition to the franchise.	143/76
DCS: Black Shark 3 - Return of the Ka-50 attack helicopter	We invited Eagle Dynamics' project manager, Andrey Chizh, to talk to us about the work being done on the third iteration of their highly popular DCS: Black Shark series.	144/76
Famous Flyer IV:Antonov AN-225 Mriya	Work is well underway to revive the iconic An-225 following its destruction in the opening days of the war in Ukraine. Thomas Haynes speaks to Jorg Neumann, Head of Microsoft Flight Simulator, about its unique initiative to support the rebuilding project.	146/26
MicroProse Falcon series Exclusive interview	We invited MicroProse's CEO, David Lagettie, to talk to us about the company's reacquisition of the Falcon copyright and also provide us with an update on its other ongoing projects.	147/66
DCS: Normandy 2.0 Exclusive interview	In this article, we talk to developer Ugra-Media about their work on producing DCS: Normandy 2.0.	147/76
Aerofly FS - An exclusive and in-depth interview with its developer	The Aerofly FS series has been popular among flight simmers since its release in 2011. So, when we heard that Aerofly FS 4 had received further improvements, we invited Torsten Hans, the head of IPACS, to talk to us about these new features and the Aerofly FS series in general.	148/22
MicroProse interview - Task Force Admiral	We sat down with MicroProse to learn about its upcoming title, Task Force Admiral. The game recreates the carrier battles of 1942 and is considered to be the spiritual successor of – 1942: The Pacific Air War.	148/70
MicroProse's Task Force Admiral	In this interview, we continue our discussion with MicroProse's Senior Producer Alain-James Palisse to learn more about the upcoming title, Task Force Admiral. The game recreates the carrier battles of 1942 and is considered to be the spiritual successor of 1942: The Pacific Air War.	149/70

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