

Simulator WORLD



Sim City

The city planning simulation

Saitek ProFlight

With XP Dreamliner

aerofly FS

Switzerland by plane

Racing Simulation

RaceRoom & Scania Truck Sim





Sim City

P. 12



ProFlight & Dreamliner

P. 17



Racing Simulation

P. 26



Train Simulator - Class 101

P. 28

Editorial	03
Simulator News	04
Preview	30

Sim City

Learning city building in a playful way	12
---	----

Saitek Pro Flight & XP Dreamliner

A perfect combination	17
-----------------------------	----

aerofly FS

Conquering Switzerland by plane	22
---------------------------------------	----

Racing Simulation

RaceRoom Experience & Scania Truck Driving Simulator	26
--	----

Strathclyde Class 101

British classic train for Train Simulator 2013	28
--	----

Simulator WORLD 6th Edition...

Dear readers !

One of the most exciting and interesting current releases is the new Sim City. Sim City is one of the best remembered computer games from the 90's, with fond memories that live on to this day.

I am sure this is a sentiment shared with many others from my generation and therefore you can imagine my expectations were high when the 5th version was announced.

Naturally, it was frustrating and very disappointing that Sim City as a pure online game could not be experienced fully on its initial release due to heavy traffic from too many gamers trying to gain access to the servers.

Certainly not the fault of the gamers who had already purchased the game, but of those behind the scenes who should have prepared for such a demand.

EA already apologised for this trouble, offered a free game to all Sim City buyers and increased the server capacities. This is acceptable , because technically and from game play, the new Sim City is really successful as a sequel to the series, especially the online features.

However, I find it hard to understand why Sim City requires an always online connection. Developers and EA should really reconsider their position!



Frank Moellenhof
Chief editor Simulator WORLD
moellenhof@simulatorworld.de

A blue banner for Ivao Flight Simulation. On the left is the Ivao logo, which consists of a white circle containing a silhouette of an airplane in flight, with the letters 'I V A O' below it. To the right of the logo, the text 'Come and experience the Virtual but Real World of Flight Simulation' is written in white. At the bottom left, it says 'Visit us at <http://ivao.aero>'. On the right side of the banner, there is a white silhouette of a commercial airplane flying over a stylized world map. In the upper right corner, there are flight information codes: 'IBE257', 'F848C', 'M452 BULAN', 'THY1991', 'F359C', and 'M447 SASKI'. A small green code '9691' is also visible near the airplane.

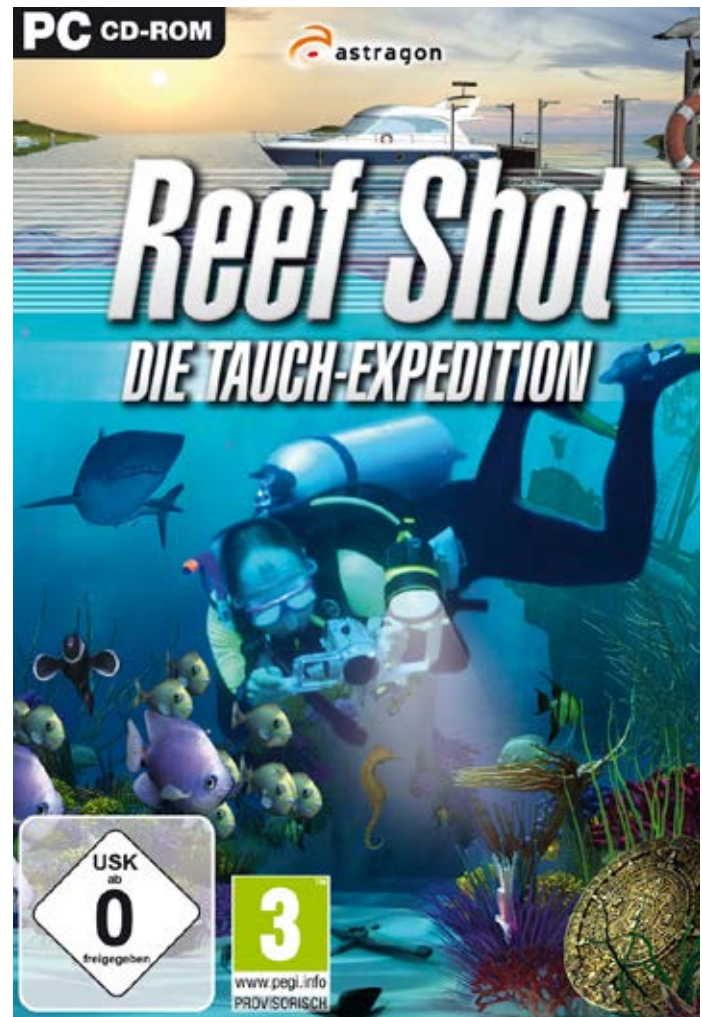
Reef Shot – The diving expedition

Go on a photo-diving expedition along the coast of the Chilean Robinson Crusoe Island located in the Pacific Ocean, implementing what promises to be an exciting storyline.

At first you take just a couple of photographs, but the tasks quickly become far more complex and challenging as your aims are getting faster and your amount of oxygen is reduced. It is for you to decide whether there is enough time for bonus missions and whether you use gained points for oxygen, new photo capacities or for finding new shoals of fish. The decision is yours!

The better the photographs are, the increased potential for points for the diver is awarded for his work. These points are needed for successfully completing most of the tasks and are invested in bonuses during a running mission. The player can save the most beautiful pictures onto their computer. Waypoints lead the way to fishing grounds, to bonus goals and indicate where to look for various objects so you won't get lost in the open sea. The more the player succeeds in the storyline, the more frequently he will find unusual objects like aircraft wreckage dating from World War II, antique artefacts and traces leading to a treasure unlike anyone has ever seen.

More information at: www.astragon.de



CITYBUS SIMULATOR MUNICH



29,99 €
29,99 €



THE realistic Bus-Simulator!
Drive the detailed MAN Lion's City Bus
on faithfully recreated Munich Lines
by day and night.



www.aerosoft.com

Orbx EGHT Old Warden

Fancy a flight around Biggleswade in Bedfordshire? Developed for FTX England, Orbx EGHT Old Warden claims to offer the ultimate English airfield - featuring an airport with both history and natural beauty. Check it out at

www.fullterrain.com/product_egth.html

On Final ... FS Global Real Weather

FSG Real Weather is a fast loading, easy to use weather engine for FSX and PrePar3D. It offers a weather database of over 24.000 weather stations, accurate cloud types, precise upper and lower air winds and in-cloud turbulence.

More information at www.fly2pilots.com

X-Plane 10.20 Final

X-Plane has become 32bit and 64bit! Due to this, many possibilities are now available and at the same time many pesky bugs removed. A serious flight simulator, with a lot of potential and much more to come!

For more information www.aerosoft.com



Baureihe 294 PlusPack for Train Simulator 2013

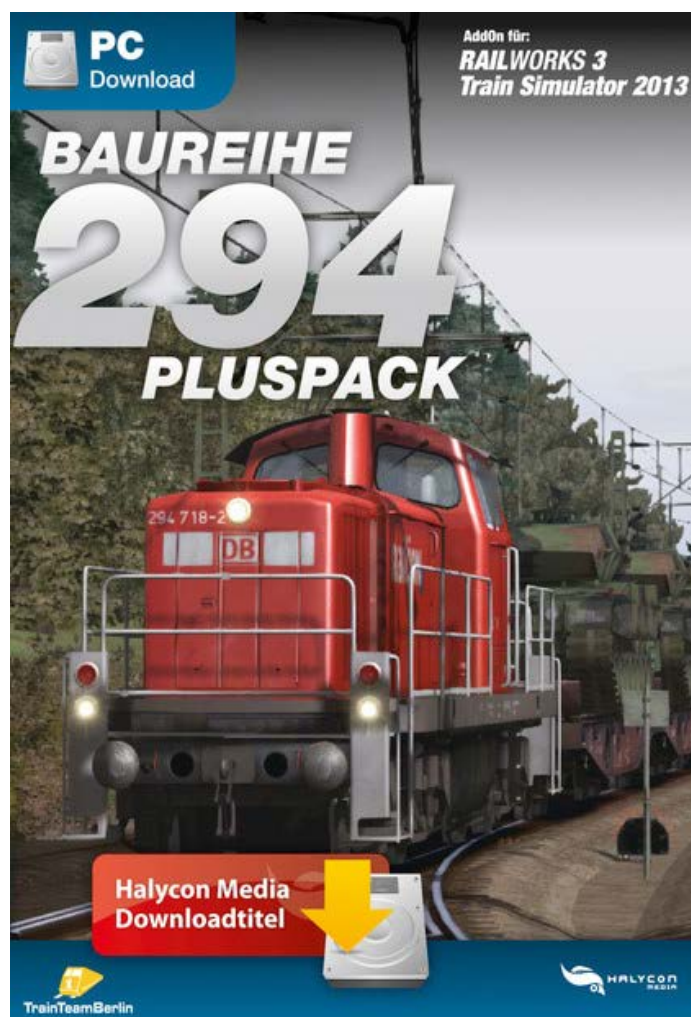
Completely revised edition of the diesel locomotive class 294 featuring lots of improvements. Custom realistic sounds for a new aural experience, however that is not the full story as new operating options including SiFa, a simplified PZB as well as new engine and gearbox behaviour have been developed. Plus, the matching freight cars have been revised extensively and are partially featuring new load.

More information at www.halycon.de

EEP - Eisenbahn.exe - Layout Traunstein

Traunstein is a small-town in the Bavarian highland situated between Lake Chiemsee and the Watzmann. The town's most famous inhabitant is the previous Pope, Benedict XVI. Railway-wise, Traunstein station is quite remarkable. It is located at the two track main line Freilassing-Munich and is used by the ÖBB as a corridor for the Salzburg-Innsbruck line. There are three branch lines starting at the station: Ruhpolding electric, Traunstein-Waging and Traunstein-Trostberg

More information at www.eep4u.de



London-Faversham High Speed

London-Faversham High Speed combines the thrill of high speed trains and the 'classic' third rail from Kent, completed by the Southeastern Class 395.

London-Faversham High Speed is an accurate rendition of a state-of-the-art UK route with various sceneries, precise renditions of individual stops and many more features besides. Challenging and varied train journeys are promised.

Key features

- Full 51 mile route from London St Pancras to Faversham, including high speed OHLE from London St Pancras to Ebbsfleet, and 'classic' third rail from Ebbsfleet to Faversham
- TVM430 signalling on high speed section with accurate overhead catenary system
- Class 395 in Southeastern blue High Speed livery, with features including extensive internal and external detailing
- Quick-Driveable Southeastern Class 375
- Scenarios for the route
- Quick Drive compatible

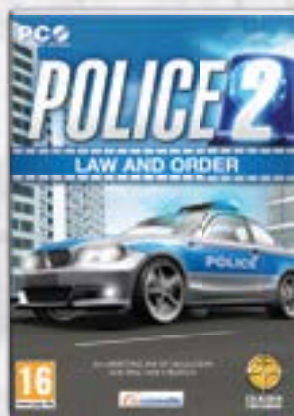
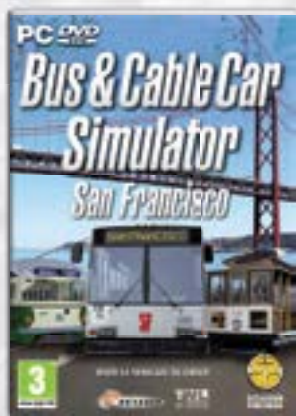
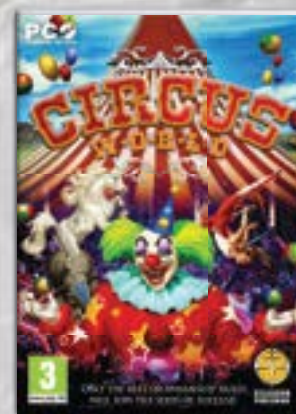
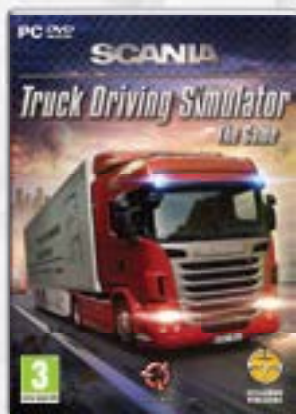
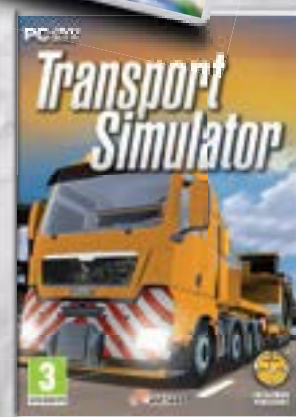
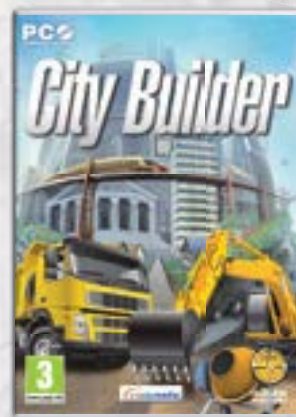
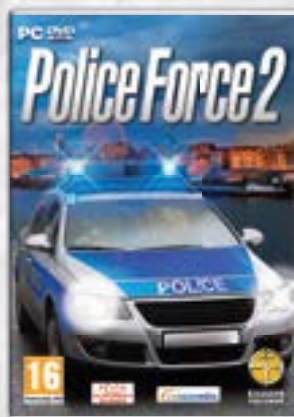
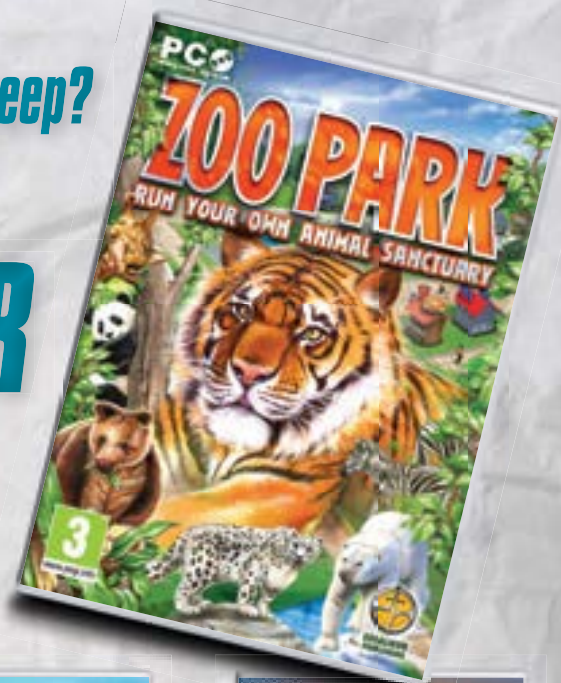


More information at www.aerosoft.com



*Bored? Listless? Can't concentrate? Can't sleep?
...your boss is a jerk?*

**MAYBE IT'S TIME FOR
A CAREER CHANGE.**



Police 2013 - the simulation sequel from the developers of Emergency

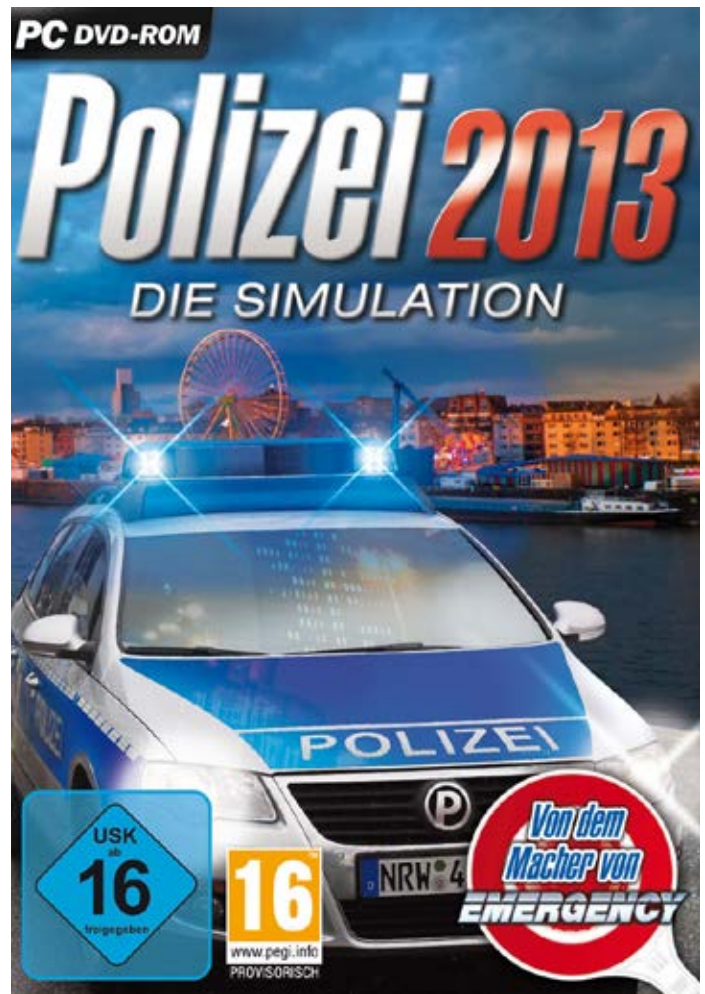
Besides a completely revised operational area as well as numerous new features, operational scenarios and abilities of your officers - "Police Simulator 2013" offers two new and varied districts including a special harbour district that has a few surprises in store.

Plus, another 15 exciting operational scenarios have been added to the already 60 existing scenarios included from the first instalment such as traffic accidents, robbery, crimes of violence and capital offences.

As you will have learnt from the first instalment, you again have the opportunity to ask for an ambulance, a tow truck as well as a vehicle for the confinement of people depending on the situation. In "Police Simulator 2013" you now have the option of issuing a warning, imposing a fine and to cash in on place for minor offences.

The police station is a new addition within "Police Simulator 2013" and is part of the daily routine. Not only can you move freely, but you also have access to various functions.

Why not collaborate with colleagues in the forensic department to analyse finger prints and other material. Another feature from the previous title is freeplay-mode, which allows you to move freely within the entire town. The individual missions are



randomly generated and a vivid and detailed German city provides the necessary variety and complexity.

More information at www.rondomedia.de



Robin DR400 X

In FSX and Prepar3D, the Robin DR400 is an ideal aircraft for beginners as you can cruise around with little hassle, however experts will enjoy the advanced flight characteristics that are truly accurate.

In some of the models they are so accurate that even the idiosyncrasies of an older aircraft are included. For example, the D-EVEM model that is flown by the main developer has a rather serious tendency to turn left. On most models this is countered by a trim tab, but it was not included in this model till very recently.

As a result, this is one model that is not easy to fly without rudder pedals.

Others in this product are better balanced and easier to fly, but it shows how detailed the actual aircrafts are modelled.

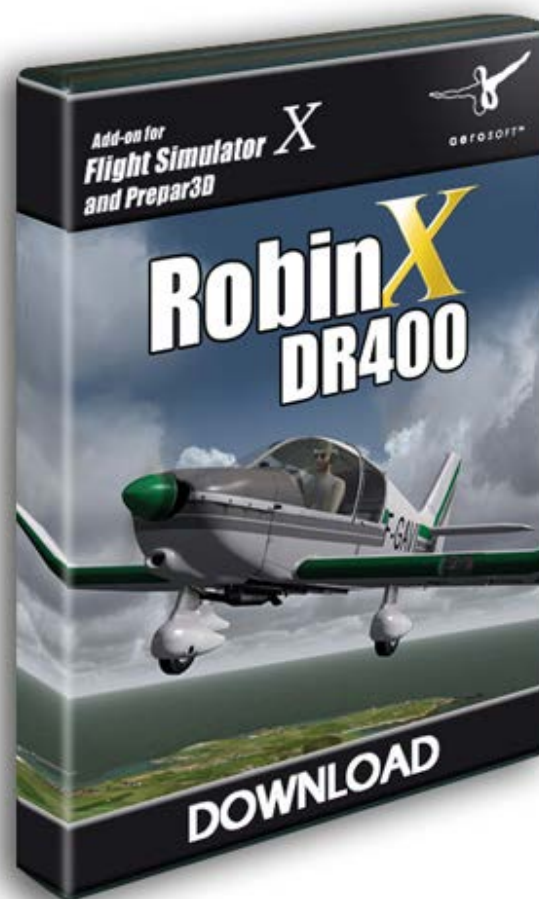
Feature list: Engine failure due to over-revving or high Oil temperature. Realistic engine priming through throttle "pumping" for cold starts. Enhanced propeller animation.

Realistic RPMs during flight envelope including magneto tests and carb heat. Custom fuel pump. Aerosoft Sound Control for special sound effects. Checklist with panel state selector. Special developed landing lights that light up objects.

Cockpit shake effect on startup and stall. Airframe shaking on startup and shutdown. Instruments needles react on vibrations and aero dynamical influences.

Two GPS versions One version with colour and one in monochrome – both backlight (monochrome not in Vista). Setup page for selection of what to show on the GPS map. Accepts FSX flight plans when loaded from the FSX flight plan menu page. Direct-To function.

NRST station Airport, VOR, NDB and fixes can be selected for 'Direct-To'. Cursor mode where you can select any position on the map as a Direct-To. HSI page showing ground track, flight plan leg bearing and cross track deviation. Bendix King KX 125 TSO Com/Nav radio featuring: Direct



tune, 50/25 Khz step selector for Com frequency, CDI mode VOR/ LOC, Auto-to mode, NAV Bearing mode, NAV Radial mode. Becker Transponder. KR 85 TSO ADF radio.

Compass that really floats in fluid. Advanced flight dynamics including realistic side slips and spins. Very accurate flight behaviour.

7 paints. 3 different panels. 2 different flight characteristics. High quality sound set recorded in and from the real aircraft in flight and on the ground. Automatic warning signs in the VC if the user sets up FSX wrong.

Extensive documentation, including original checklist and specially formatted checklists for smartphones. Detailed model of a used plane. Light on frame rate. No online activation needed, personalises the installed files

More information at www.aerosoft.com



SimCity

Learning city building in a playful way

Sim City - one of the most successful building simulations in the history of computing has returned in this its fifth instalment. The series has deserved its success. After all, who does not secretly dream of becoming a mayor, the ubiquitous director who leads a city with all its complex and linked systems. Always looking for other financial sources, without chasing your taxpayers away.

There are many roads that lead to success. That is the offering in the latest edition - Sim City 5.

The interaction of 2 to 16 cities in one region, with one major project, is the starting point for development. Sim City 4 also featured several cities as part of a region, however this time they are interacting with each other and can specialise & support financially weak cities.

What is striking to me is that some features of the latest Sim City resemble A-Train 9, although these two games put their focus on entirely different things.

How to become and stay mayor

The Deluxe Edition includes additional city sets featuring typical buildings from France, Germany and Great Britain. I start in the region "Regental", with two cities to make life easier for my Sims. So far so good...

Based on the number of messages online, you could get the impression you are within a huge gaming community. You can share regions with other users online so they can participate in your region. The region is the key element everything revolves around. The character of a region shows the player how future cities are likely to evolve: these include the access to water, natural resources and the main tasks.

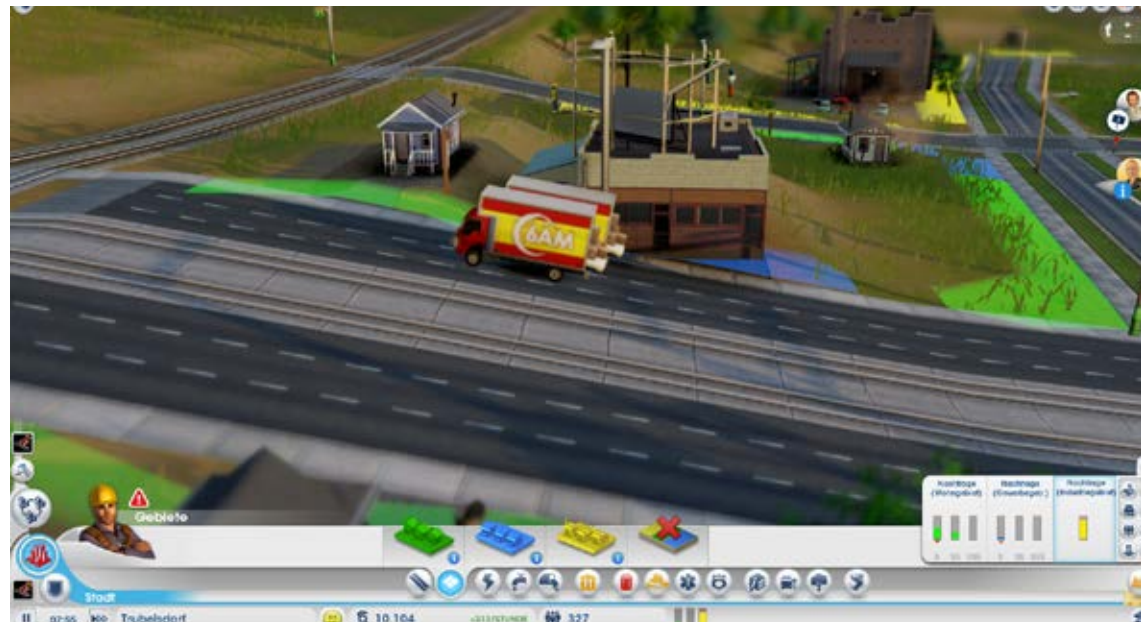
In the menu item "Specialisation", you can choose to turn your city into an industrial monostructure. The Ruhr Area or the Saarland turned out to become centres of the mining industry whereas Vienna became a cultural stronghold. On one hand, monostructures encourages productivity; on the other they entail lots of problems.

My city called "Trubelsdorf" evolved concurrent with "Dörfenhain" which turned into a residential town and did not face the problems Trubelsdorf had to deal with. My development only came to an end once and to date I always manage to keep things balanced. The tax rates remained bearable and I always generated a small profit I could use for more investments for the Sims. Maybe I will soon start taking care of another town and transform it into a cultural centre so I can finally take on the main tasks some day. To me, the future is bright and I hope to be re-elected although really in truth within Sim City it is impossible to lose an election.

In the foreground the inhabitants, the Sims, their vehicles and lots of details on the buildings can be recognised. You can gather information on the Sims, including their daily movements around the city. The street used in this picture features the maximum passages - six lanes including tram tracks.



Residential areas, industrial estates and industrial areas are designated on the streets. Moving vans approach the green residential areas and the first Sims move in.



If the influx of Sims continues, the density of the three types of areas will increase and buildings will grow taller. In the foreground you see a couple of providers of the city. A mine, a tram depot (in white) and the waterworks and sewage plant right next to it which are responsible for clean water.





One point of criticism concerning the game is a lack of transparency, but isn't that the appeal of this building simulation - to break through and explore the complex secrets?

The Sim City "assistants" take your mayor by the hand and demonstrate how to carry out certain measures in the game.

It is up to the mayor himself to decide though when, which, where and how intense measures are carried out.

Copy protection and control mania

Ever since the first instalment of Sim City was released, it included copy protection in the form of pages with various code numbers.

This time however, EA decided to publish a Sim City title that requires a mandatory 'always-online' connection in order to be fully playable.

There have been a variety of online issues plaguing the servers during the initial release of this title that will hopefully be remedied over time, but it has been an uncomfortable journey so far.

Requiring a connection to their servers to play the game has led to many difficulties for most if not all users.

Another pressing question is the right of ownership and right of possession. Who really owns the game?

Can I only restart if EA agrees? Sim City itself can't even be given away, only within the complete Origin account.

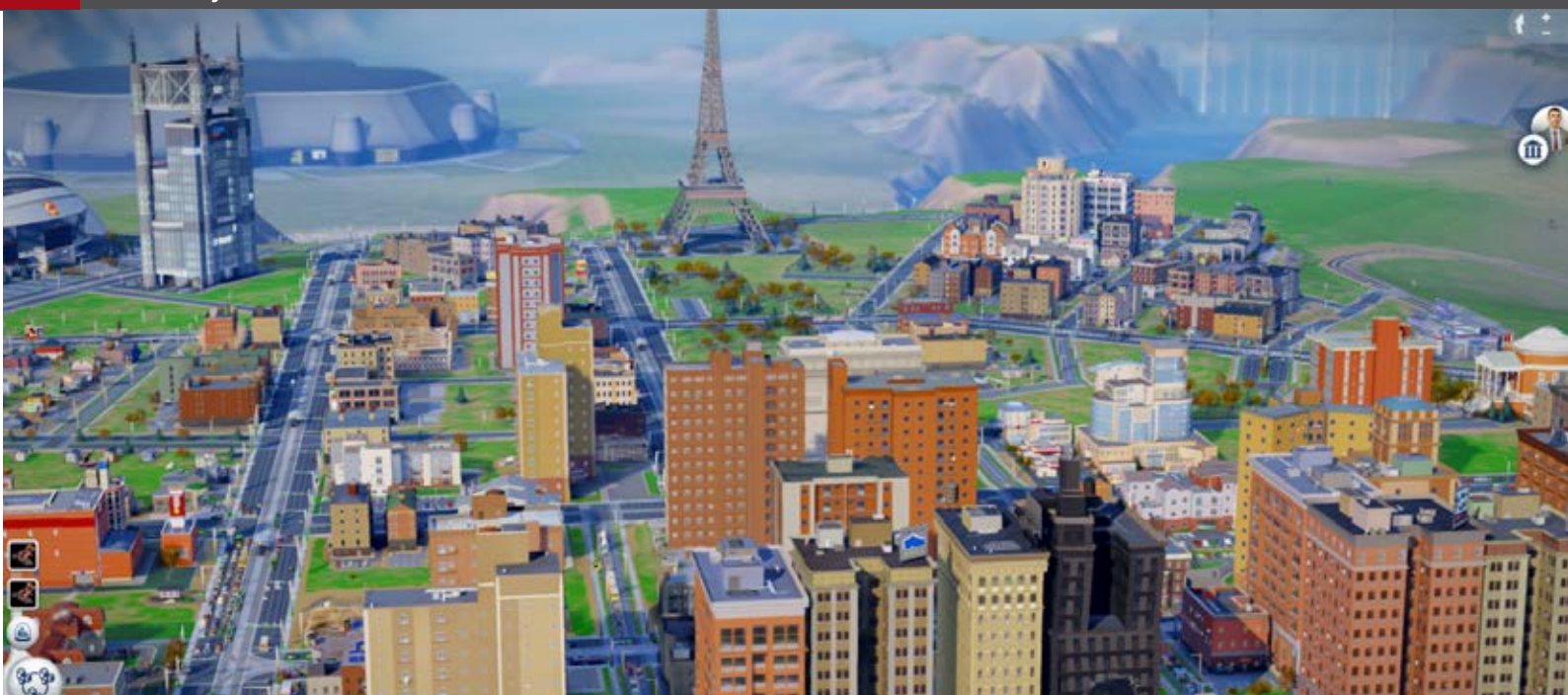
And who owns the savegames? Ever since computers became a part of our lives, everyone is encouraged to save their data – if possible more than once.

The savegames are the result of my "creative work", the work of the player, but they are saved on EA servers and cannot be copied to my own computer in the Windows user directory.

In the event of a voluntary or an involuntary server change, the new server will not store my previous user data. The player's meticulously built cities will not be available.

In case data gets lost in a non-synchronised process, the compiled savegame is lost forever and probably somewhere in the EA data jungle.

At that point the gaming fun of every Sim City player has reached a new low.



Some final thoughts

For the first time ever, the buildings placed by the player are designed in a trendy comic style rather than a real-life model, but they need to be extendable like a modular system. Real-life models can hardly meet these functions.

Thanks to the region we know from Sim City 4, spacious parameters found their way into the game including the exploitation of natural resources and the collective main tasks, which can only be realised if the regional cities collaborate.

The Sims' wishes are easily fulfilled! You create industrial estates and they respond by saying: "There are some nice shopping opportunities". However, every institution you build entails monthly costs that need to be covered by the city treasury.

Just like in real life, finding a durable solution to this can be tough. First and foremost Sim City is a game rather than a serious simulation serving scientific purposes - so it achieves its goal within the 'game' context.

Unfortunately, I was not able to spend more time with my cities as my server repeatedly refused to grant me access. Released one week earlier in Germany, the game is still reporting "synchronisation-problems". Following this bug, game progress could be lost.

An offline-mode should be possible!

Simulator WORLD congratulates programmers and helpers that created this version of Sim City. Hopefully they will be honoured the way they deserve. The control freaks, however, should be tarred, feathered and banished from the city!

André Rogalla

Infobox

Product Specifications

- WindowsVista(SP3)/7/8/
- AMD or Intel CPU(min. 2 GHZ)
- Video: 512 MB Nvidia 7600, ATI X1800 or equal
- 2,5 GB RAM
- 1 GB free harddisk space
- Soundcard
- DVD-ROM Drive

Simulation since 1997



Explore an endless world



www.simmarket.com

The logo for simMarket, featuring a stylized white outline of a map of Spain above the text "simMarket" in a lowercase, sans-serif font.



Saitek Pro Flight & XP Dreamliner

A perfect combination

No, no, not what you might initially think. Saitek hasn't launched a dedicated Pro Flight Dreamliner hardware package. Instead, I offer you an in-depth article that combines everything to do with the X-Plane Boeing 787 Dreamliner, in combination with the Saitek Pro Flight hardware. It's a perfect marriage of a modern XP aircraft and hi-tech hardware.

The Ultimate Boeing 787 Dreamliner

The VMAX 787 Dreamliner is an officially licensed Boeing model and because of this, all aircraft dimensions are based on 2D & 3D drawings - with a final goal of making it as realistic as possible. The current X-Plane 787 Dreamliner package is XP 32 & 64bit compatible and developed for Windows, Mac OS X and Linux.

The Boeing 787 comes with so many features that to be honest, it's just too much to mention them all within our limited space. Instead, let me highlight a few:

- Drop-down overhead panel with use of 40+ datarefs
- Pop up panels for easier navigation for the radio, FMS, throttle etc.
- Two decorated cabins - passenger and executive layout
- Accurate and smooth flight model

- A realistic wing flex
- Universal FMC compatible
- tons of free liveries
- a dedicated push back truck
- and much more

An interesting detail of this 787 model is that it was created with a full 3D interior. Every attempt was used to create an "as easy to use" aircraft. That's to say that the instruments may be oversized for increased readability and some elements may be placed simply for ease of use.

For those who prefer a 2D view, pop-up panels are included so controls can be operated in a forward view. This is also handy for 3D cockpit virtual pilots. For XP simmers who are eager to learn even more, turn ON "Show Instrument Instructions in the Cockpit" under the menu, About-Instructions.

Another feature is the integrated HUD (Heads Up Display). Although it's only available in the 2D cockpit, it looks very realistic and the light green text on the glass is of a highly readable quality. Since the 2D panel only covers a small part of the flight deck, several pop-up panels are included such as the overhead, the XP FMS CDU, TCAS/COM-NAV and finally - a mini throttle.

By switching to the 3D cockpit (accessible by "Shift+9"), you're able to move around in the 787 flight deck - as well as having access to all the over-



head panel controls. The 787 doesn't come with a dedicated Boeing 787 FMS CDU, but with the default X-Plane CDU. Mounted on each pilot's side panel, you'll find the EFB (Electronic Flight Bags), but they actually have no EFB function. You can retrieve some images, but these are static pictures.

On the other hand, impressively modeled are the large EFIS / EICAS displays. They are sharp from a distance and when zoomed in, and overall well modeled.

Actually, the overall 3D cockpit is from every aspect well modeled and a pleasure to fly from and this is to a certain level also applicable for the external model.

But can you fly the X-Plane 787 Dreamliner with Saitek's Pro Flight Controllers, Rudder Pedals and/or the Pro Flight Panels?

For Windows 8, 7, Vista and even XP, Saitek offers dedicated 32/64 bit device drivers as well as their special programming (SST | Saitek Smart Technology) software, although it's not mandatory to use your Pro Flight hardware with X-Plane 10.20.

On the other hand if you're a Mac OS X flight simulator, Saitek doesn't offer any dedicated drivers nor their SST software.

Saitek Pro Flight Hardware

Is it then a problem to use this hardware under Mac OS X and X-Plane? Absolutely not!

X-Plane offers many, and I really mean many joystick adjustments. The name may be confusing, but the Pro Flight Controller, the yoke, isn't a joystick, but for X-Plane it's basically the same device when it comes to assigning functions between X-Plane and your hardware.

X-Plane can and will detect all major axis like roll, pitch, yaw (rudder pedals) without any problems. X-plane also has no problems detecting the levers, throttle(s), prop and mixture on the throttle quadrant.

Suppose you've also attached the Cessna trim wheel unit, even this is detected when connected to XP. The only remaining job is to confirm the correct assignments in XP's Settings-Joystick & Equipment Axis tab. Besides these basic assignments, XP offers several interesting tabs like Buttons: Basic, Buttons: Adv and Keys.

Assigning XP functions to your yoke hardware such as the HAT or POV (Point of View) switch, additional buttons etc. and the throttle quadrant momentary switches is an easy job. 'Buttons: Basic' offers predefined functions that can be linked to a button or switch. 'Buttons: Adv' goes one step

Always wanted to fly the X-Plane 787 Dreamliner? Now you can with Aerosoft's XP add-on 787 Dreamliner including a fully functional HUD as well as an awesome 3D cockpit.



Looking for *the* ultimate flight simulator experience? Saitek's Pro Flight yoke with throttle unit is right now top notch flight simulator hardware.



No airplane can leave the ground without Saitek's Rudder Pedals. Fully adjustable, made of high quality materials and a great way to control the brakes and rudder.





further by offering many more assignments. Last but not least, the Keys tab allows you to define your own assignments. The assignment procedure, as briefly described, is applicable for both Windows and Mac OS X.

More information on how to assign functions to the Saitek hardware, can be found in the X-Plane User Manual.

Is it the perfect combination?

It's clear to me that the VMAX 787 Dreamliner flies like a charm and few preparations are needed, although not all "real" features are implemented. Some are not really a problem like the limited EFB, however some would be nice if they had been modeled to represent a real looking and working FMS CDU. With respect to the AIRAC input, this data is widely available via Aerosoft's NavDataPro or from Navigraph.

I wish you pleasant 787 Dreamliner flights!

Angelique van Campen

Infobox

Product Specifications

- X-Plane 9.70 or X-Plane 10.10
- Windows XP/Vista/7 or Intel Mac OSX 10.6 or Linux
- CPU: 2.4 GHz (Dual Core i5/i7 Processor recommended)
- Video: 512 MB (1GB or 2GB recommended)

Price 25.95 € (Download-Version)
available at www.aerosoft.com



COMBAT PILOTS WANTED

Realistic Aircraft
Realistic Avionics
Realistic Bases & Terrain
Realistic Flight Operations
Realistic Aerial Combat
Realistic Weapon Systems
Open World, True
Multiplayer Experience

Get Your **FREE CP-AT-6B** and Start Your Career Today!

“I can't get enough of it, the learning, the training, the combat, it's intense and makes you want more. All I can say is - HELL YEAH!”
- TopDog

FREE Download and FREE to Play*
NO PURCHASE NECESSARY

combatpilotseries.com



Saitek®

THUNDERHAWK
STUDIOS

*Requires FSX Gold or FSX with Acceleration expansion pack

©2013 Mad Catz, Inc. Mad Catz, Combat Pilot, ThunderHawk Studios, Saitek, and the Mad Catz logo are trademarks or registered trademarks of Mad Catz Interactive, Inc., its subsidiaries and affiliates. All rights reserved. All other trademarks are the property of their respective owners. Product features, appearance and specifications may be subject to change without notice.



aerofly FS

Conquering Switzerland by plane

For a beginner like me who has previously flown with FS 2004, in my view the graphics are ‚state-of-the-art‘ and have improved enormously - leaving a lasting impression. All of Switzerland is represented in a generalised way including the airports, which only consist of a couple of symbolic buildings and a runway for take offs and landings.

I used a solid joystick for controlling the aircraft. The current ones convey a quite realistic flight experience and are custom built for flight simulation.

Saitek's Cyborg F.L.Y. 5 is a reliable model for beginners, although admittedly a bit pricey. It can be adjusted individually to the user's dimensions and preferences.

Therefore you need to loosen the blackened Allen screw and press the locking lever. An Allen key (2.5 mm) sunk in the right foot is attached.

The height of the joystick was of particular importance to me. That way the hand is lying in a more comfortable position and the thumb can reach the coolie hat effortlessly.

To achieve this - loosen two screws, push the grey detent lug on the left in until it reaches the desired position.

The mechanical settings of the Cyborg F.L.Y. 5 mostly allow for ergonomic settings that improve manageability.

After loosening a screw, you can move the head forward to adjust the keys surrounding the coolie hat to a better position.

The double throttle control allows regulating thrust performance differently but the engines of the F-18 did not indicate separate responses from the jets.

After installing the joystick drivers on Windows and calibrating the stick itself, you are required to select the F.L.Y. 5 under "Set to default devices" in the aerofly FS settings menu. Now it can be chosen as a control device.

Now's the time to clench your teeth, push the throttle control forward and await the excitement.

Contrary to the popular opinion that everybody eventually will come crashing down, I quickly noticed that everyone will actually rise up in the air - but the problem really is coming down safely.

The first flight lessons

Weather conditions and other external parameters influencing the flight simulation can be modified in the menu at any time.



Weather conditions have been set to "still air", "clear view" and the simulation mode selected is "beginner". Later on I tested increased difficulty settings.

After a crash, the aircraft will be severely damaged - so the simulator carries out a restart with a brand-new replacement starting from the last airport selected.

As I need to obtain flight experience, I control the aircraft by instinct. Basically it's the same as driving a car, but with an additional dimension: -up' and -down'.

In aerofly FS you have to navigate visually. Contrary to the statement made in the manual describing the Cessna as perfect for beginners, I actually had far fewer problems controlling the other highly manoeuvrable aircraft.

The aircraft

When flying the Cessna 172SP, you will lift roughly one ton off the ground. Two gliders, the Discus and the Marganski are basically flying without making any sound.

The Sopwith F.1 Camel was a British combat aircraft featuring in World War I. It was safe and successful due to its manoeuvrability, which causes certain difficulties for beginners. With this aircraft

more pilots lost their lives during flying practice than during combat action.

The only aircraft exceeding 330 km/h is the McDonnell Douglas F-18. Its first mission took place in 1983 for the Swiss Army.

The Robin DR400 featuring its wooden structure is a popular sports plane whereas the aerobatic plane 330LX features among the most manoeuvrable for flying in the Swiss Alps.

The "Pitts", an aerobatic plane from the 1940s, can even be purchased as a construction kit.

The missions or events

Each of the eight aircraft includes exercises and courses that need to be completed in order to acquire new achievements.

Despite the reduced joystick sensitivity, flying through virtual goals appearing in front of the plane is not easy for beginners.

What about the graphics?

Visually it is impressive, especially the eight aircraft which cover the one or two seater category.

Once you are flying below 2000ft, you begin recognising the various details of the landscape - ex-

From airport to airport ►
with the aerobatic plane
Extra 300 LX at up to 420
km/h. Below the wings
you see the relief struc-
tured Switzerland and
above the puffy cumulus
clouds.



The allegedly easy-to-fly ►
Cessna 172 during take-
off. I preferred the mano-
euverable, nervous ones.



Stalking with the Mc- ►
Donnell Douglas F/A-18
Hornet above the clouds.
Unfortunately the "aero-
fly" practice lessons were
not enough for a good
approach, which is the
fine art of flying.





ploring Switzerland's settlements, lakes & rivers, central stations and airport. The latter can be used for landing.

It can be stated that this simulator is one of the best in terms of visual quality, a point emphasised when the difficulty of attempting to distinguish screenshots from real photography is realised.

You can even fly across Swiss borders, e.g. northwards along the Rhine, however as soon as you are leaving Swiss airspace, all you notice beneath you is blurry scenery.

Nonetheless, towns and topographical conditions can still be recognised. Unlike other flight simulators, in aerofly FS you are always flying in the daylight, there is no night modus available.

André Rogalla



Saitek Cyborg F.L.Y. 5

Infobox

Product Specifications

- Windows Vista (SP3) / 7 / 8 /
- CPU: AMD or Intel (mind. 2 GHz)
- Video: 512 MB Nvidia 7600, ATI X1800 or equal
- RAM: 2,5 GB
- 1 GB free harddisk space
- Soundcard
- DVD-ROM drive



Racing Simulation

RaceRoom Experience & Scania Truck Driving Simulator

Be in the top spot, the pole position for once in your life. This is a dream that even for most Formula One drivers remains unreachable when you are known as "the eternal second". Believe me, it's easier said than done. The beginner needs a lot of practice to achieve that elusive pole position.

The Swedish SimBin Studios, which also programmed the GTR-Series, developed the online game RaceRoom Experience that can be installed and played through [Steam](#).

The free trial version comes with a car and a fictional circuit. At first, racing enthusiasts are provided with free content so they can go head to head for a couple of laps. Following a registration additional circuits and racing cars are offered.

Later versions of the game are to include an online shop offering advanced material for possible tuning of your ride, extendable racing cars, circuits and game modes.

The program provides you with tools so you can practice for a circuit. Playing "Apex Hunt" you chase after a blinking dot that drags the beginner – sitting in an "Aquila CR1" - along the racing line of the circuit.

That way you understand the track and no turn will come as a surprise.

Later on after a couple of practice laps you can compete with the "ghost" of an online player. Circuit knowledge is of utmost importance if you wish to see the chequered flag before all others.

Other qualities are the strength of nerve you need for speeding through various turns at the required velocity without losing control. Of course discipline is a top priority if you want to improve your practice times and continue to improve at your profession.

The game

Configuring the keyboard ought to be enough if you just want to drive a little for test purposes, however for higher realism and increased enjoyment - using a steering wheel for races is indispensable.

As you know from all racing games control devices can be configured, keyboard commands of the camera can be adjusted and many more options including physical parameter (for a realistic racing situation) can be modified.

As in the original race, you can drive up to 60 minutes. Fuel use and the damage model can be edited as well as grip, tyre wear and heating of tyres.

Even at the highest graphical settings possible, the game runs smoothly (on a 3GHz system with an



average gamer's graphic card). Back on the track, you either race on your own against the clock or you try setting a new lap record and go head to head with the ghost of a player that previously finished his lap.

You can challenge other race drivers on the internet and go for the victory.

Scania Truck Driving Simulator (Demo)

Truck races with these powerful transport vehicles include a wide variety of tasks, an obstacle course and dangerous track sections.

For example this task where you are challenged to drive a loaded trailer through the "Death Valley".

A driving mistake will not be tolerated as the articulated lorry will crash down the embankment and straight into the ravine.

When you are finished, you will be awarded with a score depending on how well you did. Once you are registered on the internet you can climb up the rankings.

You will need an adequate steering wheel in order to fully experience the two racing games presented. In the next edition of Simulator World we will have a closer look at contents, including the obstacle course or a race in Scania TDS.

For this purpose Mad Catz is offering a wireless steering wheel featuring leg rests, a gear lever fit for right and left-handers, fantastically modelled throttle and brake pedals as well as an interface for a headset.



In order to make the entire steering wheel unit suitable for a computer, you will need an XBOX adapter which redirects the sent data to your computer via a USB cable.

André Rogalla



Strathclyde Class 101

British classic train for Train Simulator 2013

In 1956 - 1959, the Class 101 Diesel Multiple Units were built by Metro-Cammell at Washwood Heath in Birmingham, proving to be one of the most recognisable locomotives of its era due to its fantastic success and only being withdrawn as recently as 2003.

Upgraded from a previous Class 101 pack, it now features the Strathclyde Passenger Transport (SPT) livery. With its bold orange and black sides plus bright yellow front, the Class 101 for its age is still an attractive piece of transport heritage.

From the exterior, the details represent its real life counterpart extremely well - with all aspects of the DMU standing out with purpose due to the high quality textures. Inside within the passenger section, things aren't so spiffy with a quite blocky recreation of seats and absolutely no passengers onboard even though from the exterior passengers are most certainly visible.

The interior of the cab takes full advantage of the new Train Simulator 2013 engine, with the now expected rain effects on all the cab windows. Shadows cast beautifully over the levers and other instruments and here you feel more than at home admiring your surroundings and operating the controls.

You certainly realise you are using a Class 101

when you hear the very recognisable clunk of the doors closing after collecting your passengers.

Operating the Class 101 DMU is a little different to many you may have driven in the past due to its manual gearing system. Similar to that of a car, you are required to shift gears from 1 - 4 to gain momentum.

First of course you need to place the Reverser (W) in a forward position. Pressing (E) shifts the gear up one place from 0 to 1 and then we progress as usual.

We are instructed to drop the power to 'idle' before changing gears and then powering up again once you hear the alteration has taken place, although in practice I haven't noticed any nasty subsequences from just changing gears at full power - although I'm sure this isn't reflecting real operation of the Class 101.

It's suggested that you change gears from 1 - 2 when you reach 14mph, 2 - 3 at around 26mph and finally 3 - 4 at around 40mph. To drop a gear, the keyboard combination is [Shift] + [E]. Of course these controls also exist in the HUD and on the actual locomotive controls if you so desire.

For owners of the 'West Coast Main Line' DLC, there are three scenarios included with this locomotive purchase:



- **Gearing Up [10 minutes]**

An introduction to the Class 101, it's controls and driving technique.

- **Slip and Slide [35 minutes]**

A landslide near Rutherglen has resulted in the Argyle line being closed. Experience a number of station stops fairly close to one another on a beautifully sunny day.

- **Strathclyde Showers [50 minutes]**

It's Autumn 1996 and the Class 101 DMU is still going strong. Tough timetabled station stops. Includes an optional Career Scenario version.

If we ignore the instructional scenario, which lasts a brief 10 minutes - you are more likely to replay the remaining two. The first offers a set of fairly quick succession station stops, while the final scenario allows you to pick up speed between far lengthier separated station stops with a number of amber and red signals to negotiate - with the option of playing with the Career Scenario points system enabled.

For those who don't own the West Coast Main Line route, the pack takes full advantage of the new 'Quick Drive' feature introduced in Train Simulator 2013. The downside though if you don't own the West Coast Main Line route DLC, is that you can't experience the very important instructional scenario, which is a bit of an oversight.

Highlights

- Class 101 in Strathclyde Passenger Transport orange and black livery
- DMCL, DMBS, DMSL, TCL, TSL and TBSL rail vehicles
- Manual gear change control
- Fully detailed cab and control panel including instrument backlighting
- Upgraded TSX effects
- Scenarios for the West Coast Main Line
- Quick Drive compatible
- The West Coast Main Line Add-On (available separately) is required to play the scenarios included with this Add-On

James Woodcock (@jameswoodcock)

Article from TRAIN SIM MAGAZIN 2/2013



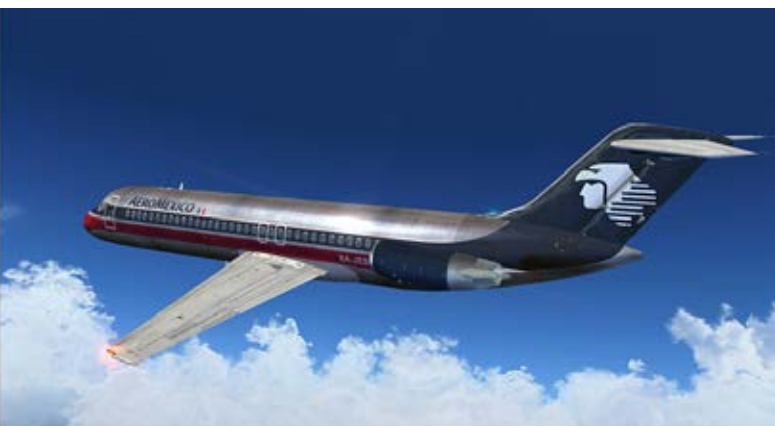
PREVIEW EDITION 5-2013



▲ Police 2013



▲ Reef Shot - the diving experience



▲ Ultimate Airliners DC-9 Classic

Imprint

SIMULATOR WORLD

Your free simulation games magazine!

Homepage: www.simulatorworld.com

Publisher:

ALBO medien GmbH
Lindberghring 12
33142 Bueren

Germany

Tel. +49 (0) 29 55 – 76 03 37
Fax: +49 (0) 29 55 - 76 03 33

Company Registry: B 9728
Tax ID: 339 5801 0442
FA Paderborn

Management: Eva Loeffler
email: kontakt@albo-medien.de

Address of editorial staff:

ALBO medien GmbH
Simulator WORLD

Lindberghring 12
33142 Bueren

Germany
email: redaktion@albo-medien.de

Chief editor:
Frank Moellenhof (V.i.S.d.P.)
email: moellenhof@simulatorworld.de

Staff of this issue: André Rogalla, Angelique van Campen and James Woodcock

Copyright: © ALBO medien GmbH

All rights, in particular of the duplication, translation, microfilming as well as the feed and processing in electronic systems, to the utilisation of parts of the technical periodical or on the whole remain reserved. All logos related in the magazine and protective brands are a property of the respective legal owners.