

## Microsoft Flight Simulator X SP1 Fixes & Improvements



لیست کامل اصلاحات و تغییرات انجام شده در بسته اصلاحی شماره یک شبیه ساز پرواز ایکس

Iransim

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### Scenery

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- ü SCENERY: Night textures not appearing on Vancouver's Canada Place
- ü SCENERY: Drop-out of night textures occurring on many generic buildings
- ü SCENERY: Mission Paris Airshow at LFPB
- ü SCENERY: Nijubashi bridge is on the wrong place.
- ü SCENERY :3 disconnected jetways at airport: EGCC
- ü SCENERY : Airport LCEN (Ercan) in Cyprus should be closed or removed
- ü SCENERY: EGNV airport elevation sloped to the wrong value causing severe visual anomalies
- ü SCENERY: Water sloping and boundary resolution issues Danube River
- ü SCENERY: Water sloping issue (missing data due to export issue) Vistula River (Largest river in Poland)
- ü SCENERY :Water Sloping issue at the Humbar Bridge (UK)
- ü SCENERY :Water Sloping issues with the River Avon
- ü SCENERY :Water Sloping issues with the River Thames
- ü SCENERY: Autogen buildings clipping into Dodger Stadium
- ü SCENERY: Detached shoreline seen snaking through water well offshore for 100 miles near Tijuana
- ü SCENERY: Dodger stadium in Los Angeles is inside of a crater
- ü SCENERY: Elevation of terrain around SAOC (Area De Material) differs by about 1300' from elevation of airport
- ü SCENERY: Elevation of terrain around SAVE (Esquel) differs by about 2500' from elevation of airport
- ü SCENERY: Elevation of terrain around SUSO (Salto Nueva Hesperides Intl) differs significantly from elevation of airport
- ü SCENERY: FVFA (Victoria Falls) is sitting in a hole
- ü SCENERY: Gaps seen in taxiways and apron at KSAV (Savannah/Hilton Head Intl)
- ü SCENERY: Horrendous problems with slivers and slabs of land splitting up the bay in Lisbon, Portugal
- ü SCENERY: Last character ("u") in name of Montreal/Pierre-Elliott-Trudeau airport has been dropped from airport name in the geodatabase
- ü SCENERY: Mismatched elevations on adjacent water polygons near MNSC (San Carlos)
- ü SCENERY: Road comprising Brooklyn Battery Tunnel in New York is not attributed as tunnel, runs across Buttermilk Channel
- ü SCENERY: Runway elevation at MNBL (Bluefields) is significantly higher than the airport flattening polygon
- ü SCENERY: Taxiway B at KSAV (Savannah/Hilton Head Intl) is doing the drunken sailor dance
- ü SCENERY: Water sloping issues in Danube River
- ü SCENERY: Yukon River missing from Galena, AK all the way to the ocean
- ü SCENERY: Havana Harbor in Cuba is missing from FSX. It was present in FS9
- ü LIVING WORLD: Traffic driving on the wrong side of the road in Japan

### Aircraft

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- ü A/C Airbus A321 - Panel - Backup Altimeter: 10,000's feet digit does not scroll properly
- ü A/C Airbus A321 - Panel - ECAMS: FF per engine should not be labelled "%", but rather "lbs/hour"

- ü A/C A321 - Panel - The wind value is not being displayed correctly on the Nav Display
- ü A/C Airbus A321 - Panel - PFD: MCP-selected altitude not be displayed fully when 5 digits. (First digit is cut off)
- ü A/C C172 - Panel ---Middle and Inner marker lights are mis-aligned when illuminated
- ü A/C Cessna 172 - Panel - The placard for the call sign is poorly located - covers up screws when there's lots of blank panel space to the right of it
- ü A/C DeHavilland Beaver - VC elevator trim indicator not in sync with 2D version
- ü A/C Default Beaver's exterior's doors are just basic plain color.
- ü A/C Baron 58 G1000: Instrumental panel is not localizable. Need to add panel.cfg
- ü A/C Boeing 737-800 - Panel - The True Airspeed (TAS) value displayed on the Nav Display is actually Indicated Airspeed (KIAS)
- ü A/C Maule M7 - VSI has a limit of +/- 1100 fpm
- ü A/C Maule Flap Initialization
- ü A/C Get door open and exit sounds working again.
- ü A/C Sort Order of Aircraft Manufacturers is broken for extended characters

## Missions

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- ü MISSIONS: Monsoon Approach: Rain is missing
- ü MISSIONS: Swedish Championship Soaring Course: Thermals are not showing in mission (schematic)
- ü MISSIONS: Swedish Championship Soaring Course: When User gets the Club Record time they are not getting the trophy for it
- ü MISSIONS: Austrian Alpine Soaring Course: Flight Plan cruising altitudes are extremely high (41,000 feet)
- ü MISSIONS: Austrian Alpine Soaring: Crossing over the airport (the final checkpoint) does not stop the timer (counter, waypoint)
- ü MISSIONS: Austrian Alpine Soaring: When User passes finish line and successfully lands on runway they fail the mission
- ü MISSIONS: Flour Power gets a green check when Sitka Approach is completed (reward, check mark)
- ü MISSIONS: Caribbean landing reward not being displayed on success
- ü MISSIONS: Mission Compass displays too many directional arrows (pointer)
- ü MISSIONS: 747 Test Flight has ambulances placed incorrectly
- ü MISSIONS: 747 Test flight reveals terrible shadow problems on the compass rose.
- ü MISSIONS: Completing the Oil Rig Rescue mission doesn't result in a 'You've Succeeded' status or reward
- ü MISSIONS: Telluride missing the runway without crashing leaves you in unending state

## Multiplayer

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- ü MP: banned list ineffective in preventing repeated friend request
- ü MP: mp needs boot functionality both in game player and at the host screen
- ü MP: UI: Hard to chat with all these users in the main lobby with a lot of users logging in and out
- ü MP: Join Friends Game should not be a selectable option with friends who are already in your session.
- ü MP: unexpected error message pop up after user logon with gamespy.
- ü MP: Connection errors, including exiting out of session kicks player out of GameSpy and gives "you may have logged in on another computer" error
- ü MP missions: Things are broken when you try to host a session and then end the mission and then host another session
- ü MP: Cannot make a connection: We believe we have reduced the occurrence of this, and we have reports of better success on GameSpy ahead of SP1 so they may have fixed something on their end too.
- ü MP: Shared Cockpit - Reverse Thrust - Reverse Thrust is not a synchronized component

## Misc

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- ü Thermals : Default thermals as defined in ThermalsDescriptions.xml far too big and strong for most landclasses
- ü ATC: ATIS - Pressure displayed & spoken in inches when Int'l setting is Hybrid (feet, millibars)
- ü DisabledTrafficAirports persist to flights/missions that have no disabled traffic airports

## Graphics

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- ü Virtual Cockpit Lighting: Re-enable the ability to define gauge lighting as a single texture mapped 1:1 with the gauge texture map as was available in FS9.
- ü Emissive Textures: The default emissive "Additive" mode was shipped with a bug where these textures would not display during the day. The documentation was also incorrect, in that it indicated this was the mode that should be used to generate nighttime textures. In order to maintain backwards compatibility with FSX RTM, we elected to keep the behavior of "Additive" (now called "AdditiveNightOnly"), and add new modes for "Multiply."
- ü Round Earth Corrections: Made significant progress to try to better map large, legacy add-on scenery to correct for the new round Earth modeling in FSX. NOTE: There will still be some problems seen with this, but we've done our best to minimize the visual artifacts.

- ü Autogen Lighting: We had a bug in the way roof textures were lit during the night in certain areas. They should now not "glow" like in FSX RTM.
- ü Landing Lights: Back-compat for FS9 style landing lights is fixed, along with better night lighting support for AI aircraft.
- ü Terrain and Scenery: Alpha-blend Threshold: Fixed problem related to black "lines" around legacy autogen scenery edges.
- ü Runways: Support for FS8-style "invisible" runways.
- ü SimObjects: Texture.cfg: Re-enabled support for aliasing SimObject textures.

#### Performance

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- ü Increase in performance up to 40 Percent depending on systems (And even more in some other scenarios)
- ü Full Support of Multi Core Processors (up to 256 cores when available)

List by Phil Taylor Tuesday, May 15, 2007  
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