

AIRBUS X'TREME



PROLOGUE -V0.60



FEATURES AND ADDITIONS

TOTALLY REBUILT EXTERIOR MODELS

Now includes A318 and A318CJ, plus new 318 with PW Engines!



Exteriors completely reworked in all areas, overall shape, details and character. Full 3d windows with sun blinds. Textures have 100% more Resolution than V0.54.

Extensive 4096 x 4096 HD paint kits supplied FREE for all SEVEN VARIANTS - 318, 319, 320 & CJ!

The overall look of the model is now totally Airbus!



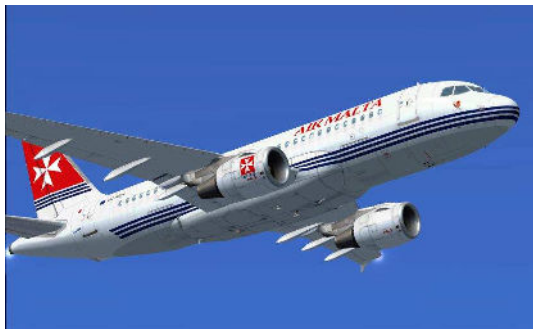
NEW 3D LIGHTING SYSTEM



The new dynamic “Redux style” lighting system shows the glare from each light and also illuminates the aircraft showing off the great new liveries.

LIVERIES

These new liveries include the following brief selection. There are over 45 included but more will be added later and the FREE paint kits will allow you to create your own 4096 x 4096 HD textures!



Air Malta Original paint



Saudi Arabian Airlines



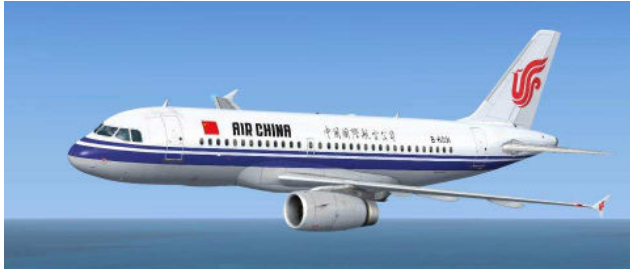
Canada



Gulfair

Air

MORE LIVERIES



Air China



Mexicana



Turkish



Swiss



Indigo



Alitalia



Kingfisher



Spirit (Las Vegas)

+++++ **MANY MANY MORE** +++++

VIRTUAL COCKPIT REWORKED AND RETEXTURED



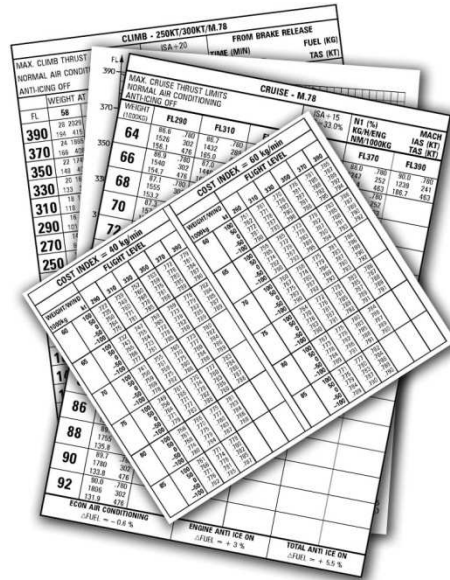
New Integral lighting, new features added, like aircraft Nose and wipers.

Many parts reworked and almost everything has been retextured.

All main MFD's have clickable Popup feature and low glare glass installed but still reflect the cockpit!



FLIGHT DYNAMICS 100% NEW !!!



Using 100% FSX Flight dynamics (ALL Competitors still use FS9 FDE!) we have completely re written How the BLACKBOX AIRBUS will Fly, Accurate Lift and Aerofoil data is used to produce what we think is THE MOST ACCURATE Airbus available for Flight Simulator EVER!

Manufacturer information has provided us with all the raw data to compile the flight dynamics models and these have been extensively tested by Current and Active A320 family Pilots.

(Some individual test pilots have amassed over 4000 testing hours on the BLACKBOX AIRBUS!)

All aspects of the real world aircraft have been painstakingly reproduced including

- Takeoff & Climb performance
- Cruise performance and fuel burn
- Range and payload performance
- Different performances per weight and fuel load
 - Descent and low speed handling
 - FLY BY WIRE Hand flying performance
 - Automatic flight performance
 - ILS interception and approach performance
 - CATI, II and III Auto-land
- Auto-brakes, Simulating constant deceleration rather than constant brake pressure
 - All V speeds accurately represented
 - Engine performance in all flight regimes
 - Correct engine start performance & Timings
 - Correct Taxi performance using idle thrust
 - FADEC gives correct engine performance depending on flight regime
- And many more details that make the BLACKBOX AIRBUS the ULTIMATE AIRBUS!

SYSTEMS AND PANEL UPGRADES



A great deal of “behind the scenes” work has been done on the Airbus systems, these mainly concern the Nav Display, Fly by wire controllers, fadec and Autopilot.

FLY BY WIRE



A complete “ground up” rewrite of the fly by wire systems replacing some outdated Code with highly accurate routines based on Airbus Specifications and patents. This has also required a full simulation of the control surface actuators with Actuator speeds, delays and dead zone. “fly by hand” is now much improved with Autopilot control being extremely stable in all flight regimes, hi winds, turbulence and even 8 x accelerated time!

TCAS



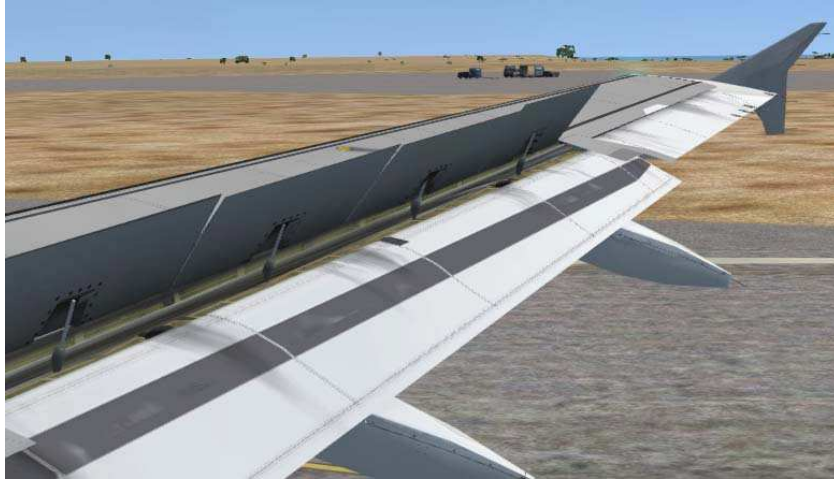
TCAS is now partly functional for those online flights. There are no audio warnings yet but the TCAS will give all visual clues and warnings on the ND [Nav Display] in TA mode+ above and below settings

BRAKING SYSTEM



There is also a completely new braking system with the Auto brakes now having 3 levels of stopping power. These have the added functionality of Progressive braking, where the force applied gives a constant deceleration rather than a constant brake pressure, all depending on the Auto Brake Setting via the panel. Antiskid is also properly coded and brake temperatures are simulated, so if the brakes get really hot after a heavy landing or rejected takeoff, you do risk a brake fire along with realistic effects!

SPOILERS



Spoilers now operate properly with Arming available on ground and in the Air. Auto spoilers deploy on main wheel contact and auto retract either when aircraft comes to halt or throttles are moved from Idle. More work here in later versions to get individual spoilers linked to the correct system so failures can be implemented properly and safely!

REAR PEDESTAL ADDED



New rear pedestal now added with Flap and spoiler levers, also parking brake and emergency gear handle.

AUTOPILOT AND FCU

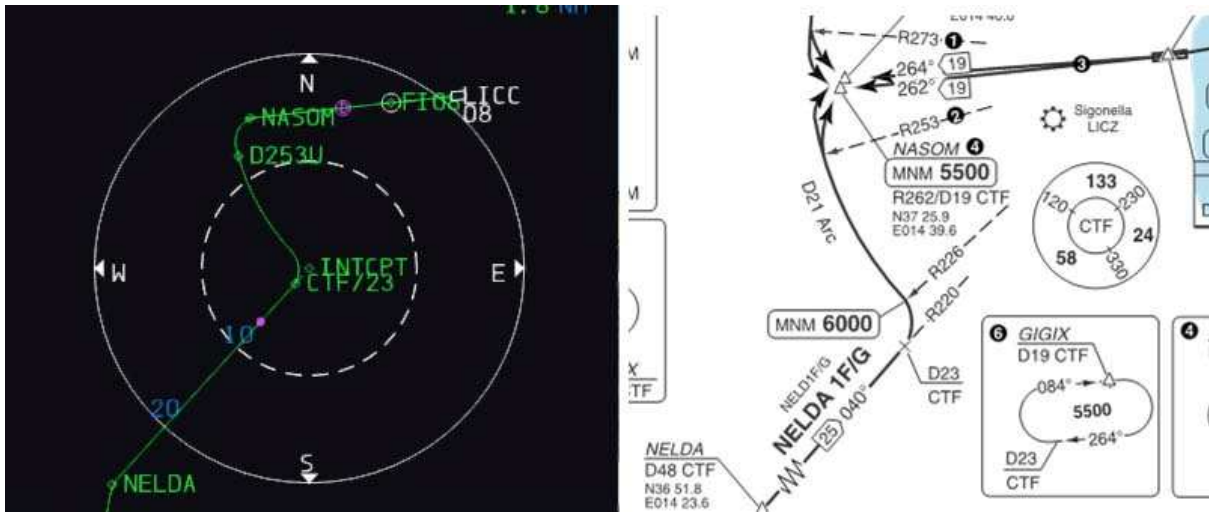


Another complete rewrite replacing all code with new accurate routines allowing for varied roll rates, Climb and descend in open and managed modes. Correct handling at altitude and with full FPA, VSI and Managed descent modes. ILS interception is now vastly improved and more realistic with Localizer intercept setup from the corresponding FCOM Tables. The Autopilot update also includes many routines to tie it in with the new flight plan and navigation parameters such as DME Arcs and Arinc424 waypoint types.

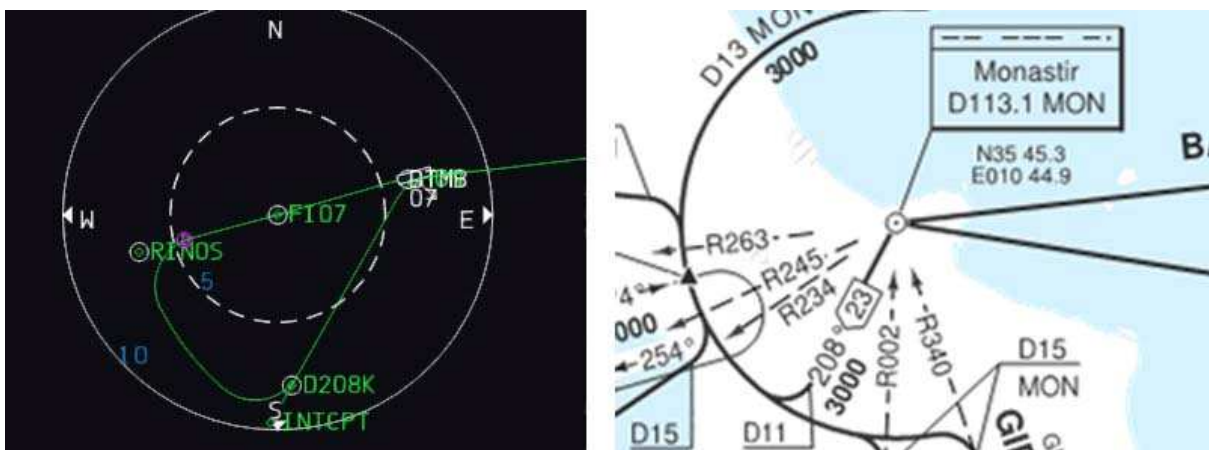


BA001 Climbing out of EGLC enroute EINN and then on to KJFK in the British Airways 318 CJ Elite!

NAV DISPLAY



This has taken most time during V0.6 development. We have re written all ND Code to correctly display the curved flight path as it should appear during the various flight regimes. Speed, Altitude and Turn rate calculations are going on all the time in the background to ensure correctly drawn curves and flight path. TOC and TOD are worked out based on Aircraft weight and fuel burn relative to the climb/descent angle and performance. Correctly drawn SIDS and STARS and the interpretation of over 19 different types of AIRINC424 Waypoint and path terminators. There are actually 23 but we will get to these in a later update as they are generally used only in engine out SIDS.



MUCH MORE TO COME WITH V0.7