FSX Steam Edition: Piper PA-28R Arrow III Add-On Cheat Code For Money

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About This Content

Developed by Just Flight's in-house development team, this highly accurate and immaculately detailed Arrow III package comes in eleven detailed paint schemes with 4096 x 4096 textures and with a truly 3D virtual cockpit featuring fully functional custom-coded avionics, fuel and electrical systems.

Other features include a comprehensive and fully functional IFR-capable avionics fit, failures for realistic flight operations, an authentic sound set developed by Turbine Sound Studios, interactive checklists, flight computer panel and much more!

Features

MODEL

- Animations include passenger door, baggage door, cockpit window, sun visors, and oil cover

- Ground equipment includes chocks and tie-downs.

- Detailed, high-resolution textures

- 11 unique paint schemes

COCKPIT

- The cockpit has been recreated right down to the smallest detail. Additionally, various animations really bring the experience to life.

- Cockpit textures feature wear and tear based on reference photos taken in the real world aircraft

- Interactive checklists for engine start and every stage of flight including native cold & dark checklist

- Panel state system which will automatically save the panel state whenever a flight is saved and reload the panel state whenever that flight is loaded

- Aircraft configuration system will allow you to choose between 'cold & dark' or 'ready for take-off'

- Fully functional and comprehensive IFR capable avionics fit including:

    - KMA 20 audio selector unit

    - KX 170B COM 1 / NAV 1 radio

    - KX 175B COM 2 / NAV 2 radio

    - KN 62 DME unit which can display information from NAV 1, NAV 2 or its own inbuilt receiver (NAV 3)

    - Piper Autocontrol IIIB autopilot unit with navigation, heading and roll hold

    - KT 76A transponder unit

    - KR 85 ADF unit with ADF/ANT/BFO modes

    - GPS 100 unit
- Flight computer panel with fuel burn, endurance, speed and wind speed/direction displays

- Yoke-mounted flight timer/clock.

- Independently operated left and right (standby) altimeter.

AIRCRAFT SYSTEMS

- Custom-coded fuel system including the option to have automatic switching of the fuel tanks for use on those long distance cross-country flights.

- Custom-coded electrical system with functional circuit breakers.

- Realistic retractable landing gear system with emergency release.

- Functioning alternate air and static source controls.

- Failures including spark plug fouling, limited battery life, vapor lock and more.

OTHER

- Realistic and accurate flight dynamics based on real world performance and handling data

- Authentic sound set by Turbine Sound Studios (TSS)

- Custom sounds for switches, doors, and gear warnings

- Comprehensive manual with panel guide and performance data

Title: FSX Steam Edition: Piper PA-28R Arrow III Add-On
Genre: Simulation
Developer:
Just Flight
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Dovetail Games - Flight
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English

First of its a pain to see people shaming such a high quality product, now I completely understand people have their own opinion but seriously this product does not deserve any negative remarks. That said I'll now focus on some basic understanding about flight sims. I have been into Flight simulation for almost 6 years now and there two very important aspects about it. First, you need a good system what I use is an i5 9600k 4.6 ghz stock, 3000 MHz ddr 4 16 GB ram XMP and a 1080 ti gpu with Gsync 1440p, but even if you have a 1060 with 6gb of vram you wont run into any problem I had that gpu. More importantly in this current day and age especially with the modern hardware you don't have to mess with the cgf. Secondly, the in sim setting, NV inspector settings and windows optimization plays a huge role in the performance of your sim and that's even more important than your hardware. To get that right is a tedious task and is very system specific, but absolutely worth it and above all you need the patience to do it. With this aircraft I get 60 fps straight and more but I limit it to 60 using the internal limiter, with pmdg ngx and aerosoft a318\/319 I get 35 fps even over London and klax. the other addons I use is FTX Global rex sc and active sky, which is a must have if you want to do things realistically. People who have problems with performance check 2 things, one the scenery complexity (mine is set to Very Dense) and autogen(I set it to dense); you may have to reduce that if you system is running at 3.6 ghz or so. Next is your cloud draw distance this is extremely important play with that and see what works for you. Now about the product,

1. Extremely well modeled
2.Superb dynamics
3.Accurate systems simulation
4.So many 3rd party compatibility features eg with flight 1 GTN 750
5. Treat to hand fly
6. Well written documents with on board flight computer and editable logbook, excellent feature.
7. Gives the end user the opportunity to learn the aircraft completely.
Negatives, none actually. Guys its not your regular game please understand that if you hope you can run it on a 3 ghz i3 cpu with 60 FPS and everything to max then you need councelling and you are delusional. This aircraft is for serious simmers, well done just flight. Im willing to help anyone trying to optimize their system, please feel free to ask any question.
Thank you