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War flight simulator pc

Part of a series on:Simulation video games Subgenres Build and management simulation Business simulation games City-building games Government simulation Games Digital pet God games Social simulation games Dating sim Eroge Bishōjo Otome Sports games Racing games Sim racing Sport management game Vehicle simulations Flight simulator Amateur flight simulation Combat flight simulator Space flight simulator Space combat game Space trade game Submarine simulator Train simulator Vehicular combat game History Chronology of business simulation video game Chronology of city-building video games Chronology of god video games Chronology of space flight simulation games vte Combat flight simulator redirects here. Microsoft simulation games are available in Microsoft Combat Flight Simulator. Combat flight simulators are vehicle simulation games, amateur flight simulation computer programs used to simulate military aircraft and their operations. These are different from dedicated flight simulators used for professional pilot and military flight training consisting of realistic physical recreations of the actual aircraft cockpit, often with a full-motion platform. Combat flight simulation titles are outnumbered by civilian flight simulators due to the variety of subject available and market demand. Many free flight simulators, such as the open source Linux Air Combat, Digital Combat Simulator and Falcon 4.0, can be downloaded for free off the Internet. History Before the emergence of today's video games, electro-mechanical games were produced that used rear image projection in a way similar to the old zoetrope to produce moving animations on a screen. [1] This technology led to the emergence of arcade games, as well as the first simulation video games in the late 1960s. One such electromechanical game was Jet Rocket, a flight simulator released by Sega in 1970 that included cockpit controls that could move the player's aircraft around a landscape displayed on a screen and fire missiles at targets that would explode when they were hit. [2] In 1975, Taito released the interceptor arcade video game simulator.[3] an early first-person fighter flight simulator that involved piloting a jet fighter using an eight-way joystick to aim and fire at enemy aircraft. [4] The 1980s experienced a wave of more advanced video game simulation with companies like Atari Inc. Release his own game called Red Baron 1980, which used QuadraScan graphics and sound effects to simulate first-person flight combat. [5] Other games such as the earliest version of Microsoft Flight Simulator (1982) featured raw graphics, simple flight models, and a dog fight option in a World War I 1 St. Sopwith Camel. Shortly after Microsoft Flight Simulator was released for the 8-bit computer, Microsoft released Jet in 1985. This simulator uses simple filled wire frame graphics and a small generic battle space to allow players to fight MiGs in an F-18 or F-16. There was titles released for the Atari 2600 as simulated aerial combat, two examples were Mattel's Air Raiders (1982) and Milton Bradley's Spitfire Attack (1983). In the 1990s and early 2000s, a shift was made from traditional video game platforms such as arcades, to consoles such as the original PlayStation, for their ability to play at home. PC games remained popular during this time, as many publishers continued to produce games mainly for the PC platform. Due to the limitations and relative simplicity of the controllers available for game consoles at the time, flight simulators remained largely absent from consoles for years to come. [6] During this period, several rival publishers rose to Novalogic with titles such as the Comanche Series that simulated helicopter combat, and Electronic Arts with Jane's WWII Fighters, which improved on features such as detailed visible damage. Newer software in the genre includes Falcon 4.0: Allied Force (2005), Digital Combat Simulator (2008) and Rise of Flight (2009). On consoles, Namco launched Air Combat (1995) for the original PlayStation, which later became the Ace Combat series. Types Combat flight simulators are classified according to their historical period, type of aircraft, and level of detail. This method of classifying means that many simulators belong to more than one category, leading to arguments about what can be considered actual simulations instead of games. Generally, simulations are expected to be imitations of real technology, while games are not; therefore, every game of flying in them does not fit into the category of flight simulation. Simulator realism can be classified as the following: Arcade Game (least realistic) Survey Simulation Study Simulation (most realistic) Survey A survey simulation is a classification of simulator that includes a quantity (or survey) of aircraft from the current period. This type of classification applies to many historical combat simulators, and usually includes aircraft from all nations involved in the conflict. Early simulators suffered from flight models and dashboards that differed a little between aircraft. As the technology got better, so did the diversity of aircraft, which forced the virtual pilot to learn carefully modeled strengths and weaknesses in different types of aircraft (e.g. the different fighting and flying styles of a Spitfire versus a Messerschmitt 109 in IL-2 Sturmovik or a Mitsubishi Zero versus a U.S. Navy F4F Wildcat in Combat Flight Simulator 2). Modern jet survey simulators have been developed as well, such as the U.S. Navy Fighters (USNF) and Jane's USAF by Jane's/Electronic Arts, usually with simplified and generic modeling of radar, navigation and weapons. The turn of the century saw advances in technology that increased the capabilities of these simulators, simplifying and improving their weapon management and flight models, as well as updated graphics. Titles featuring improvements include Jane's Combat Simulations, a line of flight simulations originally developed by Electronic Arts and later continued by third wire, as well as the Series Strike Fighters: Project 1 and Wings over Europe. Study The study sim is a genre of simulation games that focuses on modeling an aircraft's system as accurately as possible. Forward computer technology made this possible, with the development of highly detailed models that were improved on fidelity of flight electrification, weapon systems, physics, flight models, graphics, etc. and allowed for fully interactive cockpits where virtually every control was mapped and functional. This was important because modern jet fighter jets and helicopters have a variety of complex electronic and weapon systems specific to a particular aircraft. Early iterations of simulators in this genre include the launch of EF2000 of Digital Image Design (DiD) which quickly gathered a dedicated following, including a user group that produced a detailed online manual of weapons and tactics, as well as the popular Falcon 4.0, a detailed simulation of the USAF F-16 Fighting Falcon. Other developments of these simulators include a collaborative and specialized effort between Electronic Arts and Jane's in the 1990s, with titles such as Jane's Longbow, Jane's Longbow 2, Jane's F-15 and Jane's F/A-18. Helicopter simulations began 1986 with the title Gunship of MicroProse. Nine years later, in 1995, Digital Integration released Apache Longbow, the most sophisticated helicopter simulation of the time. In 1996, it was exceeded by Jane's AH-64D Longbow, a game created by Origin Systems and published by Electronic Arts as part of Jane's Combat Simulator series. The sequel, Jane's Longbow 2 (1997), was one of the earliest simulations to take advantage of hardware-accelerated graphics, including advanced lighting. In 1998,

Enemy Engaged: Apache vs. Havoc was released by Empire Interactive, which allowed players to choose to fly for either the United States or Russia. The sophisticated and convoluted of these simulators continued to grow, and in 2008 Digital Combat Simulator (DCS) released DCS: Black Shark, the first in a series of simulations that included a complete and detailed cockpit with all relevant switches properly modeled and functional, and mapped over 500 key commands. DCS also supported a variety of input devices apart from the traditional joystick, throttle and pedals, with built-in support for TrackIR and Virtual Reality with 6 degrees of freedom that, in conjunction with the interactive 3D cockpit, created a very realistic experience. Modern jet Modern jet simulators are usually classified by their historical context or level of detail (study versus examination). There have been many modern jet sims that concentrate on existing fighters (several AV-8 Harrier II sims, and others such as fleet defender by MicroProse, and F22 lightning 3 and F-22 Raptor by NovaLogic), while concentrate on future fighter jets (e.g. F-22 Total Air War by Digital Image Design 1998). While many simulators either classify as a study sim or a survey sim, Lock On: Modern Air Combat is an example of a game that tries to bridge the study/survey gap with highly detailed models of multiple U.S. and Russian aircraft. Multi-player Before multiplayer became popular, many simulators could only be played by a single player. This continued to be standard until the late 1990s when most titles included some sort of multi-player/network capability. In single-player combat simulators, all devices other than players' own aircraft are controlled by the program's Artificial Intelligence (AI), and modern video games create highly sophisticated and intelligent AI with independent behavior for opponents and allies. Multiplayer games, which usually also contain AI, allow players to oppose one or many human players. After the growth of the internet, many simulators were created that only exist or mainly as internet multiplayer versions (eg Air Warrior, the massively multiplayer Fighter Ace, WarBirds, Aces High, World War II Online, Ace Online, War Thunder, Fighter Wing 2 and others). Gameplay Missions, Promotions, Mission Builders Many players of both video games and simulators are looking for games for their replay value. Simulators enhance the replay value by offering a variety of single missions consisting of short, randomly generated missions and longer campaigns consisting of several smaller missions or objectives. Most campaigns are dynamic flowing, which means they change according to the results of each successive mission (e.g. if the player destroys a target for opportunities that turns out to be a truck carrying an enemy leader, then the campaign begins to take a different route). Some campaign models have been developed that are completely dynamic, and where successive missions take place in a long-lived environment (if one building is destroyed in one mission, it remains destroyed in the next and will only be rebuilt given limited resources, realistic time and strategic priorities, etc.). A notable pioneer in this field was Andy Hollis, producer of Jane's Longbow series. Digital Image Design, with their release of the F-22 Total Air War in 1998, enabled an openness to the larger strategic battlefield using multiple screens and a God's eye view. Many simulators also include mission builders that allow the player to create their own missions. Controls and other hardware Combat flight simulators are among the most computer and graphics demanding applications at any given time, as they are real-time applications with multiple processes happening at once. This leads many simulation fans to constantly upgrade their hardware, including the most advanced graphics cards. These Sims have also given rise to a variety of hardware additions like HOTAS (throttle and stick) controllers that allow full full av de flesta funktioner utan att vidröra tangentbordet. Röststyrning och kontrollsystem för huvudspårningsvyer finns också för simentusiaster för hemflygning.
Titlar
Tabellerna nedan definierar grova riktlinjer för vad som kan klassificera som stridsflygsimuleringspel. Första världskriget
Titel Utgivare / Utvecklare
År Anteckningar
Knights of the Sky MicroProse (1990)
Red Baron Sierra Entertainment (1990)
Wings Cinemaware (1990)
Blue Max: Aces of the Great War Tre-Sextio Pacific (1990)
Warbirds Atari Corporation (1991)
Dawn Patrol Rowan Software (1994)
Manfred von Krashenberns Flying Circus Cosmi (1994)
Wings of Glory Origin Systems (1994)
Flying Corps Empire Interactive (1996)
Red Baron II Sierra Entertainment (1997)
Red Baron 3D Sierra Entertainment (1998)
Dawn of Aces iEntertainment Network (1998)
Dawn of Aces II iEntertainment Network (2002)
Wings of Honour CI Games (2003)
Skyknights av världen kriger I: Gryning av ess III iEntertainment knyter kontakt (2003)
Över Flanders sätter in OBD-programvara (2005)
påskyndar av heder: Strider av den röda baronen CI lekar (2006)
Första örnar : The Great War 1918 Third Wire (2006)
Rise of Flight: The First Great Air War 777 Studios (2009)
Wings Over Flanders Fields OBD Software (2014)
IL-2 Sturmovik: Flying Circus 1C Game Studios (2019)[7]
World War II Title Developer/Publisher Year Notes
Ace of Aces Accolade (1986)
Battlehawks 1942 LucasFilm Games (1988)
Deras Finaste Hour LucasFilm Games (1989)
Chuck Yeager's Air Combat Electronic Arts (1991)
Hemliga vapen i Luftwaffe LucasFilm Games (1991)
Aces of the Pacific Dynamix Sierra (1992)
B -17 Flygfåstrning Vektor Grafix (1992)
Ess över Europa Toppig bergskedja underhållning (1993)
1942: Den Stillahavs- luftar kriger MicroProse (1994)
Overlord Rowan programvara (1994)
WarBirds iEntertainment knyter kontakt (1995)
Lufta krigare Kesmai (1995)
jaktplan Duell Jaeger Software (1995)
Fighter Ace VR-1 Ryssland / BST Soft (1997)
Air Warrior II Kesmai (1997)
Air Warrior III Kesmai (1997)
European Air War MicroProse (1998)
Microsoft Combat Flight Simulator Microsoft Games Studio (1998)
Luftwaffe Commander strategiska simuleringar , Inc. (1999)
Fighter Squadron: The Screamin 'Demons Over Europe Parsoft / Activision (1999)
Jane's WWII Fighters Jane's Combat Simulations (1999)
Aces High HiTech Creations (2000)
B-17 Flying Fortress: The Mighty 8th Wayward Design (2000)
Combat Flight Simulator 2 Microsoft Games Studio (2000)
Rowan's Battle of Britain Empire Interactive (2000)
IL-2 Sturmovik 1C:Maddox Games (2001)
Combat Flight Simulator 3: Battle for Europe Microsoft Games Studio (2002)
Hemliga vapen över Normandie LucasFilm Spel (2003)
IL-2 Sturmovik: Forgotten Battles 1C:Maddox Games (2003)
Pacific Fighters 1C:Maddox Games (2004)
Battle of Britain II: Wings of Victory A2A Simuleringar (2005)
Hjältar i Stilla transmissionsspelen (2005)
IL-2 Sturmovik: 1946 1C:Maddox Games (2006)
Air Conflicts 3Division Entertainment / Frogster Interactive (2006)
Attack på Pearl Harbor Entertainment (2007)
Dogfights : The Game Of Kuma Reality Games (2007)
IL-2 IL-2 Birds of Prey Gaijin Entertainment (2009)
Wings of Prey på PC Air Konflikter: Aces of World War II Cowboy Rodeo / Graffiti Entertainment (2009)
Heroes over Europe Transmission Games (2009)
IL-2 Sturmovik: Cliffs of Dover 1C:Maddox Games (2011)
Air Conflicts: Secret Wars Games Farm / bitComposer (2011)
Birds of Steel Gaijin Entertainment (2012)
Air Conflicts: Pacific Carriers Games Farm / bitComposer (2012)
IL-2 Sturmovik: Slaget vid Stalingrad 1C Game Studios (2013)
World of Warplanes Wargaming (2012)
IL-2 Sturmovik: Slaget vid Stalingrad 1C Game Studios (2013)
World of Warplanes Wargaming (2013)
War Thunder Gaijin Entertainment (2013)
IL-2 Sturmovik: Slaget vid Moscow 1C Game Studios (2016)[8]
Wings over the Reich OBD Software (2018)
IL-2 Sturmovik: Slaget vid Kuban 1C Game Studios (2018)[9]
IL-2 Sturmovik : Slaget vid Bodenplatte 1C Game Studios (2019)[10]
IL-2 Sturmovik: Slaget vid Normandie 1C Game Studios (2019)[11]
År här betecknar det tidiga åtkomstmeddelandedatumet och inte det officiella releasedatumet som är TBD.
Koreanska kriget
Titel Utgivare / Utvecklare
År Anteckningar
Chuck Yeager's Air Combat Electronic Arts (1991)
Sabre Ace: Konflikt över Korea Eagle Interactive (1997)
MiG Alley Rowan Software (1999)
War Thunder Gaijin Entertainment (2013)
Vietnamkriget
Titel utvecklare / förlagsåret
Anteckningar
Chuck Yeager's Air Combat Electronic Konst (1991)
Flight of the Intruder Spectrum Holobyte (1991)
Wings Over Vietnam Third Wire (2004)
fighters Anthology Jane's Combat Simulations (1997)
Strike Fighters 2: Vietnam Third Wire (2009)
Mach Storm Namco (2013)
Air Conflicts: Vietnam Spel Farm / BitComposer Entertainment (2013)
War Thunder Gaijin Entertainment (2018)
Vietnam-era flygplan tillagt från updatering 1.81[12]
Modern Titel Utgivare / Utvecklare
År Typ Notes
Fighter Pilot Digital Integration Ltd. 1983
F-15 Sim F-15 Strike Eagle MicroProse 1985
Jet (tv-spel) subLOGIC 1985
Falcon Spectrum HoloByte 1987
F/A-18 Interceptor Electronic Arts 1988
F-19 Stealth Fighter MicroProse 1988
F-15 Strike Eagle II MicroProse 1989
F-16 Combat Pilot Digital Integration Ltd. 1989
Fighter Bomber Vektor Grafix 1989
Släppt som Strike Aces i den USA F29 Retaliator DID 1989
F29 är ett fiktivt stridsflygplan.
Apache Strike Activision 1989
A-10 Tank Killer Dynamix 1990
chocks bort den fjärde dimensionen 1990
Falcon 3.0 Spectrum Holobyte 1991
F-22 Interceptor Ingram Entertainment 1991
F-117 A Nighthawk Stealth Fighter 2,0 Microprose 1991
LHX Electronic Arts 1991
Top Gun: Danger Zone Konami 1991
Rovfåglar Electronic Arts 1991
Chuck Yeager's Air Combat Electronic Arts 1991
AV-8B Harrier Assault Domark 1992
Combat Air Patrol Psygnosis 1993
F-15 Strike Eagle III MicroProse 1993
Tornado Digital Integration 1993
TFX DID 1993
Dogfight MicroProse 1993
Fleet Defender MicroProse 1994
Strike Commander Ursprung Systems 1994
Arcade Comanche Novalogic 1994
EF2000 DID 1995
Apache Longbow Digital Integration 1995
Su-27 Flanker Eagle Dynamics 1995
A-10 Attack! Parsoft 1995
Air Combat Namco 1995
Arcade Coala Empire Interactive 1995
Comanche Novalogic 1995
F-22 Lightning II Novalogic 1996
Jane's Jane's Longbow Jane's Combat Simulations 1996
A-10 Cuba! Activision 1996
Bogey Dead 6 SCEE 1996
iF-16 Digital Integration Ltd. 1996
Jane's Fighters Anthology Electronic Arts 1997
JSF Eidos 1997
Hind Digital Integration 1997
F/A-18 Korea Graphic Simulations Corporation 1997
F-22 Raptor NovaLogic 1997
F-22: Air Dominance Fighter DID 1997
iF-22 Raptor Magic Labs 1997
Jane's Longbow 2 Jane's Combat Simulations 1997
Comanche 3 Novalogic 1997
Jane's F-15 Jane's Combat Simulations 1998
Jane's I AF: Israeli Air Force Jane's Combat Simulations 1998
Falcon 4.0 MicroProse 1998
Enemy Engaged: Apache vs Havoc Razorworks 1998
Aero Fighters Assault Paradigm Entertainment 1998
Comanche Gold Novalogic 1998
Hell-Copter Ubisoft 19 9 8
Mig-29 Fulcrum Novalogic 1998
F-22 Lightning 3 NovalLogic 1999
Jane's F/A-18 Jane's Combat Simulations 1999
F/A-18E Super Hornet Digital Integration 2000
AeroWings 2 : Airstrike Crave Entertainment and CRI 2000
Airforce Delta Konami 2000
Eurofighter Typhoon DID 2001
Comanche 4 Novalogic 2001
Flanker 2.5 Eagle Dynamics 2002
Aces of the Air Highwaystar 200 2
AirForce Delta Storm Konami 2002
Lock On: Modern Air Combat Eagle Dynamics 2003
F/A-18 Operation Iraqi Freedom Graphsim Entertainment 2003
Airforce Delta Strike Konami 2004
Falcon 4,0: Allied Force Lead Pursuit 200 5
Red Jets Graffiti Entertainment 2006
Wings Over Europe Third Wire Productions 2006
Strike Fighters 2 Third Wire Productions 2008
Digital Combat Simulator Eagle Dynamics 2008
Study H.A.W.X Ubisoft 2009
Arcade 2009
Arcade 20 09
Arcade H.A.W.X 2 Ubisoft 2010
Arcade Apache: Air Assault Gaijin Entertainment 2010
Strike Fighters 2: North Atlantic Third Wire Productions 2012
Take on Helicopters Bohemia Interactive 2012
References
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