Aerosoft Airbus X

Directly intended for the user who finds the default aircraft too simplistic but who is not ready for the high cost and steep learning curve of the most complex aircraft add-ons. Ideally suited for virtual airline users , online flying and people who want a realistic experience without having to spend many hours preparing for a flight.

While a few the most complex systems are simplified, the modeling, sound, animations etc are of the highest quality. The virtual cockpit is without a doubt one of the most detailed done to date.

- Manuals/Documentation: Normal Checklist, PF/PNF Procedure guide, Systems Manual, Normal Procedures Manual. Over 120 pages (available in formats for smartphones and iPad), available in English, French, Spanish, German, Dutch and Russian.
- **Virtual Airlines:** There will be a reduced price option for VA pilots of VA's that have a contract with Aerosoft (contact support@aerosoft.com for that).
- Extensive animations: sunshades, standby compass, APU door, pullout tables, observer seat, windows, windshield wipers (individual on both sides, two speed), passenger and cargo doors, landing lights, wind milling engines (depending on wind direction and strength), Ground Power Unit (will power the aircraft), traffic cones, chocks (will act as parking brakes), Custom coded Spoiler/speed brake animation. All animations come with sound effects. Of course all the standard things like gears and flight control surfaces are animated.
- **Load/Save aircraft state module**: easy to use module that saves all aircraft settings, includes presets for cold & dark, taxi, takeoff, cruise.
- **Compatibility**: comes prepared for AES, uses default FSX standards wherever possible to stay compatible with other add-ons and hardware. Note: throttle is read from DirectX, bypasses FSX completely, to avoid FSX related problems.
- Models / Engines / Liveries: A320 with IAE and CFM engine, A321 with IAE and CFM engine, (systems based on IAE standards). Iberia, Niki, BA, US Airways, Air Berlin, Air France, Alitalia and Lufthansa included, dozens of other paints available shortly after release.
- Sounds: High definition (FSX standard) sound set, with additionally over 100 sounds for VC.
- Installation: Easy installer and no complex DRM schemes or Online installers.
- **Lighting:** Advanced non standard lighting system (*landing lights, taxi way turn off lights, nose wheel taxi light, nose wheel take-off light*) that actually light up the scenery around the aircraft.
- Frame rates: Frame rates are comparable to default FSX airbus (that has 1/5th the polygons and almost no detailed systems).
- **Paint kit:** Available on release, highly advanced.
- **Extensibility:** Very open in design (all systems in XML etc) and Aerosoft invites people to change and extend this product.
- **Airbus X Connect**: Stand alone application
 - Load manager: Makes it easy to load passengers, cargo and fuel
 - TakeOff datasheet: Calculates Vspeed and FLEX settings

o **Flight Following:** Use any device with a browser (like Smartphone, iPod etc) so you can go on with your life as the Airbus cruises.

Systems:

- Air conditioning: full automatic and manual modes, including 3 separate zones, zone
 controller, pack controller, pack flow controller, hot air pressure regulator, engine bleed
 controller, APU bleed controller. Full feedback on ECAM COND and BLEED pages.
- Pressurization: full automatic using 6 control modes with cabin pressure controllers, outflow valve actuator, control panel and safety valves. All indications on PRESS and DOORS ECAM.
- Avionics Ventilation: full automated mode using the Avionics Equipment Ventilation Controller (AEVC) with valve indication on ECAM.
- Landing Gear/Brakes: Full manual control, auto brakes, anti-skid, brake fans. Full
 indications on the main panel, ECAM WHEEL page, ACCU pressure gauge.
- Standby instruments: compass (drops from overhead panel), horizon, DDRMI and clock/timer.
- Seatbelt/ No Smoking: full automated and semi automated modes, including 10.000 feet auto switch.
- ECAM: all pages (ENG, BLEED, PRESS, ELEC, HYD, FUEL, APU, COND, DOOR, WHEEL,
 F/CTL) included with all, status, recall and clear functions. T.O. CONFIG simulation fully supported and all pages will automatically show when needed.
- o Master Caution/ Master Warning: fully operational, including audio and reset.
- Communication: Two VOR (with tuning by entering the name), Transponder and two
 ADF radios implemented in MCDU. Two VHF and Audio Control panel. Fully compatible with Go Flight, Saitek, VR Insight etc without any additional software.
- Flight controls: two ELAC, two FAC and three SEC computers, with mechanical flight control backup, operating under normal law protection (load factor limitation, pitch attitude protection, high AoA protection, high speed protection). Full FBW system. Speed brakes and spoiler with ground spoiler control system. All flight controls fully linked to hydraulic systems. Fully featured ECAM F/CTL page. Slats and Flaps systems fully featured and fully compatible with all additional hardware.
- TCAS: Fully implemented with 4 threat levels (default, proximate TA, RA) in navigation display, including sounds.
- o **Navigation**: Uses updatable Navigraph navigation database.

• MCDU features:

- Main menu
 - Aircraft status
 - Panel state Load/save module with preset:
 - Cold & Dark
 - Ready to taxi
 - Ready for take off
 - Cruise

- User setups
- Doors and equipment:
 - Opening doors and cargo holds
 - Cones and wheel chocks
 - External power cart (visible & invisible for AES)
- INIT A and B
 - DEP/ARR airport entry
 - Managed cruise altitude
 - ZFW and Block fuel entry
- > PERF pages
 - Take Off
 - V-speed entry (manual or auto calculated)
 - Transistion altitude
 - Take off flaps position
 - Flex temperature
 - Climb
 - Cruise
 - Descend
 - Approach:
 - Decision height
 - Minimum descend altitude
- Progress page
- Fuel prediction page
- Data page with GPS
 - IRS position monitor
 - Nearest airport list
- Flightplan page
- Direct-to page
- Radio navigation page
 - VOR, ILS, ADF radio tuning and course setting
- **Flight planning:** Flight plans can either be loaded via the standard FSX flight planner or entered manually. Flight plans made by 3rd party tools (FSBuild, FS Commander etc) can be imported as long as they can be exported to standard FSX flight plans.
- Flight control unit (autopilot) features:
 - Selected modes:
 - Auto throttle speed
 - Heading
 - Altitude
 - Vertical speed
 - Managed modes:
 - Autothrottle speed set according to altitude

- LNAV Managed lateral mode, follows MCDU flightplan
- VNAV Managed vertical mode: note that VNAV is simplified to be easier to use.
 - Sets both speed and climb behavior according to aircraft altitude
 - Starts descend automatically when reaching TOD

Navigation display features:

- o ILS, VOR, NAV, ARC and PLAN modes
- o Range settings: 10-320nm
- Flightplan with waypoints
- TCAS information
- o ADF/VOR info
- o GPS Intersections, NDB's, VOR's and Airports can be selected for display

Primary Flight Display features:

- Artificial horizon
- Airspeed and altitude
- Autoflight settings
- o ILS info
- V-speeds
- o Flaps, slats and gear retraction/extension speeds
- VMO (max speed)
- Alpha floor and alpha max speed tape
- o Green Dot, Vmax, Vls, Vapp, and many more speed tape indicators

System requirements:

Microsoft Flight Simulator X (SP2, Acceleration or Gold Edition)

Windows XP / Vista 32Bit or 64Bit / Windows7 with the latest Service Packs

Microsoft Visual C++ 2005 + SP1 Redistributable Package

Microsoft Visual C++ 2008 + Sp1 Redistributable Package

Intel Core 2 Duo CPU (2x 2666Mhz) or equivalent (Core 2 Quad CPU recommended)

2 GB RAM

DX9 Graphic Card with at least 256 MB (512 MB highly recommended)

Mouse with mouse wheel Download-Size: 200 MB Installation-Size: 500MB

Additional Downloads:

Vol 1 Manual: The Airbus in FSXVol2 Manual: Normal Procedures

Vol3,4,5,6 manuals are included in the product.