

Leo's Flight Simulator

Leo's Flight Simulator is the first flight simulator for Windows CE.

Includes every important instruments in an aircraft.

Scenery of New York and San Francisco with most airports.

Several aircrafts available including helicopters.

Dynamic scenery with IA.

ATC you can talk with controller and other aircrafts of the dynamic scenery talk with ATC.

Installation

Run setup and follow instructions.

If the installation procedure fails. You can copy the .cab file directly to the PDA and use the file explorer to execute the .cab file.

History

Leo's Flight Simulator History

24/09/00

First beta.

PC versions

Palm Size PC MIPS and SH3.

Only MIPS tested. SH3 crash

25/09/00

Bug: Select aircraft list is empty. Only works fine if the install directory is root.

Modification: Startup process is too long. A progress bar appears on splash box.

27/09/00

PocketPC versions releases for SH3,MIPS and ARM

HPC pro version releases for SH3,MIPS and ARM

PSPC version releases for SH3,MIPS

21/10/00

Beta 2

All files are now compressed. The Simulator is now 1.2Mb long!

There are several optimizations on rendering. The render is faster in external view.

The possibility of divide the screen vertical/horizontal is provided.

The detail level is adjustable. Three levels of detail with or without texturing.

The texture quality is now adjustable.

The keyboard can be remapped in every PDA. The hard buttons of the PDA can be assigned to functions.

HPC 2.0 versions release for SH3 and MIPS

HPC Pro version release for SH4

The Cos, Acos and SQRT tables was reduced. The loading process is faster and there are less memory usage.

The first beta of a new scenery of New York is available. All nav aids and airports are in the scenery.

A new select scenery dialog is provided.

A new Beech Baron and Pitts Special is provided.
The sound is debugged. Now the sound is more clear.
Sounds for crash, stall, gear up and touch down events are introduced.
A new dialog is provided for explore and select nav aids and airports. The runways in the airport are listed.
A preliminary help file is provided.

22/11/00

Beta 3

The rendering is faster. Only 32 bits integers are used.
Most files are grouped in one file.
New york scenery is updated with more buildings and objects.
New planes Piper cherokee 140 and Cessna citation
Situations can be saved and loaded.
Weather simulation. Two layers of winds and clouds. Overcast or scattered.

18/12/00

Beta 4

Dynamic Scenery. There will be random aircrafts flying between airports.
ATC. Air Traffic Control. The dynamic scenery planes talk with ATC like you. You can view the communications ATC to aircrafts.
The airports are more detailed (Not real but detailed). Lights Strobes, start and end runway lights.
VASI for easy land. Blue lights on the taxi runways.
DME instrument.
Helicopter Simulation McDouglas 500C and Bell Jet Ranger. The fly model is real, (not flaps simulated) but is simplified for easy use.
New San Francisco Bay Scenery. (From Monterey to Sacramento).
New Aircrafts:
P51D Mustang
Cessna 172 Skyhawk
Pilatus Turbo Porter
Jet Ranger
MD500C
Comming Soon:
Fly in group. Use the IrDA port to connect other PDA or use standard IP Protocol to fly with your friends.
You can use your PC also.
(This option is available on Comm tab on options dialog but is not full tested).