1   Added a check to Automatically fix broken Aircraft during the Select Aircraft Process (to get rid of Aircraft being crashed after said transition).

2   Enhanced Water Landings so they terminate More Better.

3   The DLL management system was changed to fix a bug in the Task Manager window.

4   Added bobbing effect for aircraft with floats.

5   Building shadows work and tweaked so they don't generate much of a speed hit.

6   Changed Fly! to honor the "serchOtherDrives" variable when loading scenery.

7   Fixed Pilatus PC-12 EFIS selector panel so that Course, Heading Bug, Arc mode, and Nav source options work properly.

8   RMI gauge can now allow ADF selection on either needle; ADF1 will be used on secondary needle if an ADF2 is not installed.

9   Fixed needle alignment on PC-12 analog CDI and RMI gauges.

10 Some gauges were not properly localizing text from pods for "status" messages; fixed.

11 Place Models window had a transparent list, which was difficult to read. Fixed.

12 Tweaked helicopter engine frequency for better sound reproduction.

13 Added fuel pump sound effects for Flyhawk.

14 Added KLN89 startup tone sound effect for equipped aircraft.

15 Fixed bug in simulation initialization that caused a crash when calling specific SDK functions from a Python script.

16 Subsystem sound effects, such as warning horns, would stop working after switching aircraft. Fixed.

17 Fixed SHIFT key sticking problem.

18 Fixed bug in SDK where ReadIniFile/WriteIniFile routines were not being called.

19 Fixed bug in SDK where GetTunedFreq would always return the standby frequency.

20 Added INI variables in [Graphics] section to adjust water parameters. Change waterTransparency to set the level of water transparency/reflectivity (0=totally transparent, 255=totally opaque). Change waterTilingDensity to adjust the "size" of the waves (1=natural texture density, increase to make smaller waves; numbers should be a power of 2 [1, 2, 4, 8, etc...])

21 Fixed the Gear Up/Down SDK Functions.

22 Add Auto Coordinate.

23 Environmental lighting (when manually enabled) lights the correct side of the aircraft.

24 Added Trim Keys for Bell 407

25 Lens flare, when enabled, works with the DX8 renderers.

26 EFIS in the PC-12 is now working.

27 Helicopter Sounds have been "tweaked".

28 Prop sounds have been "tweaked".

29 Crash when turning on the Battery Avionics fixed.

30 Building Shadows have been added (performance hit when enabled).

31 Rotor Position on the Bell 407 has been fixed.

32 Fog has been tweaked.

33 In the Pilatus - Sounds have been added, Fuel Manager Gauges now work, Trim Indicators now work, Auto-pilot buttons now work, Panel memory now works, Keyboard lighting controls have been added.

34 In the Bell 407 - Caution/Warning sounds added, Vents fixed, Temp control and defrost fixed.

35 In the Kodiak - Alternator switches have been fixed.

36 Rob Young flight model tweaks have been added on the Flyhawk and Kodiak.