Subj: GLDPTH: V1.07AC Landing Sim
Date: March 23, 1996
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File: GLDPTH.ZIP (328000 bytes)
DL time (28800 baud): < 4 minutes

AUTHOR: Eastreet Computing
NEEDS: An UnZIPing Program, WinG ReDistributables & Windows 95 or Windows NT

Keywords: Eastreet, Aircraft, ILS, Glideslope, Simulation, Flight, Game, Win95.

Type: Shareware

New with this version:
- Maintenance release to fix reported bugs and to add start-up sound.
- Major Rewrite in VC++
- Full 640 x 480 screen

Uploaded by the author. Glidepath is an instrument landing system (ILS)
simulation in which you attempt to land a light aircraft by reference to
instrument indications only. The program displays the primary flight and
navigation instruments and controls, and accepts control input via the mouse.

This is a challenging, technically accurate simulation that requires practice and
concentration to master.

Notes: This program requires Windows 95 and the WinG files distributed to be
installed in the "\Windows\System" directory to work properly.

Documentation: GLIDPTH.DOC plus Online Help

My acknowledgement to our friends in Redmond Washington:

REDISTRIBUTABLE CODE

Microsoft grants you additional rights to the SOFTWARE designated
as "Redistributable Code". The Redistributable Code files are:

WING.DLL, WING32.DLL, WINGDE.DLL, WINGDIB.DRV,
WINGPAL.WND, SETUPHLP.DLL, and DVA.386