Aircraft Development

After completing the aircraft tutorial we will now take a closer look at the aircraft development process. This section gives a brief overview of how Aerofly FS 2 simulates an aircraft, the units and coordinates systems and the different file types that are used by Aerofly FS 2 and the Aircraft Converter.

Limitations

The Aircraft Converter that comes with this SDK is the same tool we use to convert aircraft. There are no limitations on objects or functions you can use to create your aircraft.

However, the SDK doesn't support custom display programming yet. While you can re-use all existing displays, there is no way to get your display code into the simulator. This will be addressed in future versions of the SDK.