

Prepar3D® Version 1.1 Release Notes / Change Log

New Features

- Multi-Touch support added
 - Multi touch on single touchpanels and across multiple touchpanels
- New functionality to save and load custom control configurations
- Additions to the standard vehicle model set
 - Lockheed P-38 Lightning courtesy of [Just Flight Inc](#)
 - Lockheed C-69 Constellation “Connie” courtesy of [Just Flight Inc](#)

GPS Gauge Enhancements to Allow FAA Qualification

- GPS welcome/verification page
- Support for SIDs (Standard Instrument Departures) and STARs (Standard Arrivals)
- XML format defined for SIDs and STARs
- Added synchronization of CDI scale with analogue instruments

Performance Improvements

- More efficient handling of Bathymetry
- Optimizations for running with Bathymetry disabled
- Upgraded rain/snow shaders to 3.0
- Upgraded default aircraft shaders to 3.0
- Default system performance configuration has been updated

User Interface Updates/Modernization Continue

- Redesigned, dynamic menu system
- New modernized screens
 - Kneeboard
 - Settings
 - ATC
 - Fuel payload
 - Multiplayer chat
 - Flight plan

SimConnect Enhancements for Developers

- New SimConnect APIs added to support enhanced development
 - Synchronous SimConnect
 - Allows for “blocking” callbacks, meaning that the SimConnect server side will wait until you release it to continue running the sim

- Both new APIs and additional flag values for existing APIs
- Ground info query
 - Allows querying for a grid of ground alt info around a point or a SimObject
 - Can query for just ground, or ground and platforms (landable surfaces)
- External Simulation support available through SimConnect
 - Allows writing an external simulation via SimConnect
 - Primary External Sims are the main sim for a SimObject, they compute everything
 - Secondary External Sims allow adding additional secondary sims to handle simulating/animating subsystems
 - SimObject containers can be created that use External Sims (via the aircraft.cfg/sim.cfg file)
 - Existing objects can be created and have their existing simulation overridden with a primary external sim at runtime
 - Secondary external sims can be attached to existing simobjects at runtime
 - Simple sample external sim included in the SDK's SimConnect samples directory

SDK

- Updated sensor view integration, examples and documentation
- Multi-channel instructions rewritten for clarity, additional examples added
- GUID generator example
- Documentation to add SIDs and STARs
- How to control observer views through SimConnect

Known Issues Resolved

- Custom window placements across multiple monitors now saved
- Global texture resolution expanded and renamed for clarity
- Prepar3D default flight changed from paused in-air flight to un-paused, stationary runway flight
- Additional SimConnect changes
 - Client Data areas now work correctly with the SimConnect Managed client library (see the new RegisterClientDataDefineStruct<T> function, similar to the existing RegisterDataDefineStruct<T> function)
 - Variable length strings now work correctly in both directions, including multiple strings in a row (native client only, managed client doesn't currently support variable length data definitions)
- Minimized windows now appear when going in and out of full-screen mode without a flight reload
- Upon first execution, the user is prompted to run Prepar3D as an administrator if they currently are not
- ATC and mission prompt menus now receive and interpret numeric key presses to trigger events
- Add-on legacy aircraft without a thumbnail.jpg are now visible in the simulation

- Gross weight is now accurately re-calculated when editing the fuel payload if the ‘show fuel as weight’ checkbox is unchecked
- Setting the top-down shortcut now correctly sets the top-down view, not your default view
- Pilot logbook picture viewer begins in the ‘Prepar3D Files’ folder, no longer defaults to ‘My Pictures’
- Fixed a bug where in rare cases flights and vehicles which have been moved to your custom favorites aren’t fully removed from your favorites when you close each window
- Consistent formatting and picture sizes applied to Learning Center
- Users are now able to print the EULA from within Prepar3D
- Users are now able to print mission briefing screens from within Prepar3D
- Fixed a bug where in rare cases the new Pilot Records screen would not be visible in Full Screen mode on Windows XP