

Prepar3D® Version 1.4 Release Notes / Change Log

After receiving great feedback from our SW Forum users, we have implemented new application enhancements and made fixes to improve stability and usability of Prepar3D®.

New Simulator Enhancements

- AMD EyeFinity Gold Certified - The simulation will now start with WideViewAspect enabled on EyeFinity-supported resolutions
- Windows and panels are now saved and loaded from multiplayer and multichannel flight files like they are in Singleplayer flights
- Panel-only camera views now save and load from flight files in single and multiplayer/multichannel flights

Performance Improvements

- Fixed several issues that caused stutters or performance issues in certain cases
- Bathymetry is now disabled by default in all performance profiles

User Interface Updates

- All user interface windows and dialogs now remember their last known position and what screen they were last on (see Learning Center User Interface Configuration section for details)
- Apply button has been removed from the user interface, and the accept and cancel button locations have been swapped
- Time of Day and Season are now accurately updated based on user input updates
- Advanced weather now accurately updates the simulation based on user input
- The flight map now saves all visual settings last set by the user
- Observer Management user interface refined and streamlined

Standard Vehicle Library Content Updates

- Mooney Acclaim M20TS provided courtesy of Lionheart Creations Ltd.
- IRIS T-6/A Texan II provided courtesy of IRIS Flight Simulation Software

Scenery Content Updates

- Fort Rucker Scenery Expansion - Three new airports with custom scenery objects on top of over 5km of aerial imagery including custom autogen tree placement.
- New Airports (Heliports) - KHEY (Hanchey Army Heliport), KFHK (Knox Army Heliport), and HEY (Hanchey Auxillary)
- Airport KOZR (Cairns Army Airfield) Updates - All new layout of buildings, taxiways, runways and airport objects to match 2010 aerial imagery, color corrected and blended to match the surrounding terrain.
- Fixed dozens of other legacy scenery and database issues in the existing scenery database as reported by our forum users

SimConnect and Software Development Kit (SDK) Enhancements for Developers

- Updated the Camera Configuration SDK adding a LinkGroup parameter to allow linked camera views to move concurrently with a single input correctly
- Engine sounds are now supported with ExternalSim implementations
- Reverted the fs9gps.cab file back to its previous version, and renamed the new GPS with SIDS/STARS support to p3dgps.cab
- Added functionality to support changing of a camera's colorization/sensor mode and updated the CockpitCamera SDK sample to show this capability.

Known Issues Resolved

- Snow and other mainly white textures will now properly render at their correct colors
- ShowATCText in the Prepar3D.CFG file now properly toggles the ATC text
- Fixed an issue where certain 3rd party aircraft had their mouse-picking disabled if water reflections were enabled
- Fixed an issue where SimObject context menu IDs were not being recycled, which could cause menu.dll crashes in certain long-distance or heavy traffic flights
- Fixed an issue where in some cases if you had bathymetry unchecked, the reflection slider could be disabled
- Fixed an issue where in some cases the menu system instrument panel labels would have incorrect names
- Fixed an issue where render-to-texture views created via the SDK could cause menu crashes in certain cases
- Fixed an issue where in certain flights users could receive a g3d.dll crash with 3rd party addon scenery
- Reintroduced flight file documentation in the Learning Center.
- Several Learning Center articles were clarified