

Aircraft test of
Lockheed Martin F-16 Fighting Falcon
Aircraft created by AeroSoft

The Lockheed Martin F-16 Fighting Falcon is a multirole fighter jet for the United States Air force. Originally it was made by General Dynamics back in the early 70s, but GD sold their manufacturing business to the Lockheed Cooperation, which became Lockheed Martin after the merge with Martin Marietta back in 1995.

The F-16 was designed as an air superiority day fighter, but it proved it self so efficient that it evolved into one of the must successful multirole all-weather aircrafts. More then 4.450 aircrafts were built, and sold to over 25 countries around the world.

The Fighting Falcon is also know as the “Viper” and was one of the first aircrafts to be equipped with the fly-by-wire system, to ease the pilot’s job of flying the aircraft, and gave the pilot more time to focus on the mission instead.

Specs:

<i>Manufacturer</i>	<i>Lockheed Martin (General Dynamics)</i>
<i>First Flight</i>	<i>2 February 1974</i>
<i>Introduction</i>	<i>17 August 1978</i>
<i>Role</i>	<i>Multirole jet fighter</i>
<i>Status</i>	<i>Active and still in production</i>
<i>Primary user</i>	<i>United States Air Force</i>
<i>Number built</i>	<i>4.450+</i>
<i>Unit Cost</i>	<i>US\$ 14,6 to 18,8 million (average 1998 dollars)</i>
<i>Variants</i>	<i>Lockheed Martin F-16 A/B/C/D General Dynamics VISTA /XL Vought model 1600 Mitsubishi F-2</i>



I purchased this add-on directly at AeroSoft website, where I had also purchased the Tahiti X Scenery. The purchase and download went without problems, and the installation was easy – still just follow the wizard. One thing though was that this is a huge file, so it took me quite some time to install.

This is a model that really have a lot of details both externally but also internally. At first I had some issues getting the MFD’s going, and also the hud information, but after spending some time trying to understand the different buttons and systems setup, this was quite easy.

With this add-on you get a huge number of liveries which I think is very nice. They are all with high quality textures and are very well made. The soundset is quite okay, but you can download an additional add-on for this F-16 also at AeroSoft containing a better soundset.

The exterior model is perfectly created with a lot of features as moving control surfaces, gear + suspension, airbrake, moving exhaust blades, canopy and many more. You also have an animated pilot with moving head, and a superb and cool afterburner flame effect with included smoke effect. In flight you also have the viper trail effect as standard, but also the viper trails near the canopy with different volumes corresponding to different G-forces.

Going to the VC (virtual cockpit), I find high quality gauges and animations. The finish of the cockpit modeled is simply put excellent – very clear and clean lines with many cool details. The systems are as far as I could see, very realistic, and their complexity superb. Fully functional VC with a lot of buttons, and you have a VERY high level of 3D effect when viewing all around the VC.



Even-though I haven't flown the F-16 in real life, I would assume that the flight dynamics are nearly perfect, because flying this bird really give you a thrilling feeling of being one with the aircraft. You have got the speed and the maneuverability to do what you want when you want.

When you purchase the F-16 at AeroSoft you automatically receives the option to install updated versions or fixes, and please do so – this will increase your experience with this bird. (this is free of charge)

Only one downside, which is the impact these high quality textures has on your frame rates. You need a high end computer to fly this bird if you also what to have a nice scenery and weather theme setup.

My first test flight was from Karup Air Force Base in Denmark (EKKA) – this test flight was to get familiar with the F-16, the speeds and maneuverability's, the cockpit functions and ground handling. The F-16 is very easy to taxi, and actually also very easy to fly. It responds very quickly on all control surfaces, and have the possibility to fly really fast. Over mach 2 at altitudes over FL400 (40.000')

My second test flight was also from EKKA, where I made a lot of take-off and landings. This I did to get familiar with the F-16 in different weather conditions and different day/night settings. I tried weather conditions like Clear sky, Fair, Gray & Rainy, Foggy and Thunderstorm. What I experienced was that the F-16 is very easy to fly even in a thunderstorm. You of cause need to give the F-16 a lot of attention and use small corrections, but after a few tries, I got very used to how it reacted, and got a very realistic experience.

The third test flight was from Innsbruck (LOWI) in Austria, where I would test the high speed, low level flying through the Alps – this was indeed a very cool experience, especially when I combined this with REX Overdrive to get the maximum of the weather theme and scenery textures. I found that the F-16 is super maneuverable and you get the feeling that you really are one with the aircraft – just like if you strapped it on your back.

My fourth test flight was from Palma De Mallorca Intl airport (LEPA) Spain to Monastir Habib Bourguiba Intl (DTMB) Tunisia. Here I wanted to test longer navigation flight at high level and the usage of the autopilot. This was a very fun flight with cruising altitude at FL40 (40.000') – The autopilot is quite simple to use, and I really love the 3D effect you get from the virtual cockpit. Flying at high altitude is no problem in the F-16 and the flight took a bit over 1 hour. During this flight I caught up with a Boeing 747 and made a simulated air refueling.

This F-16 model is truly a high end product, with lots of features and a huge number of details. It gives the simmer a very realistic experience and even-though I have flown this aircraft for more hours then I can count, I still love getting in the seat and taking it for a ride. – Could be fun to combine it with the CaptainSim's weapons add-n.

The F-16 can be flown by simmers on all levels, and is quite easy to fly. It is very forgiving and does not stall easily, just remember to keep up minimum 170 knots on final and land with the airbrake deployed. The wheel brake is not that effective as in real life, so it is a good idea to keep the nose up when you touch down and use the drag that the wings provides for as long as you can, until your speed goes down. Then your nose will drop automatically and you can now use your wheel brake. – This is just a tip.

I thank the AeroSoft team for providing this extremely well modeled, high detailed and high quality aircraft to my collection. This is a must have in my hangar. I really love this jet.



I give it 5/5-Star rating for sure – no doubt

Rays Aviation

