

F-35Glass OpenGL Avionics Display



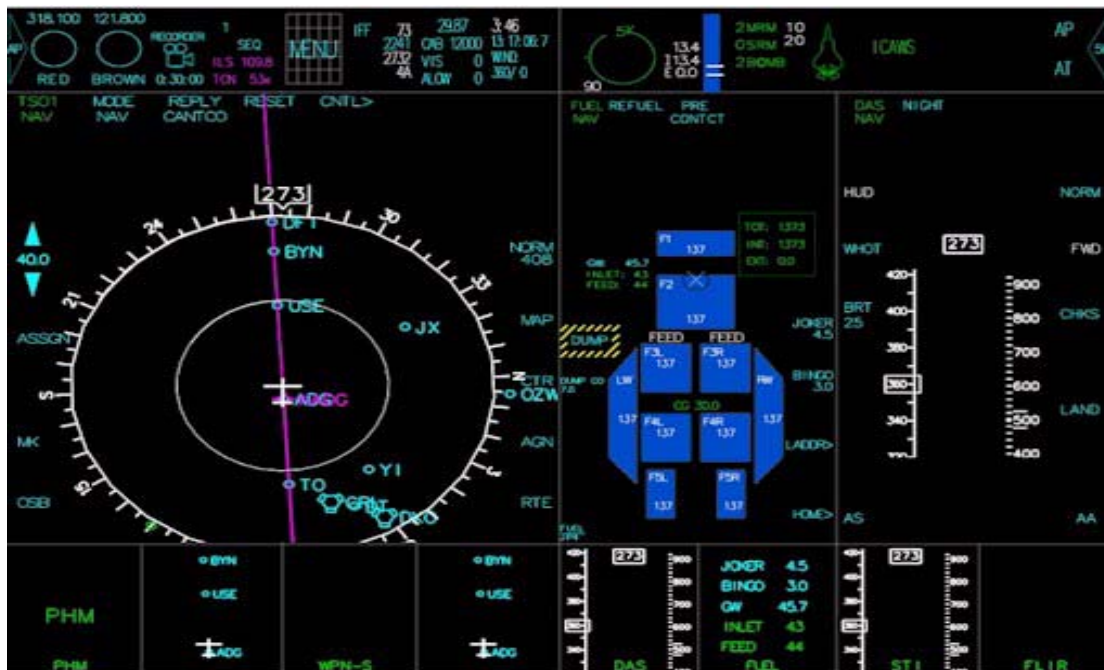
OpenGL technology, configurable for different F-35 models (A, B, and C) as well as support for FSX/ESP and X-Plane v9 flight simulation platforms



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Designed to be open and flexible.....implemented to be fully functional and robust. The F35Glass OpenGL Avionics Display allows pilots to train like they fly, and fly like they train.

Specifications

The F-35Glass application consists of an interpreter between the Microsoft (MS) Simconnect API and the flight simulation engine. Currently F-16Glass supports the MS ESP/FSX and X-Plane (v9) flight simulation systems. Support for other flight sim systems is under development.

All of the flight sim generated information including altitude, airspeed, rate of climb, etc. is derived through the Simconnect API and then sent via UDP through an Ethernet TCP/IP connection to the F-35Glass application. F-35Glass reads the UDP data and then renders the display using OpenGL. F-35Glass has been designed to compile and run on both Linux and Windows computers.

F-35Glass has very minimal resource requirements which means that it can be installed on a network client with only average processor, graphics, and memory

Options

Also available is a complete Instructor Operator Station application that supports system failures, scenario control, and post-flight review.