
X-Plane 11 Download] [serial Number]



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About This Game

The future of flight simulation is now.

X-Plane 11 is the detailed, realistic, and modern simulator you've been waiting for.

New in X-Plane 11

A completely redesigned, intuitive user interface that makes setting up and editing your flight a breeze.
Consistently usable 3-D cockpits and stunningly high-resolution exterior models for all included aircraft.

A new effects engine for lighting, sounds, and explosions.

Realistic avionics: all planes are IFR-ready right out of the gate.

Busy, "living" airports with pushback tugs and roaming fuel trucks, able to service both your aircraft and the simulator's AI planes.

New buildings & roads to better simulate European cities

...and more!

Title: X-Plane 11
Genre: Simulation
Developer:
Laminar Research
Publisher:
Laminar Research
Release Date: 30 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8.1, or 10, 64-bit

Processor: Intel Core i3, i5, or i7 CPU with 2 or more cores, or AMD equivalent

Memory: 8 GB RAM

Graphics: DirectX 11-capable video card from NVIDIA or AMD w/512 MB VRAM

DirectX: Version 11

Storage: 20 GB available space

Sound Card: Default

Additional Notes: The disk requirements are based on how many world scenery areas are downloaded. Minimum with one scenery area is 20 GB . Additional scenery areas can be downloaded at no charge at any time after purchase

English,French,Italian,German,Portuguese,Russian







Great sim with and without addons

Yes, I do have a life don't worry.. TL;DR: If you want a flight sim that looks good out of the box, has addons, and works with VATSIM, get this game.

If you're looking for a game that's fun because it has overly intense missions, a story, or integrated multiplayer; you're looking at the wrong game. Yet, if you're looking for a highly realistic, good looking, flight simulator that has small scenario missions, and a map of the entire world, then this is the one you should get. It is fun, just not in the traditional sense of most regular games.

Integrated Aircraft: Out of the box you get 13 new detailed aircraft, and 7 old ones from X-Plane 10. A lot of people don't think this is enough, but it gives you a varied amount of things to fly. From single piston engine C-172s, to the twin turboprop King Air, to the 737-8, and 747-4. If you want more than that, there's an abundance of freeware, and paid aircraft in the steam store, and on the X-Plane website.

Extra Aircraft: The always recommended Zibo-Mod 737-8NG is considered to be the best freeware aircraft out there. It's highly realistic, and HD (1080p, or 4K depending on what you can run).

On the paid side, you can get hit for as much as \$92 USD for the Flight Factor 767 Professional Extended pack on the X-Plane website. It is somewhat more realistic than it's freeware 737 cousin, yet costs a lot more...obviously. You pay for the extras that come with payware, and the different flight profiles. That particular plane is a beast to fly, but is rewarding once you know what you're doing.

There's also an abundance of military aircraft, new\old; various airliners; helicopters; regional jets; and smaller personal aircraft available all around the internet, on Steam, or on the X-plane site.

Missions: If you have the want to do so, there are some small missions you can do. Aerial refueling, and landing the space shuttle are the two more well known missions. I have never done either as those aircraft are not VR compatible, and I only fly in VR.

Single-player: If you're just looking to fly around to learn how to fly, that's the best part about single player. As most people have stated the base ATC sucks. It has nothing on the much older FSX ATC, even for a much newer game. It enjoys trying to have you shoot a visual approach in a total downpour with a half mile of visibility. There are various ATC plugins, but I recommend just getting going into multiplayer for good ATC. But if you just want to fly, then jump in any plane, and do so without limitations then single player will be your friend.

Multiplayer: So this is a mixed bag depending on how you look at it. Integrated, there is no online multiplayer, although there is a local version allowing you to do formation flights, and potentially shared cockpits with people on the same network. However, if you download different plugins, you can get some amazing multiplayer out of this game. In my opinion, the best multiplayer mod is the Virtual Air Traffic Simulation Network, or VATSIM. It is free for all players, only requiring that you make an account. Controllers are all real people, and all other aircraft are equally as real. It is incredibly fun, especially if you fly in an area with lots of other people, and controllers. Most regions also have communities to do events, or so you know when the controllers are online. VATSIM controllers are helpful, and will guide you as needed depending on skill level, but will equally destroy you if you're being obstructive to everyone else. Obviously if you minge though, they'll remove you from the network as you distract from everyone else's time.

Graphics: Every airport is detailed enough that it's not immersion breaking, yet if you really need more, you can download free, and paid HD versions from the same places as the planes. The general area is good looking with the free DLC for the game that updates the scenery to a more modern look. I have no special addons for graphics as the game looks good enough for me.

Audio: Depending on what planes you fly, this will have differing opinions. Personally, I think all the integrated aircraft sound pretty realistic for the most part. There are a few things I don't like about the 737 as it's audio will glitch occasionally, causing you to hear 4+ engines rather than 2, but that can typically be solved by opening, and closing the flight config menu, or changing view to the nearest tower, and back. The free, and paid extra aircraft have various levels of how good they sound. The two I have (Zibo 737, and Flight Factor 767) sound amazingly realistic. Each sound exactly like their real life counterparts.

Requirements: If you meet the minimum requirements, and attempt to play on high, you're obviously going to lag, just like in any other game, so you can't complain about that. But you you meet the recommended, you'll have a pretty smooth game. I run over 60FPS average on high graphics in VR on a laptop with an older i7, 1070m, and 16gb of RAM.

Price, and gameplay: If you like simulators, then \$60 USD is a good price to pay for this. If you don't, then either get it on sale, or don't buy it. X-plane is highly realistic, and unforgiving if you don't know what you're doing. But if you're willing to learn, and have some patience you can fly even the largest of aircraft around the world. It takes a while to do initial loading when you start a flight, but that's because of how much it needs to load. Once in the game, you'll notice very little additional loading, and only minor lag spikes.

VR: If you have a VR headset, this game natively supports it. Some addon aircraft also are VR capable as well. Depending on what plane you fly, will decide how VR works if at all. Any integrated planes, and the Zibo-737 allow you to physically interact with everything. You have to grab the switches to move them, and turn dials. Other aircraft like the FF767 have a mix of things you can grab, and things that act more like their non-VR counterparts, where you use the hand controllers to click on either side of things to rotate them. You get used to either just like anything else, but the latter is more annoying.

So should you get this game? If everything you read sounds like a game you'd play, then yes. If you have no interest in a realistically detailed flight simulator, no.. ---{Graphics}---

\u2611 You forget what reality is

\u2611 Beautiful

\u2610 Good

\u2610 Decent

\u2610 Bad

\u2610 Don\u2018t look too long at it

\u2610 Paint.exe

---{Gameplay}---

\u2611 Very good

\u2610 Good

\u2610 It\u2018s just gameplay

\u2610 Meh

\u2610 Staring at walls is better

\u2610 Just don\u2018t

---{Audio}---

\u2611 Eargasm

\u2610 Very good

\u2611 Good

\u2610 Not too bad

\u2610 Bad

\u2610 Earrape

---{Audience}---

\u2610 Kids

\u2610 Teens

\u2611 Adults

\u2610 Human

\u2611 Lizards

---{PC Requirements}---

\u2610 Check if you can run paint

\u2610 Potato

\u2610 Decent

\u2610 Fast

\u2611 Rich boiiiiii
\u2611 Ask NASA if they have a spare computer

---{Difficulty}---

\u2610 Just press \u201aA\u2018
\u2610 Easy
\u2610 Significant brain usage
\u2611 Easy to learn V Hard to master
\u2611 Difficult
\u2610 Dark Souls

---{Grind}---

\u2611 Nothing to grind
\u2610 Only if u care about leaderboards/ranks
\u2610 Isn't necessary to progress
\u2610 Average grind level
\u2610 Too much grind
\u2610 You\u2018ll need a second live for grinding

---{Story}---

\u2611 Story?
\u2610 Text or Audio floating around
\u2610 Average
\u2610 Good
\u2610 Lovely
\u2611 It\u2018ll replace your life

---{Game Time}---

\u2610 Long enough for a cup of coffee
\u2610 Short
\u2610 Average
\u2610 Long
\u2611 To infinity and beyond

---{Price}---

\u2610 It\u2019s free!
\u2611 Worth the price
\u2611 If u have some spare money left
\u2610 Not recommended
\u2610 You could also just burn your money

---{Bugs}---

\u2611 Never heard of
\u2611 Minor bugs
\u2610 Can get annoying
\u2610 ARK: Survival Evolved
\u2610 The game itself is a big terrarium for bugs. All the bad stuff:

*Garbage for how much it costs.

-ATC control is garbage compare to FSX.

-UI is pretty lazy when you start working with it.

-Sounds are absolute TRASH. (Same sounds from cell phone version)

-ATC is bugged and keeps repeating the same thing.

-Robotic voices for ATC and pilot (Same ones you hear on dumb youtube videos)

*Runs like crap.

I have a 1080 ti + 8600k oc 5ghz + 32gb ram + SSD install and it runs like S H I T. I can not max this thing out and have to lower graphics to get good fps and it looks like FS2004.

*Plane list is GARBAGE.

they charge 70\$ for the game while giving you a crappy low quality 747-400 + 737-800 + MD-82 and some other gas guzzler proppeler planes. This is ABSOLUTELY UNACCEPTABLE.

This makes you want to spend 100\$ on a single third party add-on plane model.

They are lucky I passed the 2hr mark trying to tweak the game otherwise I would have asked for a refund.

Do yourself a favor and don't buy this game if you have high standards.. I love planes and this game what yo need if you are like me and to fly at home.. AWESOME FLIGHT SIM IT'S HELPING ME ACHIEVE MY PPL WOULD HIGH RECOMMEND.

Your computer needs to be from Nasa because the game runs like trash on any normal PC.

Even at the lowest graphics settings the game will just not cooperate, not to mention the load time which takes along as the age of the universe.

do i recommend this product : NO

I would like to reinstall x-plane 11. ???????????? have just downloaded but wont open.
on loading, it gets to OPENING IN VR and then nothing. Love Aviation? X plane is for you. I love this simulator, but it would be great to have some Airbus stock planes. Boeing sucks.. Great great great! Until you get to the downtown areas. Unless this simulator is for IFR soup only, this is just unacceptable. How can you do VFR approaches, use pilotage, or even confirm your location using major landmarks, aka freaking DOWNTOWN areas, without the basic view of a downtown area of a major city? It doesn't have to be great, they could use the same freaking group of buildings, but tell me downtown is there!!!! This is no different than eliminating entire mountains, canyons or even seas! This one thing ruins the simulator or game, however you wish to use it. When I load Microsoft 2004(!) right now, I get a full downtown Dallas complete with the big ball (on LOW 2004 graphic settings!). Granted, it's not perfect, but at least the obvious landmarks are there. Without downtown graphics, pilotage and VFR are eliminated from this game as far as I'm concerned.

I assume this is XPlane admitting that they cannot accomplish what Microsoft did (probably with great effort) back in the early 2000's. Had I known their attention to something as major as downtown scenery would be a problem, I never would've bought this. Silly me, I assumed given the reviews, that this was actually an upgrade over FSX. FSX is outdated and I wouldn't recommend the hundreds it costs to make it look decent because there is no improving it further, it's time to move forward.

However, if you want to call this a simulation, rather than a game, maybe put obvious landmarks around urban centers where you know pilots will be relying on visual cues! Downtowns with high rises being nonexistent mean either that they just have no interest in creating a viable simulator, or they simply don't know how. Either way, this is alarming, given that they hold themselves out to be qualified as a professional simulator company with FBO's and flight schools using them or so I hear. Visual cues are crucial to any newer pilot and any VFR pilot. Given the age of this sim, it appears they have no interest in improving it further.

Microsoft obviously doesn't care to continue making simulators and that's very bad because there still isn't one. For me, still waiting for the true successor of FSX.

It's not my system's fault: 8GB Video card, 16GB RAM, I7, 9th gen, tried mid and max settings, still no downtowns.. honest no BS review:

Pros: All of the graphics out of the box are better than FSX.

Better weather effects than FSX.

Better shadows.

Better traffic.

Cons: Almost no content, nothing to do, not enough aircraft, no missions, not enough mods.

Not good enough optimization, game doesn't run above 60FPS at all times.

No wet runway effects.

Air traffic control is trash.

The price for content is too high.

You can make FSX look just as good with a few mods and have the flexibility of having tons of content.

Conclusion: While the game looks amazing and has potential, i cannot give it a positive review due to the fact i thought i purchased a complete game, and this game feels like is still in beta stage. 60 dollars and you only get a few aircraft, mediocre air traffic controller system, and no missions whatsoever. There no excuse for the lack of everything, sure it looks amazing, but that doesn't justified the lack of everything else.

. My B737-800 pulls to the left at takeoff and my controls are not working with my VR. Autopilot is not kicking in. This just happened today. Do I need to reinstall my X plane 11?. Looks wery good. :) the weather effects was great specaly live weather.

the reson i buyed it was of the multiplayer.

Warning! , there is no multiplayer. you can share a plane ' kinda.' . buggy as hell. thats all.

Airports are Dead. ai traffic is just not present \\ working. some planes (max 10 i think) is flying around making annoying radio chatter. but no activity on any airports.

so i kinda got scammed. the tutorial was longer than 2 h whit al the setups etc . so i cant file for refund.

i think thats why they not setup any keys as default so we use longer than 2 h before we test the game. oooo
shame on me.. flight simulator x , that old game is still better in all aspects exept grafics. Best Flight Sim Highly Customizable
Just Cost Money Getting More Aircraft, Scenery, Plugins, they are all worth it

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