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About This Content

The XPlane add-on Santiago International Airport stands out due to its extremely high density of objects. In addition to the accurate reproduction of the airport and all its surrounding buildings, including the fully animated O'Higgins amusement park, the realistic vegetation objects provide an authentic atmosphere.

In general, the add-on impress, beside the amusement park, with many new animations like ground services, walking people, jet ways, military helicopters and many more, which give the airport an extremely vivid touch. Especially at night you will find a very special atmosphere that changes the approach at Santiago International Airport to an unique experience.

FEATURES

- Accurate airport layout
- Accurate 3d objets for all major buildings
- Custom ATC taxi routes and airport flows
- Animated airport ground services

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- Walking people and animated 3d passengers
 - Animated Jetways and Marshalls
 - Animated airport vehicles and Military helicopter
 - X-Plane 10 HDR lighting and night texture
 - Full Customized textures runways
 - Customized textures for Taxilines, Borderlines, taxiways and apron
 - Customized forest and vegetation
 - Customized models for traffic vehicles to región
 - Static models of Chilean's police helicopter and military aircraft
 - Amusement park fully animated
 - Accurate O'Higgins park layout and surrounding buildings
 - 3D objects palms, trees and plants

Title: X-Plane 11 - Add-on: Aerosoft - Airport SCEL Santiago International 2.0

Genre: Simulation

Developer:

Virtualdesign3d.com

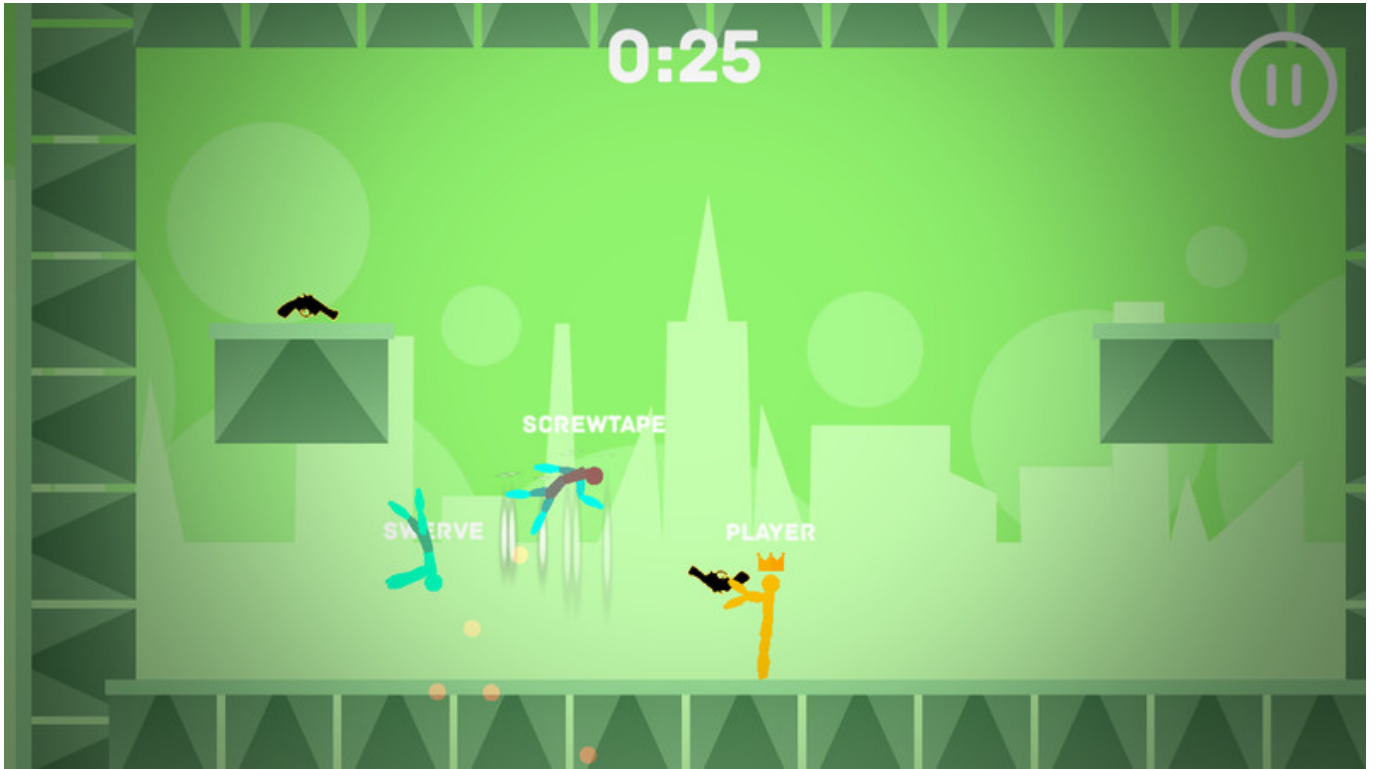
Publisher:

Aerosoft GmbH

Release Date: 3 Aug, 2017

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English







great games when you make more bigger updates i will play it L:). Awesome game and now you can get it totally free with TF2 (requires source engine game on your account). One finger death punch with a rhythm action hook to it. initially, I had issues running the game; the devs have done a fantastic job of streamlining and optimizing it; because it runs fantastic now!

Simple controls, easy to learn; difficult to master .

Play the game-provided music, or use your own in a very accurate beat mapping system the devs poured a lot of effort and love into.

if you're into rhythm action games, and liek stuff liek one finger death punch - this is a sure thing for you !

<https://steamcommunity.com/sharedfiles/filedetails/?id=1376713782>. **Nice things**

- Very hardcore. In the beginning they'll go easy on you, but later on you'll run screaming as four mummie dudes come for your brovaries.
- METAL MUSIC. Killing Floor would be proud.
- No HUD. This is actually a good thing, to immerse yourself better in the hell you've ended up. You get enough information from your screen to be able to 'see' your health (more dead = more gray), and other's health (big glowly warts that pop).

Meh things

- Sometimes a little confusing where you should go. I've ran in a few circles thinking I was going the right way.
- It could use a good polish. For a game in 2019 currently the controls feel quite basic and sometimes clunky (the character's collision is wider than expected, and climbing feels weird).
- Enemies respawn when you die. It can get quite annoying if you have the wrong spawn-point and need to back-track through them.

Not-nice things

- The world is quite claustrophobic. There's not really much room to walk/dodge so you often find yourself just retreating to wider areas.
- Not a lot of content. Just enough to get over the 2 hour mark that it can't be refunded (not that you should, just a note on the relatively high price). The devs are working hard on the game though so this should hopefully not count anymore in ~1-2 year(s).

Verdict

All in all I do recommend this game for those craving for a small hardcore adventure through hell! The boss at the end has a small surprise for you. ;) But I won't spoil too much.... Before I get into the bad stuff, I'll start off by saying this: It's truly a beautiful game with high potential. The puzzles are over-all interesting though not extremely challenging.

On to the bad stuff.

The hardest part about this game isn't the puzzles themselves. It's when there's no clear indication of what to do, or the camera.

The camera controls in general are rather bad. You control it with 'ASDW' but the problem is that it has a tendency to sweep

towards the character you're controlling while zooming in to a set FOV. This means that when you're using features that require you to see beyond that small window, the camera will constantly automatically pull away from what you're doing. This forced me to start over what I was doing several times during my playthrough.

Then there're the actual character controls. They're honestly not much better, even though they're just you clicking at a spot you want the selected character to go to. It works fine while walking over 'normal' obstacles, but I've noticed that this function can only interact with climbable objects(like ropes) once per click.

This means that if you want to walk some distance, climb a rope, and then jump off on a platform, you'll have to choose. Either you walk to the rope and grab it in the first click, and climb it and jump off with the second click, or you walk to it and climb it in the first click and jump off on the second.

If it's just walking or going through doorways, you can go as far and go through as many doorways as necessary for the character to get where you want it in a single click.

This does not mean that you can't make characters pathfind through climbing. Later on in the game, when the golem turns into a monkey, you can call it to the girl. This working despite all obstacles proves that it's most likely a bug, an obvious one they somehow didn't catch before releasing.

The cutscenes are snapshot-images. While some do have movement, it's mostly minimal. Furthermore, in my case, the images weren't rendering properly, resulting in the blurred graphics you'd expect from a game on one of the older consoles, not a game whose selling point is atleast partially the graphics/beautiful environment.

Finally, the ending.

It was honestly one of the more disappointing points for me. Firstly, the tower you've been starting up to get water with relies on sunlight, yet all of a sudden in the end cutscene, it starts raining as the steam condensates into raindrops. The thing is, it's still sunny outside. Meaning that, for some reason, the builders decided that after filtering, purifying and boiling the water, the best method to send it out into the aqueducts was to let it rain through the tower's insides, presumably to be collected further down. Then there's a slight problem revealed. Just before the water from the tower reaches the girl's village, it spills out due to one of the arches being broken, something that's apparently not only a great surprise to the girl, it also apparently nulls the effort they've put in so far. Because there's apparently no way the villages who've been suffering from drought all this time could just collect it from the veritable LAKE that logically should be forming right next to their huts.

The golem's final form, a humanoid, has gained the power to levitate objects. You've used it numerous times to move objects(duh) and even build simple bridges. Thus, the golem's reaction is to use the very same power to put the broken arch back together, despite it being far FAR out of any previously indicated range. This, however, seemingly kills the golem. Rather unnecessarily so aswell.

There are several rather obvious indications of sequels in the form them hinting that atleast two more towers existing that are related to the tower the storyline takes place in. If so, then I hope they atleast patch this game first, because as I've mentioned, it HAS potential. It just isn't leveraged yet.

It's furthermore rather short. I got through it in just past 1.5h and I spent some time walking back and forth because I didn't have any idea as to what I was doing. In a second playthrough you could most likely get through it in less than an hour. As such, I'd say that it's not worth its price. I'd be hesitant to recommend buying it in its current state even for 5€, much less the current full price of 15.

EDIT: One point I forgot to mention is the sound. The music cuts oddly when the golem 'evolves', some things make an awful amount of racket, such as the golem walking up and down stairs, and some things lack sound for no obvious reason, such as object collision.. very faithful to the boardgame but the expansions are missing. I enjoyed this. Its 3D 360 video.. Good game but can be a bit grinding at times.

Weidest UI I've ever seen. Main menu button does nothing and clicking quit takes you back to the levels menu.. Really like the game so far, I'd love to have the ability though to set up a server with Friends, to simply play against each other.. Looks like a mobile game; too shallow.. This game is a standalone expansion pack for Delta Force: Land Warrior. I don't know if that released as a full game, but this game reeks of age. The graphics are extremely bad looking by today's standards and didn't look great when this thing came out in 2002. You had games like Splinter Cell, and Battlefield 1942 pushing the standards and this game just doesn't even compare. Even back when Delta Force: Land Warrior came out; the graphics were not the best and games such as Project IGI looked better than this. Even the faces look like the game developers took pictures of themselves then copied and pasted it onto the models.

The voice acting is bad, but at least the enemy sounds are so bad that it's funny. The levels are not looking inspired at all and just placed out randomly. When reading the mission briefings, they clearly have grammatical errors. This game also runs badly on newer computers, so you have to do a significant amount of tweaking just to get the damned thing to work. The resolution combo box only goes up to 1024x768, and back in 2002, we had monitors that went up to 1600x1200 or higher! That is just no excuse! If you play a different (better) game, you get resolutions going up to 1600x1200 at least.

The weapons from DFLW seem to be toned down for some reason, but I guess that's just a cheap way to make this short(er) game longer. Like for some reason, the M4 w/ grenade launcher has no scope anymore!

What pisses me off is when you are sniping enemies from a helicopter, and then you get them all, right! Well, guess what, the guy you are supposed to be providing cover fire for got stuck on a wall! That wouldn't be a problem I guess, but if he doesn't get to his destination or something, you get stuck in limbo! At least the quick missions offer a way to skip through this a(ss)trocity and of a game if you want to call it that. If it weren't for that, I would've demanded a refund because that was only like six missions in out of 25 I think.

So, you think the end will be good at least?! Well, guess again. The last mission you are moving around endless corridors that go on and on and on and on and on! It doesn't help that they are just generic rooms that are copied and pasted throughout the mission. Were the game developers too lazy to at least add some decorations to help ease that tedious repetition?

I guess I could recommend it, but this game just spells lazy all over the place. And you know what, Novalogic didn't even develop this game. Zombie Studios developed it, and I actually couldn't believe my eyes to see a Delta Force game have worse quality assurance than Novalogic did. It almost feels like a beta product.. A certain upgrade from the first Army Men!

Over all this captures the original style of play with a bit more refined controls.

GamePlay is okay in the sense of objective and combat, a strange mix between RTS and top-down 3rd person shooter.

Soundtrack is really bad, like bottom of the free music barrel bad, disabling music will resolve this.

Graphics are solid for the age considering it is almost 20 years old.

Overall this is an alright game if you are looking for old-school games but outside of that it's certainly nothing you would look twice at.

Get this game on sale.. This application is very promising.

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