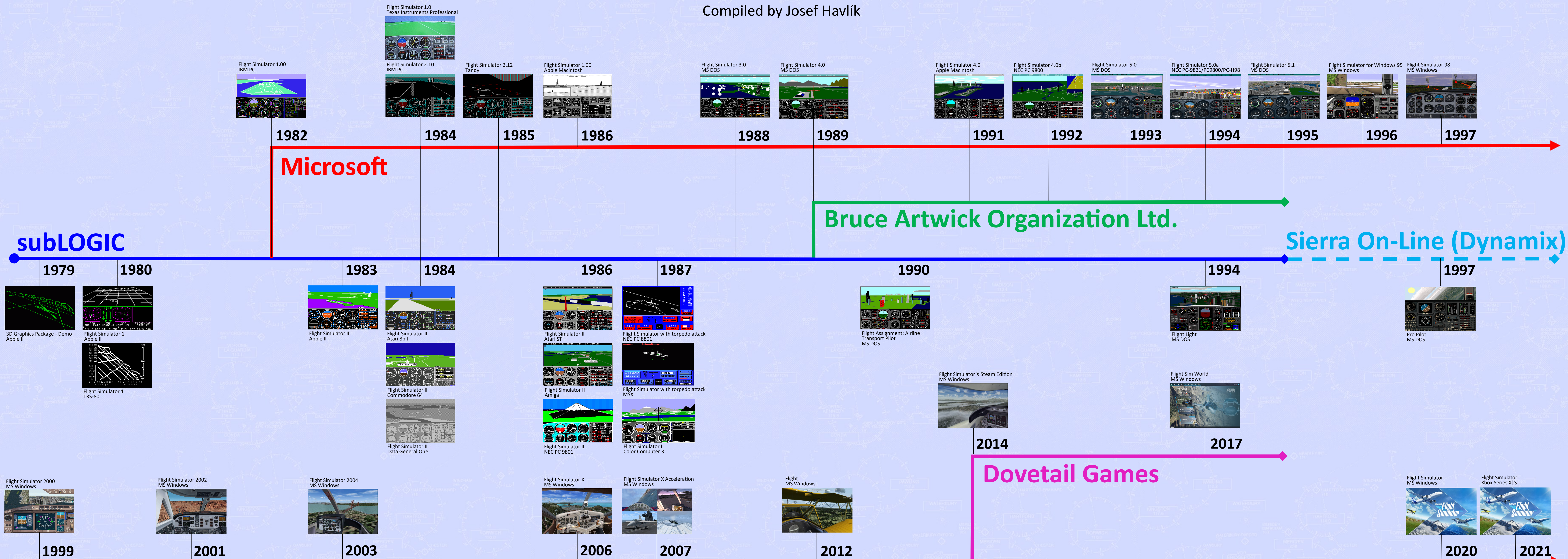


The development time line of Microsoft Flight Simulator and related family

Compiled by Josef Havlík



Microsoft

Bruce Artwick and Stu Moment established subLOGIC corporation in 1977. The new firm offered a 3D microcomputer graphics package that allows engineers, architects, designers, pilots, and anyone else interested in 3D wire frame drawings to generate what they want on a TV screen. The first version of 3D Graphics was available in BASIC and M6800 assembly language in August 1977. In August 1979, 6502 processor version (Apple II) of 3D Graphics package was released. The package included a special demonstration program that can be considered as the first public demo of subLOGIC Flight Simulator 1. However, the demo shows only possibilities of 3D Graphics package. The demo depicts 14 still monochromatic pictures, and it is not playable. The very first version of Flight Simulator 1 was created by Bruce Artwick under his company label subLOGIC. It came out exactly on December 31st, 1979 and hit markets in January 1980. The first issue was designed for Apple II, and the later one for TRS-80 as well. Subsequently subLOGIC released next versions designated with Roman II for Apple II, Commodore 64, Atari 8bit, Atari ST, Amiga, Data General One, NEC PC 9801, Color Computer 3, and a special version "with Torpedo attack" for NEC PC 8801 and MSX.

As of 1982 Bruce Artwick, subLOGIC, also simultaneously programed versions that were issued with label Microsoft. They were designated Flight Simulator 1 for IBM PC, Apple Macintosh, Texas Instruments Professional Computer and Flight Simulator 2 for IBM PC and Tandy computers.

Late in 1988 Bruce Artwick left subLOGIC and established a new company called Bruce Artwick Organization Ltd (BAO). From 1989 to the end of 1995, BAO programmed further versions for Microsoft. By the end of 1995 BAO was swallowed by Microsoft for good. Bruce Artwick sold all Flight Simulator rights to Microsoft. Stu Moment stayed with subLOGIC and went on producing other flight simulation programs: subLOGIC Flight Assignment: Airline Transport Pilot and subLOGIC Flight Light. Finally, subLOGIC was sold to Sierra On-Line (Dynamix division) in 1995.

Microsoft developed Flight Simulator until 2008. In 2009 Microsoft sold source code of commercial version of Flight Simulator X (Microsoft ESP) to Lockheed Martin, which develops the product called Prepar 3D as a follow-up to Microsoft ESP. The first version was issued in 2010 and the development continues until now. In 2012 Microsoft released Flight. In 2014 Dovetail Games announced a licensing agreement with Microsoft to distribute Microsoft Flight Simulator X: Steam Edition, as well as development of further products based on Microsoft's technology. In 2017 Dovetail Games released Flight Sim World. However, cancellation of the project was announced in 2018.

In 2020 Microsoft released a new generation of Microsoft Flight Simulator. Its development continues with program updates, additional scenery releases and bug fixes. In 2021 was Microsoft Flight Simulator launched for Xbox Series X|S.

Lockheed Martin

2010



Prepar3D
MS Windows