



Captain Sim 727-100 Pro Pack v2.1

Reviewed by Ken Hall (UKV1142)



I first reviewed the Captain Sim B727 series way back in March 2007. Since then lot of bits, bytes and nano-seconds have disappeared under the bridge of time. Not least of all, I have a new PC system that is capable of running FSX at an excellent performance level and so it was with eager anticipation that I took delivery of a review copy of Captain Sim's latest offering of the Boeing 727 – titled "727-100 Pro Pack" (v2.1). The program is a 39.40 Mb download so not too hard on the internet connection.

Installation is very easy – just point it in the right direction but also ensure that an internet connection is live in order to validate the software at the relevant prompt.

I have said much already in the two previous reviews so I will not repeat myself on the "bulk" but concentrate on what is new in this particular version.

The earlier reviews can be located and read at the following links to the excellent Sim-Reviews web site.....

http://www.sim-reviews.co.uk/flyuk_reviews/index.php?page=reviews/civil/captainsim727x

http://www.sim-reviews.co.uk/flyuk_reviews/index.php?page=reviews/civil/captainsim727EX

New to this version are textures and features to implement more fully the benefits of FSX over FS9 for which the earlier models were created. Now, that being said, I am running my new system on XP (all five computer builders who were asked to quote for the new PC stating quite firmly that they did not and would not supply with a Vista OS!). Having witnessed at first hand the frustrations associated with Vista I was more than happy to say that I only wanted an XP based platform. As such I cannot, therefore, comment on what might be (in terms of visual effects) available through DX10. Although I am reading numerous comments on the forums about the texture glitches being observed by many - which suddenly go away when DX10 is disabled!

Right up-front I will say that I did not notice any major visual differences between the old and the new models. *The earlier versions were stunning in their own right and stay that way.*

Ten liveries are contained within the download and lots more are available from the usual sites with the added bonus that most (if not all) of the previously available texture/livery files will meld seamlessly into the new version as they did in the first FSX version reviewed as above. That makes more than 300 paint jobs available at a stroke!

What IS a major breakthrough is the inclusion of a "proper" panel. It will be remembered (and can be read on the above links) that the earlier FSX version was aliased to the default B737-800 panel – a distinctly two-hole jobbie and nothing remotely like the required three-holer! That major embarrassment has been addressed BIG TIME with the most gob-smackingly-gorgeous Virtual Cockpit (VC).

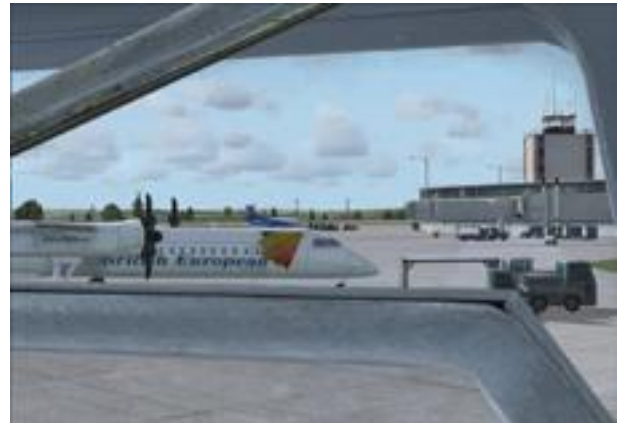
It took a long time in the coming but I have to say that the wait has been worth it. This photo-real VC is truly superb with bucket loads of clickable switches, buttons and knobs – and not just on the "main" panel. The "overhead" is covered in

click spots as is the Engineer's Panel. So anybody who is seriously into system flying, by the numbers and by the switches, will surely be in heaven.



My "complaint" would be the NONE availability of a straightforward 2D panel. (Are people never satisfied?) Interestingly, when in 2D view (F10) the view out front is blank/scenery only but by operating the hat-switch front-side, side and rear views are available.





Being a devotee of GoFlight modules, I much prefer a 2D panel that can be “undocked” to a second monitor which would then be used for reading the instruments leaving my big projector screen image for the forward, Spot view and scenery. However, I appreciate that many people prefer flying in/from the VC and, having tried it (again) since installing this excellent aircraft, I am now coming to the conclusion that there is a place for both types of panel!

The accompanying Sound file is just ORSUMMM. I don't give a fig for the “green lobby” and the “killjoys”.....I shall turn the speakers **UP** and revel in the magnificent noise from those three superb engines and I shall also enjoy their oily smoke. So there!

There is too much detail to go into here regarding the operation of this amazing machine and I would not wish to take away your pleasure in reading the three (pdf) manuals that are available to download. Suffice to say that a little “light” reading would not go amiss in order to fully come to terms with and appreciate the intricacies of a bygone age.

Just remember that the B727 was far ahead of its time when it arrived but that it also lacked some of the more “refined” elements of modern aircraft. It does not possess an “Auto-Throttle” but it really wants to fly so management of the three levers is important if you don't want your license revoked by the authorities for flouting speed regulations.

The animations built into the model are excellent especially for those (of us!) who like eye-candy. However, on several of the models I was unable to make the three engine cowlings open and/or the engine covers to appear. Only the centre cowl or cover would operate on most of the aircraft when selecting that function. It is supposed to offer (by selecting numbers 1, 2 or 3) individual movements but despite selecting the one I wanted, only the centre one would operate. If “All” was selected then every single animation came into play (except the emergency escape chute which only operates when the airstairs are not in-situ). Now I am nit-picking but for some that would be an important aspect of the Simulation (and it is a specific stated feature).

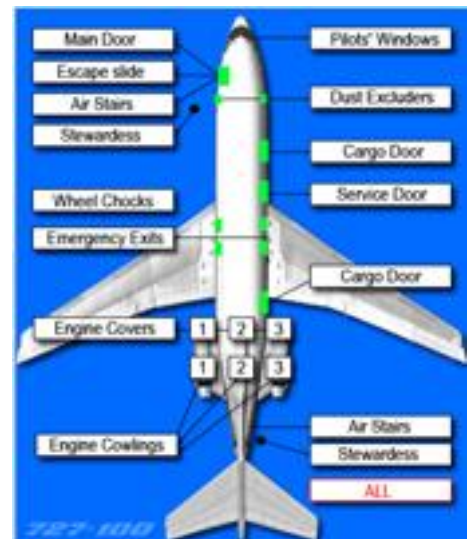
Up until the launch of the 737 this was the biggest selling airliner of all time and is still going strong in the freight carrying world and in a “second or third” life in some far flung parts of the world. When you fly this model you will see why it was a favourite of the airlines and the pilots that flew it.

Enjoy.....

What I like about this Flight Sim add-on: just about everything!

What I dislike about this package: absence of a “full” 2D panel; “missing” animations.

System: Intel Q6600 CPU, P35T MoBo, 4Gb RAM (3Gb switch), XFX-9800GT/512Mb, XP/SP3



What I Don't Like About Csim 727	What I Do Like About Csim 727
No 2D panel	Every Thing

Price & Star Rating **Price Controlled by Captain sim** Sim-reviews Awards **Star Award**

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Date: 14 March 2009

Computer Spec: Intel Q6600 – 4Gb RAM – XFX9800GT/512Mb – XP/SP3

