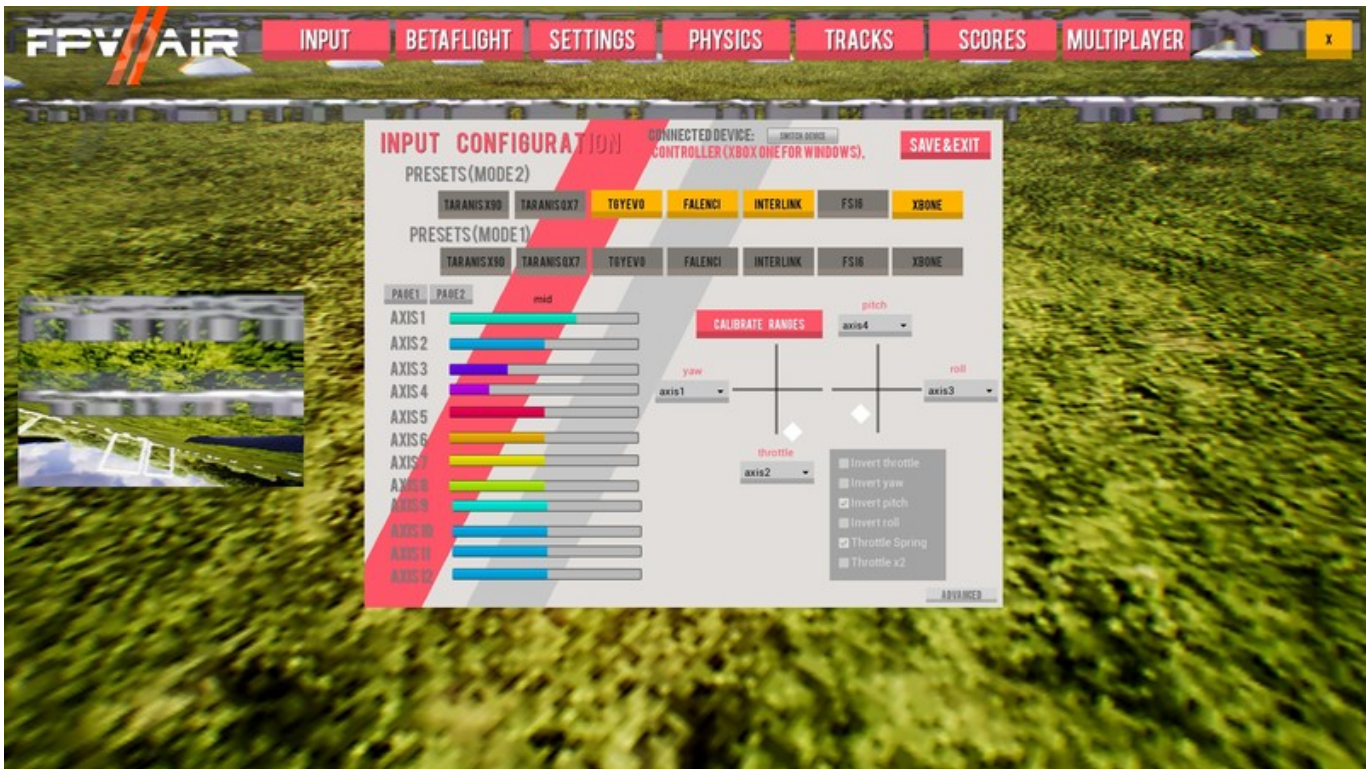


FPV Air 2 Download] [hack]



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## About This Game

FPV Air 2 is a quadcopter racing simulator for serious FPV racing pilots wanting a tool for meaningful flight practice. Don't let rain or lack of daylight keep you from practicing!

We have listened and learned from the mistakes of the first version of FPV Air, this sim addresses the major issues and solves all of them!

## Most realistic flight physics

Through closer involvement in the FPV racing scene and increased flight practice using the latest FPV quad's we have come up with a flight model that matches the feel and physics of modern FPV racing better than any other sim

## Most customizable flight physics

Depending on the power and weight of quad a pilot is used to flying, a realistic flight experience can vary greatly from person to person. The flight model has been made accessible to users via an array of variables and parameters which pilots are free to tune and tweak. This allows pilots to match perfectly the expected performance. No other sim allows users to alter the physics of the flight model in such depth and magnitude

## Best possible performance on low-end machines

The sim has been tested and runs with a steady framerate on a US\$200 laptop! Many FPV racers don't have high-end gaming rigs, so unlike all the others, FPV Air 2 is not super resource intensive, this sim aims to allow players on huge range of

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computers to fly smoothly!

## **Configurator**

Rates, expo and other flight controller settings are all done through a familiar configurator interface based on the popular Betaflight interface. The sim uses the same rate calculations so there's no need to convert figures, simply enter the values into the menu as they appear in Betaflight and you can expect the sim quad to behave just like your real quad!

## **Quick easy Control Setup**

The radio control configuration step of FPV sims is notoriously problematic, using a combination of input methods and automatic device detection we have tried to make that step as easy as possible (if even necessary at all!)

## **Online Multiplayer**

Easily host or join online games with the push of a button, no need to forward ports or perform any complicated setup

## **More!**

Best lap recording, race against your fastest self.

Online global leaderboards

Lens warping/distortion approximation

Realistic analog video effects

Diverse tracks to test and improve a wide range of racing manoeuvres

FPV Air 2 is the definitive quadcopter racing simulator for professional flight practice!

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Title: FPV Air 2  
Genre: Racing, Simulation  
Developer:  
Flyleap Studios  
Publisher:  
Flyleap Studios  
Release Date: 17 Aug, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

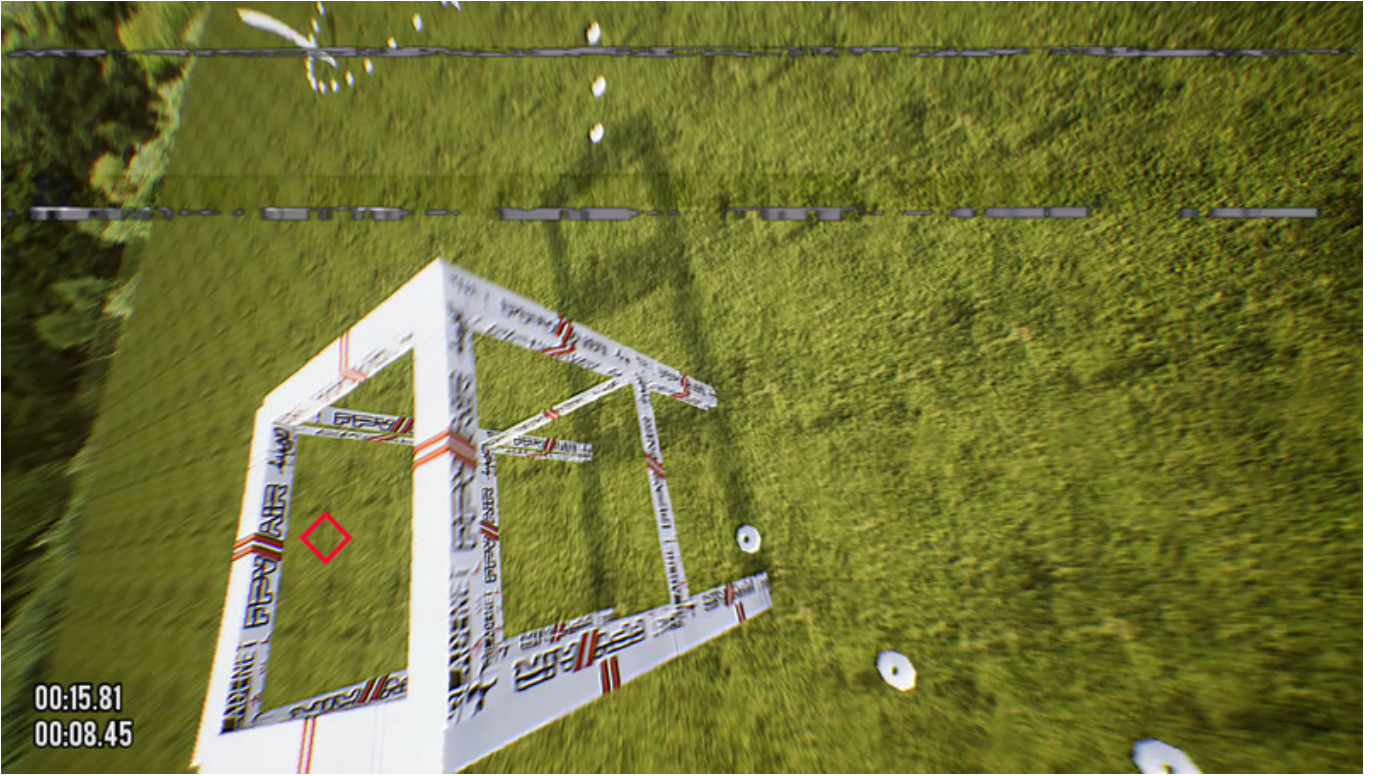
**Processor:** Intel Core 2 Duo 2.4 GHz or AMD Athlon X2 2.7 GHz

**Graphics:** ATI Radeon 3870 or higher, Nvidia GeForce 8800 GT or higher

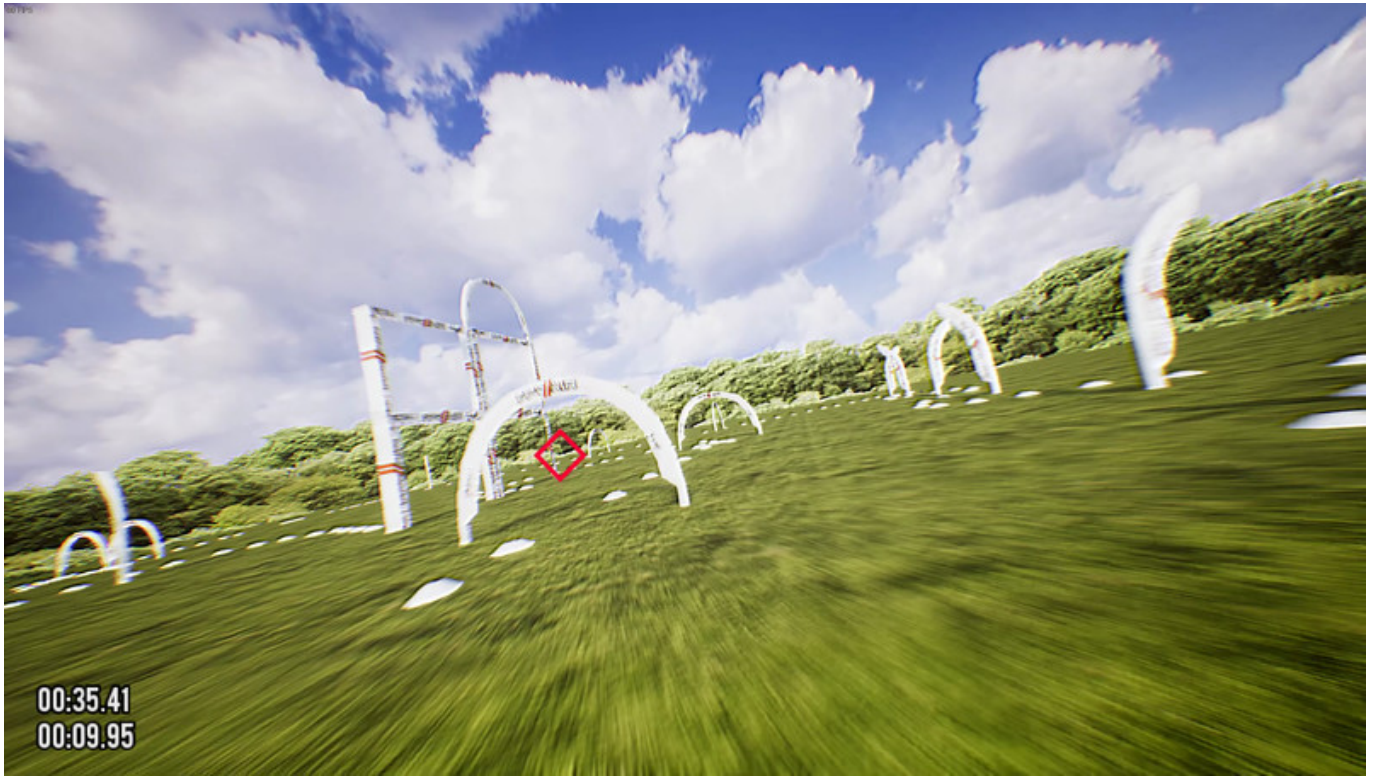
**DirectX:** Version 9.0c

**Storage:** 2000 MB available space

English,Korean,Simplified Chinese,German









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I have some of the other big budget fpv sims in my library but I keep coming back to this one. Superb!. Awesome sim. My favorite. Hey dev you rock. I have some fellow pilots who want to play, but they don't have gaming or powerful pc's. Do you think you could ever possibly export this to the Play Store for Android? Some people have high end phones but not pc's and could play that way. Since you are using Unreal Engine you could export. Not sure how much work is involved but would be awesome. Thanks again for the awesome sim.. Absolutely great sim, the feel of it is way better than Velocidrone and (IMO) slightly edges out Liftoff (the 2 other sims I've tried). The high level of physics customization lets me get it to feel very similar to my IRL race quad. Setup with my Taranis QX7 via USB was a non-event, and the "Max Performance (ugly)" graphics setting lets me run a reasonable frame rate on my laptop.

Stock selection of tracks is a bit limited but for \$5 I can't complain to much.

Couple of gripes:

-It never seems to remember to enable ungly graphics for me when I switch tracks

-Hitboxes in the track builder appear way lower (subterranean) in flight than they do in editor, meaning my lap times don't get recorded

Hopefully those will get patched eventually (written March 2019).. man i aint that cool, ima get good , then ill be coo. I was very interested when I saw this as the first FPV Air Tracks was not to bad, yes it had it's bad side but overall it was ok. This new version is far much better giving a really good feel of speed, and I'd love to say it feels just the same as real life but I'm still very green when it comes to flying my real drones in FPV. What I can say with 100% truth is that the crash physics could do with tweaking as sometimes I'll hit a gate and stop dead or I hit a gate and end up way across the other side of the track.

I do hope the choice of drones grows and the tuning side of the sim does the same so we can play with different props, motors and frames giving pilots much more scope for expression.

Overall I'd give this new sim 8.5 out of 10 as it's a good laugh and my time on the UAVFUTURES track is way faster than Stu's time which for someone who can't yet fly FPV is pretty funny.. Fantastic sim at a very good price!

I'm strictly a freestyler but like to practice racing in sims to improve my accuracy. I grabbed the bando pack as well which is fantastic.

Very low system stress, excellent physics and nice maps!

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Best Frame rates and flying experience out of the few i've tried.(especially for RACING) feels very realistic and responsive. Definately worth the money. tracks and options are great, DLC is too. Great Sim... Get it.. TL:DR; Just buy it.

Been flying FPV for over 1 year now. Though I suggest Velocidrone, for the price and feel this sim is great. I haven't spent much time in it but here are some Pros/Cons

#### PROS

The setup for my Taranis was the most simple setup in any FPV sim I have ever used.

The physics felt pretty good to me in Pro mode. I think with some tuning of the physics you could get it close to your own rig. I am gonna have my friend who has a Helix IRL set the physics up as close as he can get it to his Helix. There are tons of configuration options which gives me hope this will end up being a great sim. I LOVE the fact it has a BetaFlight looking config window and you can import in your own dump files from Beta/ButterFlight to get your rates automatically.

#### CONS

As a racer and MultiGP chapter organizer I enjoy the ability to create tracks. This didn't look like it has a track editor. We use Velocidrone to share our tracks as it is great for this.

Quad selection was really minimal and I assume it is just "visual". Haven't had a chance to see if changing the frames makes a difference in the feel yet.

All in all for the price, seriously amazing sim. Should be in every FPV racers arsenal. I still think Velocidrone is king for serious racers and pilots, and liftoff is more for an arcade like experience. This is a great fit for the price.. Got both LiftOFF and this, liftoff worked great with interlink directly but flying are nicer on this FPV AIR 2, only bad really with this are the interlink controller from real flight dont fully work ok, cant get reset switch to trigger and every control/channel needs reversing. reset switch showup in settings but cant select it for some reason, only vr1 works of switches and as reset.

This use alot less GPU and CPU vs liftoff as this seems more optimised code wise.

GREAT !

Tested/played on a 1920x1080 screen with i7 8GB with nvida 650 2GB.

As a side note,

i got 5 quads, mostly race quads.

And 5 heli's

planes and boats n cars...

But like this to fly if raining like today.. Overall game is good,

sometimes the game will freeze frames in most crucial parts of the track, like passing through gate... like when new record is set and I want to continue flying laps, it will skip a frame or two.

Also game will freeze sometimes upon crashing into ground or gates.

Running rig is far above the recommended specs so I doubt it's the PC problem.

. Great sequel! Love it. Fast and snappy. Good work Mittens.. FPV Air 2 is definitely worth the price. Not alot of bells and whistles. But the physics are the best ive encountered.. Physics are awesome! The quad feels like my real quad running 5040 tri-blades and 2600kv motors on default physics settings. Of course, you can customize it to your likings. Runs fast on my laptop on lower resolution as I don't have a high end gaming system, which is a plus. I give it 5 stars for the feel of the physics and motor sound. I would give it 6 stars if they added some free-style maps. If you're listening out there... just add free-style maps to get a 6 star rating sim! :-). Fantastic sim at a very good price!

I'm strictly a freestyler but like to practice racing in sims to improve my accuracy. I grabbed the bando pack as well which is fantastic.

Very low system stress, excellent physics and nice maps!. the most realistic feeling sim i have flown to date.

#### New Track Added!:

<http://www.youtube.com/watch?v=22vewD90EmA>

This new track is different in style compared to most of the existing tracks with a large open layout in the feel of a high production value international event race.

We have also recently been fixing a lot of bugs that were enabling untrue times to be submitted to the leaderboards as well as some akward bugs and invisible collisions found in custom built tracks. **FPV Air 2 now has a Track Editor!:**

In recent updates I have been introducing to FPV Air 2 it's own track editor!



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The track editor has a unique interface design aimed at allowing pilots to quickly and easily create unique tracks for practicing new lines.

[https://store.steampowered.com/app/987440/FPV\\_Air\\_2\\_Track\\_Builder/](https://store.steampowered.com/app/987440/FPV_Air_2_Track_Builder/)

Making new lines to practice on keeps your skills flexible and dynamic which is much better suited for real life racing events where the track often needs to be learned fresh at each race.

You can watch the short tutorial video I've made explaining how to use the features of the editor here;

<https://www.youtube.com/watch?v=KVcxyCX9Djw>

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