

Just Fight

Eurofighter Typhoon

Review by Sam – FSG Reviewer

I7 -2600 3.2 GHz | NVidia GTX 560ti 2GB | 8GB DDR3 RAM | 1Tb HDD | Windows 7 64 Bit

Introduction:

The Eurofighter Typhoon is a highly versatile, fourth generation fighter jet. Constructed and utilized by a multitude of countries, the EF2000 truly is a machine to be feared in the skies. Originally designed to be in the top of its class as a dogfighting aircraft, recent productions of the Typhoon have seen it become both air to ground, as well as an air to air fighter.

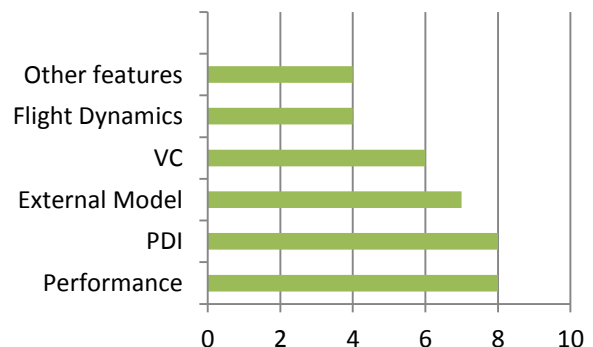
The Eurofighter Typhoon is a product of three aviation companies, EADS, Alenia Aeronautica and BAe Systems. Production began in 1994 leading up to its introduction into service in 2003. Currently, the Typhoon is operated in Austria, Germany, Italy, Saudi Arabia, Spain, Oman, and the United Kingdom.

The Typhoon dominates the field at both high and low speeds due to its phenomenal agility. To achieve the manoeuvrability that the typhoon boasts, the aircraft is purposely designed to be less stable than a standard aircraft. The addition of a fly-by-wire system and canards to the aircraft simply changes this jet from a standard fighter, to a, well, let's put it this way; it won't lose! This dominance was proven recently during the red flag event where the Typhoon outperformed its close competitor, the F22 in close combat.



Just flight has taken on the challenge of creating a flight simulator representation of this fantastic aircraft, and I believe they did this to a relatively high standard.

Now, I have to be honest throughout this review, and quite frankly, these days it is difficult to be impressed with an add-on due to the level of detail and accuracy that other companies within this market have the ability to achieve. Within this review I shall explore the external model and virtual cockpit to portray the aesthetics of this product. After throwing the aircraft about in the virtual skies I will make my decision on whether the flight dynamics and aircraft systems appear to be, believable and up to my expected



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standards, and of course I will comment on the overall performance and other aspects of this add-on... Let's get to it.

Performance:

A high number of frames per second, as we all know, is hard to achieve with this rather outdated simulator, and certain aircraft add-ons can hinder our chances of keeping the FPS numbers up. FSX by itself runs fine on most systems but unless you happen to have a NASA super-computer, you just can't appreciate all of the fantastic products out there. This is why we rely on the companies to produce detailed aircraft, which don't have a drastic hit on our systems. Just Flight, in my opinion, have really hit the nail on the head with this Typhoon. Keeping in mind that my settings are all turned up and I am running ORBX scenery, I was still achieving an average of 40FPS in an external view, whilst an eye pleasing 35FPS in the VC. This was without the use of any external FPS limiter, just an unlimited setting within the FSX menus. I have heard that the aircraft is supposed to have a small hit on FPS for those with less capable systems, but for me it was fine.

PDI:

Purchase: The Typhoon comes in at a pretty standard price for an FSX add-on at £24.99 (approx. \$38). The transaction via the Just Flight website and billing system which was simple to comprehend once all the normal registrations etc. were complete.

Download: Upon completion of the transaction, a webpage with a download link opens up and once the link is pressed the download automatically begins. My internet speed is quite frankly, dreadful. However I managed to download the 209MB file in 12 minutes! Yes this is very fast for my rather sluggish internet.

Installation: Run the .exe file and a neat little login page appears on your screen. I prefer this to the standard usage of a serial key because if for whatever reason you need to re-install the product, finding that damned serial key, for me anyway, can sometimes be a heck of a mission! Once I entered my email address and password, the installer took me through the usual process.

In Simulator Testing:

Model detail:

External Model: Honestly, I am surprised. I think this is the first Just Flight product that I have been truly satisfied with, looks wise. It's nothing to jump up and down about like with other products available today, but you most certainly can't complain due to the fact that this is the only Typhoon for FSX that doesn't make you want to gouge your own eyes out!

I don't think it is right talking about the looks of something when an image is worth a thousand words, so here are some pretty pictures!





Virtual Cockpit: Now then, the VC. It might not be awful as such, but it definitely isn't perfect. Don't get me wrong, everything is in the right place, the buttons and switches look good, the HUD is collimated and does the job. I may even be being a bit picky, but it just looks a bit too "plastic". There just isn't that authentic look and feel to it. Once again, I might be being too harsh, but I have to compare it to what others are doing within the market and I just can't honestly say that this VC is up to par. Be your own judge by utilizing some more pretty pictures!





Flight Dynamics:

The Just Flight Typhoon, unfortunately, is rather disappointing when it comes to the flight dynamics. For a start it features the classic taxiing seen in the AFS Typhoon, where the aircraft basically glides across the taxiway, although with the Just Flight Typhoon it isn't as obvious. The power input to this fighter is just ridiculous, it almost seems impossible to fly the aircraft at anything below 200 knots. Let me sum up everything by giving the flight I carried out as an example. I got onto the runway and applied full power, rotating into a full vertical climb at approximately 110 knots. This is mildly satisfying compared to what I have seen of the real aircraft. I decided the best way to test the dynamics would be to do some sort of

airshow display, so I started by flying down the runway and doing 3 or so rolls. The aircraft just doesn't roll at a high enough rate unless you are at around 400+ knots. Performing a high alpha pass was pretty straight forward, however, as previously mentioned, slowing this bird down is such a task, even with the air brake out. For those who have seen the Typhoon, the sort of mini barrel roll that the Typhoon performs to perfection is basically a trademark of the aircraft. I'd like to call them sliding rolls, and they are damned near impossible to do with this add-on, they can be done, but you have to be at the right speed and the right AOA and must use the correct stick movements. Not being able to carry out this manoeuvre was rather disheartening to me, it is just something that has to be modelled well with a Typhoon product, and in this case, it wasn't. This poor excuse of manoeuvrability that the JF Typhoon produces sums up the overall flight dynamics; they aren't good enough! Onto my favourite part, landing. The manual explains that landing is the hardest part to flying this Typhoon, and they weren't lying! The fact that you can't slow down this aircraft very well doesn't assist in landing either. However, once you get used to it, landing the aircraft can be done to a degree of accuracy, yet it is still quite a challenge.

Other features:

The thing I like about this aircraft is the ease of being able to add ordinance to the aircraft. There is no need to use a payload manager with FSX close, simply click a few buttons on the MFD and you can select one of 7 load outs from clean to Close air support.

The aircraft also features a ground unit, and a braking parachute. The braking chute is, ok. There is yet to be an aircraft on FSX with a believable chute animation, like the rest, the JF Typhoon's chute just suddenly appears after you pull a lever, the aircraft slows down in seconds and then starts accelerating backwards! Once the lever is pressed again, the chute just vanishes into the aircraft.

Overall impression:

As a Brit on FSX, I just had to get this Typhoon. Personally I am happy with the add-on simply because this is by far the best one so far. I like the external model, the cockpit is bearable and I can cope with the flight dynamics. Now, for those who aren't dying to own a Typhoon for FSX and just want a neat product with a high level of accuracy in comparison to the real thing, with detailed systems and believable flight dynamics, this really isn't the product for you. If you just want another fighter jet in your collection and just want to hop in and go, then the Typhoon might just be a suitable add-on to join the cohort of fighting machines you may already have.

My overall rating for the aircraft from a non-bias point of view is:

6/10