Belsimtek Development Update for DCS World 1.5

With release of DCS World version 1.5, we would like to provide a general update on ongoing Belsimtek projects. First, below is a copy of our updates already included in the DCS World 1.5 changelog:

**UH-1H**
Added cargo indicator
Added snap view for cargo
Fixed left-hand seat ADF needle being 180 degrees out
Fixed panel light rheostats

**Mi-8MTV2**
Virtual flight engineer has been implemented
SARPP-12 system (System of Automatic Registration of Flight Data) now has animated panel
Fully implemented model of KO-50 kerosene powered defroster
(P-503B) cockpit voice recorder is now animated
Activated all circuit breakers
Signal flare system is now made fully operational
Annunciator "СТВОРКИ ОТКРЫТы" (Cargo bay doors open) now functional
Siren is implemented
«АВТОМАТ. СБРОС» (automatic release) switch is now functional
The external resistance for voltage control of STG-3 starter-generator is now implemented. Circuit breaker is located on the right hand electric panel
The external resistance "VS-33А" «I — РЕГУЛИРОВАНИЕ НАПРЯЖЕНИЯ — II» (I - voltage control - II) is now implemented
Added sling load system - tactical, emergency and auto unhooking
Added cargo indicator
Added dust effect appearing upon contact of cargo with ground
Added possibility to change rope length in mission editor (7-30m)
Small head lamp added
Control panel for product 6201 on the left lateral panel of Electropult is now mouse clickable
Added snap view for cargo
Mi-8MTV2. Russian Training Missions added.

**F-86F**
Rudder authority increased
In-game manual added
Fixed incorrect tank jettison button hint in russian localization
Emergency ignition switch is now normal two-position switch instead of spring-loaded
Gun Selector now OFF instead of ALL GUNS at cold or runway start
When guarded, rocket release selector now is always in OFF position
New cockpit lights added
Reduced the maximum possible G at an altitude above 5 km (made it closer to the official documents), this allows it to maintain airspeed and provide the “feeling” of stall entry
All electrical bus consumers now have a minimum voltage at which the consumer continues function
Adjusted spin characteristics

**MiG-15bis**
Available load factor was reduced for some altitude bands, this has made closer to official documents
Fixed logic of the ARC-5 NDB switches
Fixed stick shake during takeoff
View adjustment speed was increased
Increased performance reduction with damaged stabilizer
Added step throttle control
MiG-15bis EN cockpit added
F-15C
Transonic Roll-off eliminated
Wing rock effects implemented
Rudders have more authority
PTC operation corrected: trimming no longer required in transition from SL to 40000', 'wind up' effects corrected much faster, correct operation on-ground.
High altitude, medium and high AoA behavior is corrected (related to TRO above)
Slow speed, high AoA behavior is corrected
Throttle movement range compression is mostly corrected (full movement range is useable, FTIT/RPM barely changes as altitude increases)
Two wing tanks now have less drag than the belly tank
Conditions of oscillatory and flat spin are corrected

Additionally, here is a list of our current plans for upcoming development and updates to current modules:

**Current development plans:**
F-15C: fix autopilot bug causing pitch up input when disengaged
F-15C: Update thrust variability based on temperature
MiG-15: Fix force feedback functionality
MiG-15: Fix control stick limit during takeoff
MiG-15: Fix "follow me" car in the Taxi training mission
Mi-8MTV2: Improve failures related to tail rotor failure
Mi-8MTV2: Add functioning cockpit fans
Mi-8MTV2: Add new sling load types
Mi-8MTV2: Other minor fixes and updates
F-86F: Complete input setup
F-86F: Complete engine startup electric model (ignition, circuit breaker)
F-86F: Check rudder trimmer bug
F-86F: Fix HVAR rocket boresighting to math official documentation
F-86F: Add functional gun camera
F-86F: Add kneeboard hints feature
UH-1H: Update engine model related to temperatures and power output
UH-1H: Add sustained overheating effects
UH-1H: Fix numerous failures

Work also continues on new aircraft, but more on this at a later time. Would like to also mention that two important features previously planned, but not yet implemented, specifically new animated infantry and online cockpit coop mode are still in effect, but awaiting further DCS World developments in these areas, which are indeed ongoing.

Most importantly, we want to reaffirm our commitment to quality and completeness of products and will continue to provide improvements and updates not only as modules approach final release out of open beta, but after as well.