Miltech Simulations-Microsoft C-17 Globemaster III

# NOTAMs

## NOTAM - VERSION V1.1.15

### PERFORMANCE IMPROVEMENTS

Please note that starting on Version V1.1.15, various aggressive measures have been taken to reduce the performance impact of the aircraft, particularly on Console:

- PILOT AND COPILOT MFD will now only display the "Primary Flight Display" Page. Other pages have been disabled on this display.
- PILOT AND COPILOT MFD will now function as a single-instance gauge. Meaning that they both display the exact same information: There is no individual control of Flight Directors or RA/BA Altitude Tape.
- BOTH CENTRAL MFDs will now only render the ND, PPI, ENG and CONFIG Pages. These will no longer render the Primary Flight Display page.
- BOTH HEADS UP DISPLAYS will now be rendered as a single-instance gauge. Meaning that both will display the exact same information: There is no individual control of Decluttler Stages, Flight Directors, or RA/BA Altitude Tape.
- COPILOT FMCs are now a mirror of the PILOT FMCs; resulting in only two usable FMCs on the pilot's side.

These adjustments were necessary to maintain performance consistency across **both PC and Xbox, in the future PlayStation** platforms. It is important to note that the total amount of code has a direct impact on memory usage. Due to the highly complex nature of this avionics suite, running 4x instances of the FMC and 4x instances of every MFD page exceeded the memory and performance limits of console hardware. Please note that an uncapped stream of the aircraft for PC Hardware is not available at this time.

In future updates, less restrictive optimizations may be introduced to restore functionality while maintaining negligible performance impact.