

Microsoft Flight Simulator November 25th Update

Excerpt: The November 25th MSFS update has been revealed. The update includes a lot of new information, including an updated roadmap, a new partnership with Honeycomb, and more.

Uncharacteristically, the Microsoft team has decided to stray from their regular schedule to release their [weekly update](#) a day early this week. Asobo started the announcement off by thanking users for participating in their “Live Developer Q&A”.

You can watch the Q&A VOD on their [Twitch](#) or [YouTube](#) channels once it's uploaded next week. This weekly announcement from Microsoft touches on multiple topics, announcing a new partnership, SDK updates, an updated roadmap and more.



Continuing their announcement, Microsoft [revealed](#) their new partnership with Honeycomb Aeronautical, a company specializing in creating HOTAS controls for multiple flight simulators. In the announcement video, Honeycomb revealed that they're going to be creating products for the Xbox series X and S, showcasing their newest product, the “Foxtrot Flight Stick” and the “Tango-Foxtrot Stick and Throttle” (showcased below).



Honeycomb stated their “focus has been on integrating as many real cockpit components as possible.” Also, Honeycomb is bringing some of its previously PC-only products to the new consoles enabling the alpha flight controls, bravo throttle quadrant, and charlie rudder pedals to work without issue on the Xbox.

Lastly, Honeycomb finished the announcement video stating that their “partnership with Microsoft and Asobo studios will be instrumental in bringing the ultimate flight simulator experience to any home user.”

For full coverage of all the new developments out of Honeycomb today, [check out this article rounding up a very busy day of news for them.](#)

Microsoft also provided us with an extensive roadmap spanning to the end of February. The roadmap provides us with a multitude of new information, with the United Kingdom being confirmed as the location for “World Update” #3, among other things.

Along with the roadmap, a weekly feedback snapshot has been provided by the developer.



DEVELOPMENT

11.25.2020

November 2020	PRODUCT OVERVIEW	DEPLOYED	December 2020	PRODUCT OVERVIEW	DEPLOY	January 2021	PRODUCT OVERVIEW
November 5th - Feedback Snapshot - SDK & Third-Party Update			December 3rd - Feedback Snapshot - SDK & Third-Party Update			January 7th - Feedback Snapshot - SDK & Third-Party Update	
November 12th - Update 6 (11/10) - Feedback Snapshot - SDK & Third-Party Update			December 10th - Feedback Snapshot - SDK & Third-Party Update			January 14th - Feature Discovery Series Ep #10: Aerodynamics - Feedback Snapshot - SDK & Third-Party Update	
November 19th - Partnership Series Release - EAA - Feedback Snapshot - SDK & Third-Party Update			December 17th - Feature Discovery Series Ep #09: VR - Feedback Snapshot - SDK & Third-Party Update			January 21st - Partnership Series Release - TBA - Feedback Snapshot - SDK & Third-Party Update	
November 25th - World Update 2: United States (11/24) - Partnership Series Release - Honeycomb - DR Update Nov/Feb - Feedback Snapshot - SDK & Third-Party Update			December 23rd - Sim Update 2 (12/22) - Feedback Snapshot - SDK & Third-Party Update			January 28th - World Update 3: United Kingdom (01/26) - Partnership Series Release - TBA - Feedback Snapshot - SDK & Third-Party Update	
			December 31st - Feedback Snapshot - SDK & Third-Party Update			February 25th - Sim Update 3 - Feature Discovery Series Ep #11: DR Update Mar - Feedback Snapshot - SDK & Third-Party Update	

FEEDBACK SNAPSHOT – 11.25.2020



TOP BUGS

TOP WISHES

#	TREND(VOTES / POSTS)	DESCRIPTION	STATUS	RELEASE
#01	→ 935 votes	Garmin G1000/G3000 & Autopilot Related Issues	Started	Sim Update 3
#02	→ 662 votes	Live Weather and Wind Readings are Not Accurate	Ongoing Improvements	Sim Update 3
#03	↑ 559 votes	Live Weather Issues	Ongoing Improvements	Sim Update 3
#04	↓ 554 votes	Turboprop Engine Logic Issues	Not Started	Sim Update 4
#05	↓ 548 votes	Crash to Desktop without Error Message	Partially Fixed	Backlog
#06	→ 536 votes	Cessna Citation Longitude Performance Issues	Not Started	Sim Update 2
#07	↑ 500 votes	Logbook not Updating After Patch	Released	Update 7
#08	↓ 488 votes	Please Fix Photogrammetry	Under Investigation	Backlog
#09	↓ 467 votes	ATC Incorrect Phraseology	Not Started	Sim Update 3 / 4
#10	→ 429 votes	Ground Texture - Low Resolution	Under Investigation	Backlog
#11	→ 379 votes	Dreadful Performance	Partially Fixed	Update 7
#12	→ 378 votes	Lack Of Real Time Traffic	Not Started	2021
#13	→ 367 votes	Mirrored Textures 787-8 and 787-10	Not Started	Backlog
#14	→ 331 votes	Reflections Look Grainy, Even On Ultra	Started	TBD
#15	→ 316 votes	LOD Problems – Tress, Water	Under Investigation	Backlog
#16	→ 315 votes	A320 Swaying Left and Right	Started	Sim Update 2
#17	→ 304 votes	Tree Density	Under Investigation	Backlog
#18	→ 269 votes	No Bush Trip Landing Detection After Patch2	Under Investigation	Backlog
#19	↑ 259 votes	Horizon line visible through mountains and objects	Not Started	Backlog
#20	↑ 248 votes	Cloud textures pixelated and grainy	Started	TBD
#21	↓ 243 votes	Mouse Stops Interacting with the Virtual Cockpit	Not Started	Backlog
#22	↓ 231 votes	Garmin Avionic Are Missing RNAV Approaches	Started	2021
#23	→ 225 votes	Airbus Issues	Started	Sim Update 3
#24	→ 203 votes	Missing Airports Sent to Zendesk	Started	Backlog

FEEDBACK SNAPSHOT – 11.25.2020



TOP BUGS

TOP WISHES

#	TREND(VOTES / POSTS)	DESCRIPTION	STATUS	RELEASE
#01	→ 1492 votes	FlyByWire Community Mod A320	Under Investigation	TBD
#02	→ 862 votes	Replay Functionality Missing	Prototype	2021
#03	→ 766 votes	Scenery Gateway System (Community Content)	Under Investigation	2021
#04	→ 738 votes	Multiple Screens Functionality	Started	2021-22
#05	→ 659 votes	Open Up The Weather System To 3rd Party Devs	Not Planned	
#06	→ 638 votes	DirectX12	Started	TBA (with XBOX Launch)
#07	→ 687 votes	Please Update Cities / Airports in South Korea	Planned	2022
#08	→ 609 votes	Helicopters are a Mess	Planned	2022
#09	→ 451 votes	Disappointing Mountain Terrain (Too Rounded)	Under Investigation	2021
#10	→ 412 votes	Freeware Category for MSFS Marketplace	Planned	2021
#11	→ 408 votes	Remove Ground Vehicles From Active Taxiways	Not Started	2021
#12	→ 399 votes	Gliders, Sailplane, Soaring Please	Planned	2021-22
#13	→ 397 votes	Taxiway Sign Issues (Naming Accuracy, Size)	Under Investigation	2021
#14	→ 349 votes	Improved Pushback System Is Needed	Not Started	2021
#15	→ 338 votes	Power Lines, Antennas/Masts, Cable Cars/Gondolas	Under Investigation	2021
#16	→ 324 votes	High Quality Terrain Map After Zooming In	Not Started	Backlog
#17	→ 302 votes	I Miss Trains	Not Started	2022-23
#18	→ 284 votes	All Traffic Needs Fixing Wishlist	Not Started	Backlog
#19	→ 230 votes	Tow Arrows Need Complete Re-Work	Not Started	2021
#20	→ 223 votes	Keybinds for All G1000 Soft Keys / Knobs / Buttons	Started	2021
#21	→ 223 votes	Dual COMMs Support	Under Investigation	TBD
#22	→ 218 votes	Add Beta Version Before Releasing a Patch	Started	Q1-Q2 2021
#23	→ 213 votes	Ability to Open Aircraft's Door	Not Started	2021-22
#24	→ 193 votes	Poor flight planning capabilities	Not Started	2021

~~[An SDK update for Microsoft Flight Simulator has also been showcased in the announcement, bringing multiple new improvements to “DevMode” as well as a bug fix to SimConnect. The full changelog is listed below:] this is being replaced~~

For the second consecutive week, updates to the SDK have also been brought in, with the following list provided:

- Throughout this week, the DevMode team has been actively focused on the last fixes for Update 7. We hope you will enjoy the results -> check-out the SDK Release Notes!
 - On the Scenery Editor, the Heightmap Editor is nearly finished. We are also working on providing an editable hierarchy for object instances, which was one of the top requested features in terms of scenery editing.
 - The new Visual Effects are now coming to production, even though we still have work to do on process optimization. We're also adding new SimVars, which is needed to condition the triggering of effects.
 - Besides all this, the whole new asset creation system within the Project Editor remains a work in progress, of course.
 - As a background task, the DevMode team is always working on improving the overall stability giving special focus to the Project Editor, the Scenery Editor, and the Aircraft Editor. The community's feedback continues to be very helpful in identifying & fixing bugs and thus making the tools better.
- We have fixed the functions related to AI objects and AI aircraft.



Lastly, an update on third-party add-ons was provided, showcasing the incredible amount of add-ons that have been released for the sim thus far. Microsoft also confirmed that they've been talking to multiple freeware groups, including "Working Title" and "Fly By Wire," stating that they would like to engage deeper with those dev teams.

The team at Asobo also showcased a list of all third-party add-ons available for the sim, seen below:

- 214 have been released on the platform so far (that's 27 since last week)
- another 48 have been announced and
- an additional 118 are in production by third parties but are not yet announced officially.
- In total 380 airports are either already released or are in active production. Just stunning to see the amount of enthusiasm and productivity.

- 9 aircraft have been released (+2 since last week),
- another 56 are announced, plus
- there are another 20 unannounced.
- So overall, 85 aircraft are either released or are in production.
- Just to mention it, we are super excited to see what *Aerosoft*, Hans, Stefan and the rest of the team are doing with the CRJ. It's so rewarding to see a team embrace the SDK and create a complex aircraft with it. It's just great quality and we are so excited to see this come together!

- 29 scenery add-ons have been released (+4 from last week) and this category is thriving. Great to see all the progress.

Microsoft ended the announcement with a [community spotlight](#), as well as thanking users for their suggestions regarding an airport gateway system; the dev team has stated that they will form a plan to get one going in 2021.



See the source post for this article on the Microsoft Flight Simulator website.