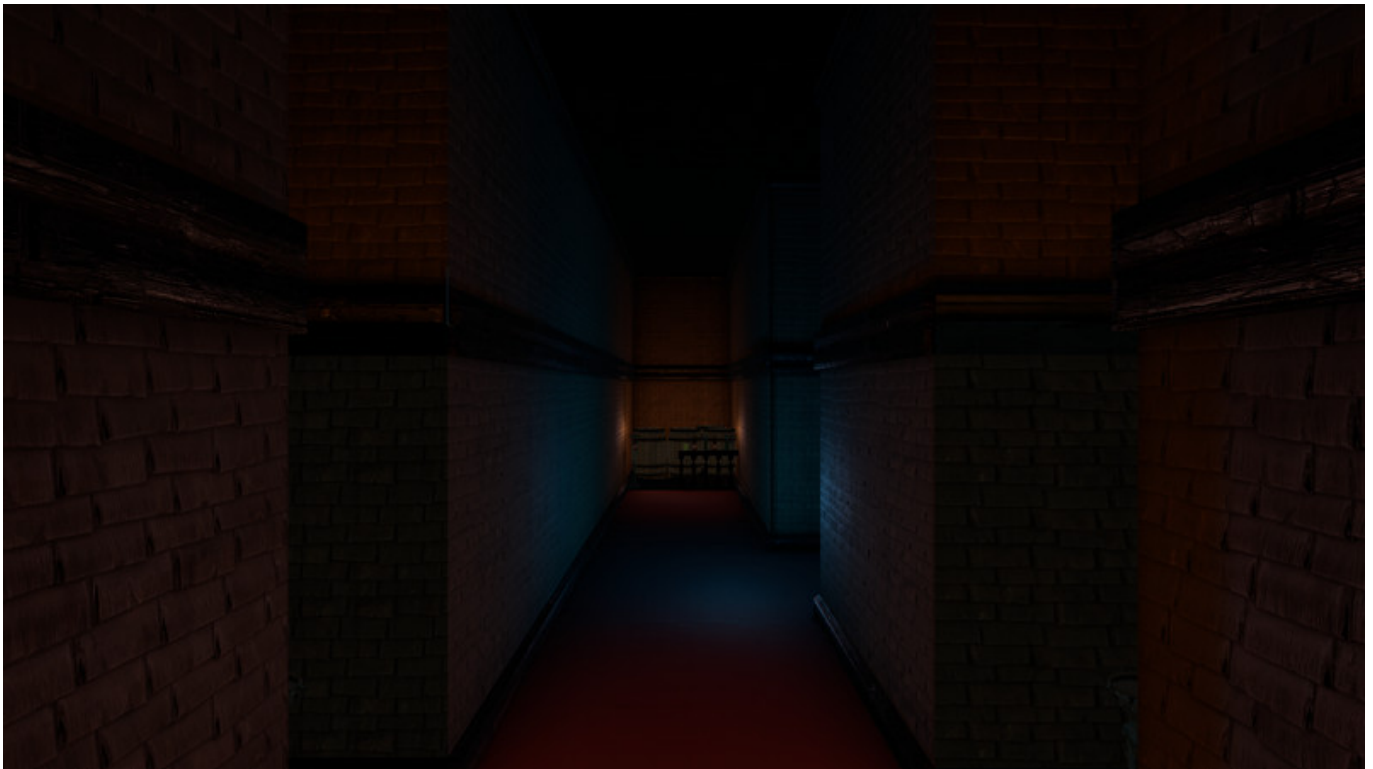


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## Hawk For DCS World



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### **About This Content**

The Hawk first entered service with the RAF in 1976, both as an advanced flying-training aircraft and a weapons-training aircraft. The Hawk T1 version is currently used at RAF Valley for fast-jet pilot advanced flying training with No 208(R) Squadron, and at RAF Scampton by the RAF Aerobatic Team, the Red Arrows.

The T1A is used for weapons and tactical training on No 19(R) Squadron at RAF Valley, and by No 100 Squadron at RAF Leeming for advanced fast-jet weapons systems officer training and operational support-flying. In its weapons and tactical training role the Hawk is used to teach air combat, air-to-air firing, air-to-ground firing and low-flying techniques and operational procedures.

The team at VEAO Simulations have carefully re-created every detail of the exterior and cockpit of the Hawk, with assistance from real life Hawk pilots and ground crew, to give you the virtual experience of sitting in the real jet.

The Hawk cockpit is as realistic as sitting in the jet itself. Every switch is clickable, every dial has a function and every gauge reads exactly how the aircraft is performing.

Tool-tips show when you hover over a switch or dial to help you learn the function of the cockpit. Each switch and dial can be mapped to keyboard, joystick or a HOTAS system.

Full cockpit familiarization training missions are included to help you learn each function of the aircraft.

A high quality, External Flight Model (EFM) is included that has been flight tested by actual Hawk pilots.

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## KEY FEATURES:

- Accurate and highly detailed 3D interactive cockpit featuring six-degrees-of-freedom (6DOF) technology compatible with head-tracking devices and Oculus Rift.
- Accurate modelling of the Hawk HUD, instruments, gauges and dials.
- High fidelity accurate Advanced Systems Modelling (ASM) such as electrical, fuel, hydraulics, oxygen, pressurisation and air conditioning, temperature control, pitot-static, AHRS, lighting and weapons system modelled to detailed schematics.
- Highly detailed Hawk external 3D model and liveries.
- Fully interactive, comprehensive training missions make learning to fly the Hawk easier.
- Armament includes: AIM-9M Sidewinders, bombs, practice bombs, rocket pods and gun pod.
- Highly detailed damage model.
- High quality, external flight model tested by Hawk pilots.

“As a current Royal Navy aggressor pilot operating the Hawk T1, I was offered the opportunity to test the VEAO Hawk simulator. I was initially sceptical of how accurate the modelling would be of the handling and the jet engine response. To say I was impressed would be an understatement. I found the controls and aircraft responses accurate. The flight model performs as well as the full motion simulator used by the RAF. Flying in formation was easy and very similar to the real thing. I was extremely impressed by the headset integration and immediately felt operational pilots could benefit from training on this software.

In short, the VEAO Hawk is more than a game and comparable to a military grade full motion simulator. In fact, I would even go so far as to say the terrain graphics are higher fidelity whilst flying at low level.”

*- Lt Cdr Matt Deavin RNR, Hawk Pilot, Fast Jet Qualified Weapons Instructor*

The DCS: Hawk plugs in seamlessly into the modular DCS: World framework, allowing you to fly the Hawk in a dynamic, fully realized combat environment, with and against capable air and ground threats. This module ships with Training and Singleplayer missions.

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Title: Hawk for DCS World

Genre: Simulation

Developer:

VEAO Simulations

Publisher:

The Fighter Collection, Eagle Dynamics SA

Release Date: 1 Apr, 2015

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**Minimum system requirements:**


OS 64-bit Windows 7/8/10; DirectX11; CPU: Core i3 at 2.8GHz; RAM: 8 GB; Free hard disk space: 60 GB; Video: NVIDIA GeForce GTX 770 / ATI R9 280X DirectX11); requires internet activation.


English,German,Russian,Czech





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Dont buy it. its full of bugs and the devs have not released anything for over 2 months.. Not that good. Nicely balanced but suitably heroic unit that fits into a Skaven warband well. Grenadier class.. The game has some pretty funny references, nice jokes and charismatic characters, but is pestered by bugs, the battles are boring and not very challenging, and the camera view is problematic. Only recommended if you are a truly fan of turn based strategy games with nothing else to do. It could have been a great game with a little more polishing.. The game used to have a great potential in the very beginning, but sadly, the developer ran out of money and the title has now been abandoned. Most likely it is better to stay away from it now.

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GREAT! A GOOD GAME! ENJOY IT!. Console port style controls. Throttle is buttons only.

If you have a flight stick, forget it.

If you want a flight sim, play something else.

. Was a pretty alright game, but the last two achievement's are an absolute grind for no apparent reason. You get so little units that collecting 1,000,000 is really just absurd.. Farming Cards (^~). Araya thinks that jumpscare are enough to scare people.

Araya thinks that collecting keys to doors is an interesting gameplay mechanic.

Araya thinks that running sections with quick time events is good game design.

Araya thinks that scripted events without player movement are scary.

Araya thinks that reading random, unrelated notes and headlines is good worldbuilding.

Araya thinks that running around with walking speed in empty rooms is tension.

Araya thinks that an 8 year old can animate characters.

It's just a really really boring, jumpscare heavy game where you look at the same hospital assets for hours, while listening to the same horror sounds and collect meaningless garbage. Outlast did every aspect of this game far far better.

Once you realize the only time monsters appear in the game is during scripted running sections, the game becomes incredibly tedious, since it can offer nothing more than jumpscare to break up the repetitive hospital walking simulator. Gameplay never evolves into anything and since monsters don't have any AI the majority of the gameplay is boring and without tension, since the player can not die.

The architecture doesn't make sense, the story is not interesting and neither are the characters. Some of the voiceovers were clearly done in someone's bathroom, most of it is just badly written. The narrative uses typical horror tropes: abandoned hospital, scary little girl, random corpses, random deformed mad guy. The sound effects are pretty good, shame they are reused constantly.

All in all...not impressed.. I bought this game simply because I was informed that two of the old JS (Janus Syndicate) Members were involved in the development behind ConcPerfect 2017: And I have to say, what an awesome game it is!

If you already don't know what "Concing" is, Concing is a skill based movement by usually throwing a concussion grenade on zed ground which is used to push the player forward in a direction of the player's choice: It was pretty common around to see a lot of maps dedicated to Concing created in the early 2000s while Team Fortress Classic still had a thriving community of players. Concing isn't exactly around anymore and the TFC days are long gone; However, this little indie game brings that back. You will concussion your way to victory by jumping platform to platform until you reach the very end of the level along with a timer that keeps track of your score. I would say it's more fun to play with others but sadly this has to be one of the most underrated games on Steam and barely has even a community. There is nobody playing it and it really deserves more players. Another thing is that, I did put a little over 2 hours in game and I've already had finished all of the levels. There simply isn't enough content. But the game is new and the developers are always coming out with new updates so hopefully they'll add more levels into the game and a workshop. The visuals are surprisingly good for a game that is being worked on by a small group of people probably with a very little budget. But at the end of the day, I really look forward to the future for ConcPerfect 2017 and I think it could have potential to become something. The gameplay is solid, the conc physics are spot on, the level design is really impressive, the visuals are good and cartoon-ish. But most importantly, It's fun to play especially with your friends! I highly suggest this to newcomers who have no experience with Concing who want to get into Concing and I recommend to Oldschool Concers who want a new experience with Concing. For \$0.99 cents on Steam, you really can't go wrong with this game.

Overall rating:

6/10. Since there are only reviews in German, I'll be the first one to upload it in English, I can also upload it in French for people who are interested.

I cannot recommend this game not because it's a bad game, the original one and its expansion are great but this version is just a quick cash grab, that's all there is to it.

First of all, the interface and the icons looks like it's coming straight from a mobile game in this version, the icons looks exactly the same as those you find on mobile games but even worse, they're of very low quality and so is the interface.



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It's the same thing as before but with a few new additions that are not really worth paying full price nor half price for it.

Now, the good, the game and the expansion are now one so you got all the content in one game now plus there are a few new animals, not many but still cool, not worth the price at all though.  
Steam overlay seem to be working properly.

If they would have given it away for free for those who already own the base game and its expansion, now that would have been great, heavily discounted if you only own the base game or only its standalone expansion.

If the interface would have been made better, I would have been ready to pay about 2\$ - 3\$ But still not more than that, it's an very old game, there's nothing new to it except a few things that are not needed, make big expansions that are worth buying instead, enhance the game instead of downgrading it, 90's gaming/resolution > mobile gaming, it's that simple, I won't ask for a refund since it only cost me about 5\$ but It still was not worth it, so I'd suggest you buy the original one instead, way better, Wildlife Park is a good series but B-Alive (the developer) isn't good at all, they don't listen to the community at all, they just don't care, having played almost all existing games on PC and some consoles, I can confirm that their games are the most buggy ones, it's unbelievable how many bug there are.

Also, no mods, both Zoo Tycoon and Zoo Tycoon 2 can be modded, there are over 300 different animals that can be found over the internet, better interface mods, more items, etc.

This series has nothing.

If zoo management games were more common and made by more developers, B-Alive wouldn't be the worst developer but they wouldn't be the best either, far away from it, in terms of quality and content, it's bad. It's good because we don't have many Zoo management games, other than Zoo Tycoon, Marine Park Empire and a few other ones which are not as good, it is very uncommon.

In the end, the game is good but this version isn't, even if you do not own the original game and its expansion, just go and buy those instead, you could buy this if you're looking for more but you should wait until it is heavily discounted.

8V10 - the original game and its expansion

3.5V10 - this version, it feels more like a mobile game now than a computer game like it is supposed to be.

I do hope that they will make Wildlife Park 4 but they have to make it good, a decent computer game, not a crappy mobile game with mobile interface and icons, more content, more quality, less bug, more optimization (seriously, their games have the worst optimization ever, if the developer could learn how to code, that'd be great but in the end, no developer know how to code nowadays so I guess we can't blame it on them can we?). Thanks for the game. The forest made me feel like I'm in a movie. The city is less fun though

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