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FlightGear 2.10 at landing altitude

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Created 30/01/2013 - 11:16pm

Submitted by srlinuxx on Wednesday 30th of January 2013 11:16:53 PM Filed under [Software](#) [1] [Gaming](#) [2]

One of the most successful open source projects ever existed is about to release another major version, and as the release candidates were made available, I thought it would be a good time to take a look on what's coming.

FlightGear change logs have been ultra rich in the past versions and this one is no exception. Lot's of bug fixes, evolution of technologies and more material like new planes and new locations await us in 2.10!

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[1] <http://www.tuxmachines.org/taxonomy/term/38>

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[3] <http://worldofgnome.org/flightgear-2-10-in-landing-altitude/>