

Analysis of Build Your Own Flight Simulator in C++

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{Company's} Mr. {Person's} Prior Art References

Build your own Flight Simulator in C++, Michael Radtke (The Waite Group 1996 (ISBN 1-57169-022-0). Revised and updated edition of Flights of Fantasy.

Yes, it is an updated edition of **Flights of Fantasy**. It was published in 1996. It does not add synthetic vision. And '073 has a filing priority date of July 11, 1994.
