

Falcon History














































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




































Falcon History Timeline
































"The sim that just wouldn't die"



















































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|------------------------|-----------------|---------------------|-------------------------|---------|
| Official Falcon Series | BenchmarkSims | eFalcon Team | Theaters | Link |
| Books | FreeFalcon | C6 Team | Cockpits, Skins & Tiles | Article |
| Events | F4 Unified Team | Realism Patch Group | Utilities & Bug Fixes | Picture |






	Mar 01, 2004	F4 Glass v1.0 released	Eagle 9 Systems	
	Feb 29, 2004	G2Interactive declines Atari's offer; no more F4 Gold: OIR		
	Feb 25, 2004	Falcon 4 SuperPAK4 released	Falcon 4 Unified Team	
	Feb 25, 2004	F4Patch v5.0 released	Joel "Jackal" Bierling	
	Feb 25, 2004	SP4 leaked to the public due to an unauthorized link		
	Feb 09, 2004	Panthers F-16 pit Update v3 released	Dave "Panther" Donaldson	
	Jan 30, 2004	F-15C 3D Superpit released	Aeyes / Daws	
	Jan 09, 2004	FreeFalcon2.1 released	FreeFalcon Development Group	
	Jan 01, 2004	F4-BMS 1.03 released	Benchmarksim.com	
	Dec 31, 2003	F4-BMS 1.02 released	Benchmarksim.com	
	Dec 30, 2003	F4-BMS 1.01 released	Benchmarksim.com	
	Dec 22, 2003	Dr. Stop's 1600 x 1200 Block 40 F-16C Cockpit released	Stopworks.us	
	Dec 20, 2003	F4-BMS 1.00 released	Benchmarksim.com	
	Nov 26, 2003	F4-BMS 0.99 BETA released	Benchmarksim.com	
	Nov 17, 2003	Dr. Stop's 1600 x 1200 Block 52 F-16C Cockpit released	Stopworks.us	
	Nov 17, 2003	F4-BMS 0.98 BETA released	Benchmarksim.com	
	Nov 06, 2003	F4-BMS 0.97 BETA and Revised F4-BMS 097 Config Editor released	Benchmarksim.com	







































	Nov 04, 2003	Viper's Skin Pack v1.0 released	Rob "Viper" Senftle	
	Oct 26, 2003	A-10A 3D Superpit released	Aeyes / Daws	
	Oct 25, 2003	F4-BMS 0.94 BETA released	Benchmarksims.com	
	Oct 24, 2003	FalconSP MP3 released	Benchmarksims.com	
	Oct 23, 2003	F4-BMS 0.92 BETA released	Benchmarksims.com	
	Oct 22, 2003	FalconSP MP2 (multiplayer exe) released	Benchmarksims.com	
	Oct 21, 2003	F4-BMS 0.9 BETA released	Benchmarksims.com	
	Oct 14, 2003	F4-BMS 0.8-HOTFIX BETA released	Benchmarksims.com	
	Oct 13, 2003	F4-BMS 0.8 BETA released	Benchmarksims.com	
	Oct 08, 2003	Falcon 4 Unified Team Official Statement		
	Oct 05, 2003	F4-BMS 0.7 BETA released	Benchmarksims.com	
	Oct 04, 2003	Apology from Claude E. Cavanaugh, President of G2Interactive		
	Oct 03, 2003	F4 Gold: Operation Infinite Resolve website online		
	Oct 02, 2003	G2Interactive announces that work on SP4 cannot continue		
	Sep 29, 2003	FreeFalcon2 released	FreeFalcon Development Group	
	Sep 29, 2003	F4-BMS 0.6 BETA HOTFIX released	Benchmarksims.com	
	Sep 27, 2003	F4-BMS 0.6 BETA released	Benchmarksims.com	
	Sep 21, 2003	PMC TFW's quit from Falcon 4.0 scene		
	Sep 20, 2003	F4-BMS 0.5 BETA released	Benchmarksims.com	
	Sep 20, 2003	Benchmarksims.com announces Falcon4-BMS		
	Sep 03, 2003	A-10A 1600x1200 Superpit released	Aeyes	
	Aug 27, 2003	Panama Theater v2 released	Panama Theater Group	
	Aug 10, 2003	Raptors skin pack v1.4C released	Raptor	
	Aug 09, 2003	Panthers Tailart v1 released	Dave "Panther" Donaldson	
	Aug 05, 2003	Operation Desert Storm Theater v0.512b released	PMC Tactical Fighter Wings	
	Jul 21, 2003	Balkan Theater Update BOP-20030721 released	Colin 'Cooler' Morrow	
	Jul 19, 2003	Dr. Stop's 1024 F-15C cockpit released	Stopworks.us	
	Jun 08, 2003	Panthers CG Skin and CJ Skin released	Dave "Panther" Donaldson	








































	May 29, 2003	Panama Theater Update #1 released	Panama Theater Group	
	May 21, 2003	Panama Theater v1 released	Panama Theater Group	
	May 13, 2003	FreeFalcon1a released	FreeFalcon Development Group	
	May 13, 2003	F/A-18C 1600x1200 Superpit released	Aeyes	 
	May 07, 2003	Infrogames changes its name to Atari		
	Apr 30, 2003	Full Base tileset, including over 170 new Airbase HiTiles, released	Thomas "tom2" Wälti	
	Apr 25, 2003	FreeFalcon1 released	FreeFalcon Development Group	
	Mar 08, 2003	Full City tileset & new automatic installer released	Thomas "tom2" Wälti	 
	Mar 02, 2003	Hawaiian Theater Beta released	Crossup	 
	Feb 24, 2003	F-16 3D Superpit released	Aeyes / Tom Hamarcak	 
	Feb 15, 2003	Panthers F-16 pit Update v2 released	Dave "Panther" Donaldson	
	Feb 15, 2003	HiTiles "Demarcation line" fix released	Thomas "tom2" Wälti	
	Jan 25, 2003	HiTiles City1 and Harbour1 tilesets released	Thomas "tom2" Wälti	
	Jan 18, 2003	HiTiles extended, split into base installer and tile sets	Thomas "tom2" Wälti	
	Jan 08, 2003	HiTiles public Beta2 released	Thomas "tom2" Wälti	
	Jan 08, 2003	Panthers F-16 pit Update v1 released	Dave "Panther" Donaldson	
	Dec 27, 2002	F-111 1280x960 Cockpit released	Aeyes	 
	Dec 20, 2002	Falcon 4 SuperPAK1-MJ (Multi Joueurs) released	C6 Team	
	Dec 24, 2002	Korean 128 (EKT) Theater v0.1 released	PMC Tactical Fighter Wings	
	Nov 15, 2002	Balkan Theater Update BOP-20021115 released	Colin 'Cooler' Morrow	
	Sep 09, 2002	Balkan Theater Update BalkansBOP released	Colin 'Cooler' Morrow	
	Sep 08, 2002	Balkan Theater v1.0 for SP3 released	F4 Terrain Team	
	Sep 07, 2002	Panthers F-16 pit (original) released	Dave "Panther" Donaldson	
	Sep 03, 2002	Europe Theater v0.4 released	PMC Tactical Fighter Wings	  
	Aug 28, 2002	Aeyes starts charging for Falcon 4 Cockpits		
	Aug 23, 2002	Afghanistan Theater v0.1 released	PMC Tactical Fighter Wings	  
	Aug 12, 2002	F4Patch v4.3 released	Joel "Jackal" Bierling	
	Aug 11, 2002	Nevada Theater v0.2 released	Nevada Theater Group	  

	Aug 04, 2002	Vietnam Theater v0.8 released	PMC Tactical Fighter Wings	  
	Aug 02, 2002	F/A-18 3D Superpit released	Aeyes / Daws	 
	Aug 01, 2002	F-16 1600x1200 Superpit released	Aeyes	 
	Jul 19, 2002	Operation Desert Storm Theater v0.3 released	PMC Tactical Fighter Wings	
	Jun 27, 2002	Tacedit v2.35 released	Julian "Codec" Onions	
	Jun 16, 2002	Photorealistic F-16 Skins for SP3 released	Dave "Panther" Donaldson	
	Jun 09, 2002	Korea 2005 Campaign v1 released	Tom "Saint" Launder	
	Jun 04, 2002	Falcon 4 SuperPAK3 released	Falcon 4 Unified Team	 
	May 21, 2002	Force12 Studios announces F4 Gold: OIR		 
	Feb 10, 2002	MiG-29 v2.0 1024x768 Cockpit released	Aeyes	 
	Jan 28, 2002	Falcon 4 SuperPAK2 released	Falcon 4 Unified Team	
	Jan 20, 2002	F4Patch v4.2 released	Joel "Jackal" Bierling	
	Jan 02, 2002	Su-27 1024x768 Cockpit released	Aeyes	 
	Dec 02, 2001	C-130 1024x768 Cockpit released	Aeyes	 
	Nov 22, 2001	Falcon 4 SuperPAK1a released	Falcon 4 Unified Team	
	Nov 21, 2001	A-10 1024x768 Cockpit released	Aeyes	 
	Nov 13, 2001	Falcon 4 SuperPAK1 released	Falcon 4 Unified Team	
	Nov 06, 2001	C6-Team v6.0 Patch released	C6 Team	
	Oct 30, 2001	F/A-18C 1024x768 Cockpit released	Aeyes	 
	Oct 25, 2001	Totally Flying (flight sim compilation with F4.0) released	Infogrames / Microprose Software	
	Oct 06, 2001	Falcon 4 Unified Team website online		
	Oct 01, 2001	Dr. Stop's 1024 F-117 Cockpit released	Dr. Stop	
	Sep 28, 2001	Tacedit v2.01 released	Julian "Codec" Onions	
	Sep 17, 2001	Vietnam Theater v0.7 released	PMC Tactical Fighter Wings	
	Sep 17, 2001	Operation Desert Storm Theater v0.1 released	PMC Tactical Fighter Wings	
	Sep 01, 2001	Launch of the Falcon 4.0 SuperPAK project		
	Aug 29, 2001	Paul Wilson v1.0 Cockpit for eFalcon 1.10 released	Paul Wilson	
	Aug 14, 2001	eFalcon Extras for 1.10 released	eTeam	

	Aug 05, 2001	Realism Patch v5.0 released	Realism Patch Group	
	Aug 06, 2001	eFalcon v1.10 released	eTeam	
	Aug 05, 2001	Photorealistic F-16 Skins v2 released	Dave "Panther" Donaldson	
	Jul 30, 2001	Photorealistic F-16 Skins v1 released	Dave "Panther" Donaldson	
	Jul 07, 2001	F4Weather v1.10 released	Thomas "tom2" Wälti	 
	Jul 04, 2001	F4Patch v4.1 released	Joel "Jackal" Bierling	
	Jun 18, 2001	Balkan Theater v1.0 released	F4 Terrain Team	
	May 21, 2001	C6-Team v5.1 Patch released	C6 Team	
	May 15, 2001	Infogrames Licenses Falcon 4 to G2Interactive		
	Apr 20, 2001	Falcon 4.0/Axis & Allies Bundle released	Hasbro Interactive / Microprose Software	
	Apr 17, 2001	eFalcon v1.09 released	eTeam	
	Apr 16, 2001	F4Weather v1.0 released	Thomas "tom2" Wälti	
	Apr 13, 2001	F4Patch v4.0 released	Joel "Jackal" Bierling	
	Mar 20, 2001	Paul Wilson 1600 x 1200 Cockpit released	Paul Wilson	
	Mar 17, 2001	Paul Wilson V7 1024 Cockpit released	Paul Wilson	
	Mar 11, 2001	F-4 Phantom 1024x768 Cockpit released	Aeyes	 
	Mar 06, 2001	Vietnam Theater v0.4 released	PMC Tactical Fighter Wings	
	Feb 25, 2001	eFalcon v1.0799.1 released	eTeam	
	Feb 14, 2001	Vietnam Theater BETA 4 released	PMC Tactical Fighter Wings	
	Feb 14, 2001	Tacedit v1.29 released	Julian "Codec" Onions	
	Feb 04, 2001	Tacedit v1.28 released	Julian "Codec" Onions	
	Jan 29, 2001	Infogrames's acquisition of all of Hasbro Interactive's assets		
	Jan 27, 2001	eFalcon v1.0799 released	eTeam	
	Jan 20, 2000	C6-Team v4.2 Patch released	C6 Team	
	Jan 15, 2001	Cockpit Wide & Lighting Millenium Edition Build 4 released	Skypat (C6Team)	
	Jan 13, 2001	Balkan Theater Public Beta 6 released	F4 Terrain Team	
	Jan 13, 2001	Realism Patch v4.1 released	Realism Patch Group	
	Dec 25, 2000	Aeyes/F4Alliance MiG-29 mod 1024x768 Cockpit released	Aeyes / F4Alliance	

	Dec 24, 2000	Hawaiian Theater preview released	Crossup	
	Dec 21, 2000	TerrainView v1.48 released	Julian "Codec" Onions	
	Dec 15, 2000	C6-Team v4.1 Patch released	C6 Team	
	Dec 09, 2000	Hasbro has removed the official F4 website		
	Nov 26, 2000	C6-Team v4.0 Patch released	C6 Team	
	Nov 22, 2000	Hot Fix #1 for Realism Patch 4.0 released	Realism Patch Group	
	Nov 22, 2000	Realism Patch v4.0 released	Realism Patch Group	
	Sep 18, 2000	Vietnam Theater BETA 2 released	PMC Tactical Fighter Wings	
	Nov 13, 2000	F4Patch v3.0 released	Joel "Jackal" Bierling	
	Sep 10, 2000	Vietnam Theater BETA 1 released	PMC Tactical Fighter Wings	
	Sep 03, 2000	Tacedit v1.19 and TerrainView v1.45 released	Julian "Codec" Onions	
	Aug 21, 2000	The Realism Patch Group is no longer associated with iBeta		
	Aug 20, 2000	Tacedit v1.18 released	Julian "Codec" Onions	
	Aug 08, 2000	C6-Team v3.2 Patch released	C6 Team	
	Aug 05, 2000	F4Patch v2.1 released	Joel "Jackal" Bierling	
	Jul 28, 2000	F4CockpitManager (made redundant with the release of F4Patch v3.0)	Thomas "tom2" Wälti	
	Jul 26, 2000	eFalcon v1.0795 released	eTeam	
	Jul 24, 2000	C6-Team v3.1 Patch released	C6 Team	
	Jul 23, 2000	C6-Team v3.0 Patch released	C6 Team	
	Jul 22, 2000	F4Patch v2.0 released	Joel "Jackal" Bierling	
	Jul 20, 2000	iBeta Realism Patch v3.0 released	iBeta Realism Patch team	
	Jul 12, 2000	Balkan Theater Public Beta 3 released	F4 Terrain Team	
	Jul 04, 2000	eFalcon v1.075-9 released	eTeam	
	Jul 02, 2000	Xis' 800 Cockpit v6 released	Xis	
	Jun 19, 2000	C6-Team v2.7 Patch released	C6 Team	
	Jun 11, 2000	F4Patch v1.4 released	Joel "Jackal" Bierling	
	Jun 10, 2000	Cockpit 2.10 Wide & Lighting released	Benhur & Skypat (B&S C6Team)	
	Jun 04, 2000	Xis' 1024 Cockpit Beta-6a released	Xis	

	Jun 03, 2000	Xis' 1024 Cockpit Beta-6 released	Xis	
	May 29, 2000	iBeta Realism Patch v2.1 released	iBeta Realism Patch team	
	May 24, 2000	F4Patch v1.3 released	Joel "Jackal" Bierling	
	May 24, 2000	C6-Team v2.51 Patch released	C6 Team	
	May 23, 2000	C6-Team v2.5 Patch released	C6 Team	
	May 19, 2000	iBeta RP2 Choppers Patch released	iBeta Realism Patch team	
	May 18, 2000	F4Patch v1.2 released	Joel "Jackal" Bierling	
	May 17, 2000	iBeta Realism Patch v2.0a released	iBeta Realism Patch team	
	May 17, 2000	F4Patch v1.1 released	Joel "Jackal" Bierling	
	May 16, 2000	C6-Team v2.3 Patch released	C6 Team	
	May 15, 2000	iBeta Realism Patch v2.0 released	iBeta Realism Patch team	
	May 15, 2000	F4Patch v1.0 released	Joel "Jackal" Bierling	
	May 14, 2000	iBeta Weapon Patch for 1.08i2 released	iBeta Realism Patch team	
	May 04, 2000	Airbase Relocation Patch released	Mad-Max	
	Apr 23, 2000	C6-Team v2.0 Patch released	C6 Team	
	Apr 09, 2000	Falcon source code leaked to the public		
	Apr 02, 2000	Xis' 1024 Cockpit Beta-5 released	Xis	
	Apr 01, 2000	First version of Tacedit (TE/Campaign Editor) released	Julian "Codec" Onions	
	Mar 21, 2000	Bubble Slider Fix released	Sylvain "BugSquasher" Gagnon	
	Mar 02, 2000	First version of TerrainView (The Terrani Editor) released	Julian "Codec" Onions	
	Feb 26, 2000	Xis' 1024 Cockpit Beta-4a released	Xis	
	Feb 13, 2000	Xis' 1024 Cockpit Beta-4 released	Xis	
	Feb 01, 2000	C6-Team v1.0 Patch released	C6 Team	
	Jan 11, 2000	Xis' 1024 Cockpit Beta-3 released	Xis	
	Dec 26, 1999	iBeta 1.08i2 Patch released	iBeta Realism Patch team	
	Dec 21, 1999	Xis' 1024 Cockpit Beta-2 released	Xis	
	Dec 19, 1999	Xis' 1024 Cockpit Beta-1 released	Xis	
	Dec 17, 1999	iBeta 1.08i Patch released	iBeta Realism Patch team	

	Dec 07, 1999	Hasbro Interactive lays off the Falcon team	
	Dec 07, 1999	1.08 Patch released	Hasbro Interactive / Microprose Software
	Sep 13, 1999	Xis' 800 Cockpit v5 released	Xis
	Oct 28, 1999	Falcon 4 Skin Editor released	Julian "Codec" Onions
	Oct 14, 1999	First version of F4view (what is to become F4browse) released	Julian "Codec" Onions
	Aug 16, 1999	Xis' 800 Cockpit v4 released	Xis
	Jul 27, 1999	ACMI Viewer released	Julian "Codec" Onions
	Jul 24, 1999	Xis' 800 Cockpit v3 released	Xis
	Jul 20, 1999	1.07 Patch released	Hasbro Interactive / Microprose Software
	Jul 01, 1999	Xis' 800 Cockpit v2 released	Xis
	Jun 01, 1999	Xis' 800 Cockpit v1 released	Xis
	May 26, 1999	Falcon 4.0 for Macintosh released (MacSoft)	MacSoft / Microprose Software
	Mar 19, 1999	Falcon 4.0 released (Ubi Soft France)	Hasbro Interactive / Microprose Software 
	Mar 04, 1999	1.06 Patch released	Hasbro Interactive / Microprose Software
	Feb 03, 1999	1.04 Patch released	Hasbro Interactive / Microprose Software
	Jan 01, 1999	Falcon 4.0: Prima's Official Strategy Guide (346 pages)	Prima Publications / P. Bonanni 
	Dec 20, 1998	1.03 Patch released	Hasbro Interactive / Microprose Software
	Dec 11, 1998	Falcon 4.0 released	Hasbro Interactive / Microprose Software  
	Nov 10, 1998	Non-public Falcon 4.0 previewable beta released	Hasbro Interactive / Microprose Software 
	Nov 03, 1998	Falcon 4.0 Checklist (240 pages)	Sybex, Inc / P. Bonanni
	Dec 17, 1997	Falcon 4 Playable Demo released	Hasbro Interactive / Microprose Software 
	Sep 16, 1997	Conquer the Skies (flight sim compilation with F3.0) released	Microprose Software / Spectrum Holobyte 
	Sep, 1994	Hasbro Interactive announces Falcon 4.0	
	Sep, 1994	Falcon Gold released	Spectrum Holobyte 
	Oct, 1994	f3.05, m1.04 and h1.02 Patch released	Spectrum Holobyte
	Jun, 1994	Falcon 3: The Official Combat Strategy Book - Revised (368 pages)	Prima Publications / H. Bornstein & H. Brinh
	Apr, 1994	Falcon 3 Strategies and Secrets (308 pages)	Sybex, Inc / G. Hart-Davis 
	Feb, 1994	f3.04, m1.03 and h1.01 Patch released	Spectrum Holobyte

	Dec, 1993	f3.03 and m1.02 Patch released	Spectrum Holobyte	
	Dec, 1993	Falcon 3.0: Hornet: Naval Strike Fighter released	Spectrum Holobyte	
	Oct, 1993	Art of the Kill, combined manual and video released	Spectrum Holobyte	 
	Oct, 1993	m1.01.1 Patch released	Spectrum Holobyte	
	Sep, 1993	f3.02.1 and m1.01 Patch released	Spectrum Holobyte	
	Jul, 1993	f3.02 Patch released	Spectrum Holobyte	
	Jul, 1993	Falcon 3.0: MiG-29 released	Spectrum Holobyte	
	Nov, 1992	Falcon 3: The Official Combat Strategy Book & Disk (367 pages)	Prima Publications / H. Bornstein	
	Oct, 1992	Falcon 3.0: The Complete Handbook & Disk (652 pages)	Waite Group Pr / J. Powell, T. Basham	 
	Sep, 1992	f3.01.1 Patch released	Spectrum Holobyte	
	Jul, 1992	Falcon 3.0: Operation Fighting Tiger released	Microprose Software / Spectrum Holobyte	
	Jul, 1992	f3.0e Patch released	Spectrum Holobyte / Sphere	
	Jun, 1992	f3.0d Patch released	Spectrum Holobyte / Sphere	
	May, 1992	Falcon 3.0 Air Combat (350 pages)	Osborne McGraw-Hill / P. Bonanni, B. Yee	
	Mar, 1992	f3.0c Patch released	Spectrum Holobyte / Sphere	
	Jan, 1992	f3.0a Patch released	Spectrum Holobyte / Sphere	
	Dec, 1991	Falcon 3.0 released	Spectrum Holobyte / Sphere	
	Oct, 1990	Falcon Mission Disk 2: Operation Firefight	Spectrum Holobyte / Sphere	 
	Mar, 1990	Turn and Burn: The Authoritative Guide to Falcon (248 pages)	Compute / H. Bornstein	
	Nov, 1989	Falcon Mission Disk 1: Operation Counterstrike	Spectrum Holobyte / Sphere	 
	1988	Falcon A.T. released	Spectrum Holobyte / Sphere	
	1987	Falcon released	Spectrum Holobyte / Sphere	 
	1985	F-16 Fighting Falcon (Sega) released	Sega	
	1984	F-16 Fighting Falcon (MSX) released	Nexa Corporation	

