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Comparison of Linux Air Combat (LAC) with Other Linux-Compatible Combat Flight Simulators

Core Features of Linux Air Combat

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- **Aircraft & Era:** 54+ WWII-era aircraft and a theoretical jet (F-16 or A4 SkyHawk-like, depending on version) ⁴ ⁵ ⁶ [Ⓢ] .
- **Flight Model:** Realistic aerodynamics, including stalls, compressibility, blackouts/redouts, torque effects, and altitude-based engine degradation ⁴ ⁷ .
- **Combat Systems:** Guns, rockets, bombs, and (in some versions) jets with missiles/chaff ⁵ ⁶ [Ⓢ] .
- **Multiplayer:** 10-player online missions, 32 distinct realms, and persistent server-driven combat ⁴ ⁵ .
- **Controls:** Supports joysticks, gamepads, mouse, and keyboard with fully customizable mappings ² ⁴ .
- **Graphics:** Simplified OpenGL-based visuals for high performance on modest hardware ³ ⁵ .
- **Accessibility:** Configurable controls, text-to-speech, and interactive tutorials ⁴ ⁵ .
- **Platform:** Native Linux support via AppImage or source code, optimized for Steam Deck ² ⁵ .

Comparison with Other Linux-Combat Flight Simulators

Feature/ Category	Linux Air Combat (LAC)	Other Linux-Compatible Options (e.g., FlightGear, GL-117*)
Primary Focus	WWII-era air combat with limited jet support 4 6 	FlightGear: General aviation/combat; GL-117: Arcade-style combat ¹² .
Flight Model	Advanced physics (stalls, blackouts, damage-based performance loss) 4 7	FlightGear: Realistic but less combat-optimized; GL-117: Simplified arcade physics ¹² .
Multiplayer	Dedicated servers, 10- player missions, and persistent realms 4 5	FlightGear: Basic multiplayer; GL-117: Limited/no multiplayer ¹² .
Aircraft Variety	54+ WWII planes + theoretical jet 4 5	FlightGear: 20,000+ aircraft (civilian/military, mod-dependent); GL-117: ~10 generic aircraft ¹² .
Modding	Supports custom 3D models (.3ds) and sound files 5 6 	FlightGear: Extensive modding community; GL-117: Limited mod support ¹² .
Performance	Optimized for low-end hardware with simplified graphics 3 5	FlightGear: Demanding due to high-detail environments; GL-117: Lightweight but dated ¹² .
Combat Systems	Guns, rockets, bombs, IFF, RADAR, and strategic airfield strikes 4 5	FlightGear: Combat features require add-ons; GL-117: Basic guns and ground targets ¹² .
Accessibility	Configurable controls, text-to-speech, and narrated tutorials 4 5	FlightGear: Complex setup; GL-117: Minimal tutorials ¹² .

Feature/ Category	Linux Air Combat (LAC)	Other Linux-Compatible Options (e.g., FlightGear, GL-117*)
Development Status	Actively updated (v9.77 as of Oct 2024) ²	FlightGear: Actively developed; GL-117: Largely inactive ¹² .



Key Differentiators

- **LAC’s Niche:** Combines WWII-era dogfighting with modern multiplayer infrastructure, outperforming GL-117 in depth and FlightGear in combat-specific design ⁴ ⁵ ².
- **Ease of Use:** Precompiled AppImage and Steam Deck compatibility make LAC more accessible than most Linux flight sims ² ⁵ .
- **Community:** Small but dedicated player base focused on online combat, whereas FlightGear caters to broader aviation enthusiasts ⁴ ⁵ .

Notes

- **FlightGear:** While not exclusively a combat simulator, it supports military aircraft and combat via add-ons, but lacks dedicated combat mechanics like IFF or RADAR¹.
- **GL-117:** LAC’s predecessor, now outdated, with limited aircraft and no active multiplayer ⁴ ².