



HISTORY & MAJOR MILESTONES

1991

The Aerosoft GmbH was founded

1996

Moving into the Aerosoft building at the airport Paderborn/Lippstadt (EDLP)

2002

Development of the first train simulator add-ons

Development and marketing of software for pilot training and add-ons for the Microsoft Flight Simulator;
Release of the first self-developed hardware ACP (Aircraft Control Panel)

1990s

Focus shifts to the development of high-end flight simulator add-ons

since 2000

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2007

Development of further simulations like the Bus Simulator, World of Subways

2016

Release of the Fernbus Coach Simulator and Emergency Call 112 – The Fire Fighting Simulation; The first iOS game comes to the mobile market

Release of OMSI, Train Simulator and XPlane

2011

Release of the flight simulators XPlane 11 and Aerofly FS 2; with Straw Harvest the first 3rd party add-on for the Farming Simulator is released

2017