

One Xbox specific bug has been found:

- Checklists aren't appearing on Xbox. Clicking the checklist icon opens only a blank page. Some possible causes here: <https://devsupport.flightsimulator.com/questions/15099/bug-su12-xbox-wasm-preview-build-checklist-shows-e.html>




A few other recommendations for the Xbox version:

- A lot of the controls in the cockpit don't have labels, so it's difficult to know what each control does if you can't read Russian.



- The engine currently cannot be started when the 'Engine Auto Start' control assignment is triggered, the engine start process begins, but it looks like no fuel is added to the engine for light off. Compatibility with all of the Xbox controller controls was something Microsoft used to ensure was functional in their testing process.

^ ENGINE INSTRUMENTS	
ENGINE AUTOSTOP	RB + 
AUTO START ENGINE	RB + 

As a general bug on PC and Xbox:

- The vortices generate on the starboard (right) wing are currently being generated upside down. They need reversed to match the vortices generated on the port (left) wing.

