

Microsoft Flight Simulator F-16C Audio Recordings Captured at the 177th Fighter Wing



Photo By Senior Airman Darion Boyd | Mr. Tyler Bolhuis, founder and... [read more](#)

EGG HARBOR TOWNSHIP, NEW JERSEY, UNITED STATES

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177th Fighter Wing - NJ Air National Guard 

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ATLANTIC CITY AIR NATIONAL GUARD BASE, New Jersey — Mr. Tyler Bolhuis, CEO and founder of Echo 19 Audio Production, visited the 177th Fighter Wing, home of the “Jersey Devils,” to capture audio of multiple F-16C Fighting Falcon fighter jets, Feb. 24, 2025. The recordings will be integrated into a future version of Microsoft Flight Simulator, giving virtual pilots an authentic in-cockpit experience.

The experience of being inside of an F-16A / F-16C fighter jet has the potential of sounding more realistic than ever in the popular flight simulation platform.

“People are going to be able to hop in the cockpit on their Xbox or computer and actually hear one of these F-16’s inside their living room,” said Bolhuis.

Echo 19 specializes in creating immersive audio for flight simulators and video games. Using an integrated schematic of the proposed sound design, Bolhuis’ objective was to capture every detail possible of the F-16C fighter jet.

“It’s everything from switches in the cockpit, knobs, dials, buttons, even the sound of the battery coming on, the canopy closing and opening, and really everything in between,” said Bolhuis.

Through a production agreement with the National Guard Bureau, 177th FW facilitated Bolhuis’ access to multiple F-16C fighter jets in various operational settings, including start-up, idling on the flight line, taxiing to and from the arm/de-arm pad, takeoff, and inside a hangar. The 177th FW also helped minimize and avoid obstacles in the way of capturing clean audio.

The process of capturing clean audio recordings involves working around environmental noise interference.

“The 177th has been awesome!” said Bolhuis. “They allowed us to get inside an F-16 in a hangar where 177th Airmen helped get one quiet enough to actually capture switches flipping without having to worry about wind noise or rustling in the background.”

After the recordings are completed, Bolhuis will refine the audio recordings before passing them off to developers for integration into Microsoft Flight Simulator.

“When I get back home to Michigan, the real work begins,” said Bolhuis. “Editing, naming and preparing the files so that when the developers are ready for us, we’re not keeping them waiting.”

Piloting an F-16C in Microsoft Flight Simulator may closely replicate real-world cockpit audio, enabling users to experience the sounds of Jersey Devil fighter jets.

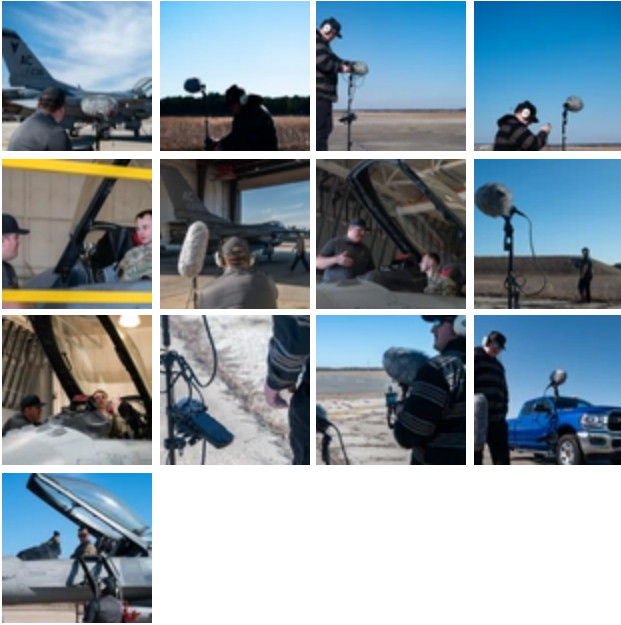
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