

# *FSUIPC 5.132 changes since 5.13*

**NOTE THAT 5.122 AND LATER VERSIONS ARE NOT COMPATIBLE WITH P3D version 4.0**

*NOTE: Since FSUIPC5 does not use direct hacks into P3D4 code, FSUIPC5 should be fully compatible with future P3D4 updates. In the very unlikely event this is ever not so I will advise early on in my Support Forum.*

1. Fixes a strange problem where key combinations including the number keys (0-9) no longer worked unless the number was repeated.
2. Offset 0x3365's "in dialog" indication handles the scenario loading message "Adjusting scenery objects", during which SimConnect rather strangely indicates that the Simulation has restarted – only to say it is stopped again on the next message, loading Traffic.

The 0x3365 value now changes from 3 to 2 then back to 3 during the loading sequence – the 2 value indicating "in dialog" and the 1 "in menu": the dialog is a result, normally, of Menu action, and FSUIPC has to assume that SimConnect STOP events are all Menu entries.

3. Interim update **5.131a** includes a facility to place all Lua files to be indexed for assignment into a separate folder, anywhere else on the same PC.

The path to be scanned is specified by a "**LuaPath**" parameter in the [LuaFiles] section, and can be a subpath of Modules (in which case just give the subpath), or a full path anywhere elsewhere on the same PC (determined by seeing a ':' character in the path, denoting a drive spec).

You either have *all* the *assignable* Lua files in the Modules folder, or in another. The limit is still 127 and the numbering in the [Luafiles] section of the INI will still be based on the order of the Lua files in the folder, as discovered initially (i.e when they first appeared). The numbering will stay the same if you merely copy all the Lua files out of the Modules folder and into the new one.

4. **5.132** fixes problems generating multiple action Mouse Macros.
5. Fixed a strange problem whereby joystick actions, autosaves, and some other FSUIPV operations, stopped operating after opening and closing certain P3D dialogues, such as the "Time Preview". This was previously only corrected by visiting another menu, such as the FSUIPC Options.
6. When used with **P3D version 4.3** or later (strongly recommended), the new "TextEventDestroyed" facility added in that release is used to send display clearance notifications to WideFS clients using the Lua **event.textmenu** function for client local displays.
7. When offset 3367 is used to operate aircraft doors, FSUIPC now writes directly to the relevant Simconnect Variable ("SimVar"), rather than send the TOGGLE AIRCRAFT EXIT controls.