

# FSUIPC 4.975, released 11<sup>th</sup> May 2020

## IMPORTANT NOTES

### USE WITH FSX Steam Edition

The latest non-Beta version of FSX-SE release fully supported by FSUIPC4 is build **62615**.

Both the Installer and FSUIPC4 itself will work fine with the Microsoft-released Beta update to FSX-SE, which takes the build number to **63003**. However, there are restrictions to be aware of:

#### FSUIPC4 Installer

If you installed the FSX-SE Beta build first, without having installed the 'proper' version beforehand (if that is actually possible), then the Installer may not work, citing the lack of a suitable SimConnect module.

If that happens you have two choices:

1. Back in the Steam interface, revert to the original non-Beta version. This only takes a minute or so. THEN run the FSUIPC4 Installer. Finally you can go back to the Beta FSX-SE. It is very quick to change between the two.
2. Alternatively, visit the Legacy Interfaces folder in your FSX-SE installation, here:

Steam\steamapps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\LegacyInterfaces

There you will see several folders. Select either the FSX-SE (if it is there) or the FSX-ACC one and run the SimConnect.msi file therein. After that the FSUIPC4 Installer will work.

#### FSUIPC4 facilities

If you are using the FSX-SE Beta you should be aware that some of the facilities haven't been enabled (the ones needing complex hacks into the FSX-SE code innards). These are the missing parts:

- \* **Wind smoothing (only used in conjunction with external weather apps)**
- \* **Friction table access**
- \* **Mouse macros**
- \* **SimConnect text diversion**
- \* **AI Traffic deletion (eg for ZAP facility and traffic limiting)**
- \* **Reading and changing traffic settings by program**