

IMPORTANT: What is missing in FSUIPC5?

For Version 5.13

There are still a few items not implemented and which are not likely to be. These are:

1. Ground friction table access: For these, if still required, I am dependent on L-M exposing them in a tidy implementation rather than having to hack through 64-bit code and data structures. L-M say this should not be necessary and won't be done until and unless they revise the subsystem which uses the data.
2. Separate Lua displays: in previous versions these were implemented by a very convoluted hack into the sim's internals. For 64-bit P3D I'm instead dependent upon SimConnect functions. These are extended in P3D compared to FSX, and single line displays will be routed to the default "message window", as used for general messages and which by default in a bar along the top, while multiline and Lua displays will use the more professional looking titled SimConnect window (though unfortunately the title is SimConnect's, not programmable). Both types of window can be resized, moved and undocked. But only one of each can exist at any time, so there's no way to have personalized Lua displays.
3. Control acceleration fix: I've really no idea if this is still necessary. Was implemented to prevent controls automatically accelerating (e.g 1 degree to 10 degree changes) even when used slowly if an intervening control occurred which was 'quicker' (i.e within the accelerator's time test). This tended to happen a lot with some of the more sophisticated add-on aircraft (PMDG in particular) which were in the habit of sending FS controls all the time. It was on the list sent to L-M but they are also of the opinion that it isn't needed. So, if there is still a problem it should be considered a bug in P3D and reported as such.