

FSUIPC

Installation and Registration Guide

**Flight Simulator Universal Inter-Process Communication
by Pete & John Dowson, © April 2020**

An application interfacing module for Lockheed-Martin's Prepar3D versions 4 (4.1 and later) and 5

Support Forum: [Pete Dowson's Support Forum](#)



For version 6.0 and later of FSUIPC

Note: All our Windows based software is always available in the latest versions from from the [Download Links](#) subforum in the Support Forum (link above), and also from

www.fsuipc.com

NOTE that the earliest version of P3Dv4 supported by this release is P3D 4.3.

Package Contents

As well as the document you are now reading, the FSUIPC package contains the FSUIPC installer “**Install_FSUIPC6.exe**” and possibly a changes text (*.txt*) file. This text file, when present, contains details of recent changes for patch releases. Please see the **FSUIPC History** document for a complete list of changes since FSUIPC5.

Running The Installer

The Installer itself should hopefully be self-explanatory. To run the installer, double-click it. You will then have to confirm to Windows to allow the installer to make the necessary changes to your system.

Please make sure that P3D is not running when you run the installer – if P3D is running when you run the installer, then this will be detected and the installer will abort.

P3Dv4 / P3Dv5 Selection

The FSUIPC6 installer will detect both P3Dv4 and P3Dv5 versions installed on your system. If you have both versions installed, after the Welcome page you will be presented with a dialog box to select the P3D version in which you wish to install FSUIPC. If you select both versions, please note that only one copy of FSUIPC will be installed to be used by both P3D versions. This means that your settings will be shared between the two versions, so any assignments made in one version will also be available in the other (the same *FSUIPC6.ini* file is used by each system).

If you would prefer separate installation directories for each P3D version, please select only one version. You can later re-run the installer to install FSUIPC in a separate directory for the other version.

If you have only P3Dv4 or P3Dv5 installed, no selection is necessary and the installer will default to use the version that you have installed.

FSUIPC5 or FSUIPC6 already installed

If you already have either FSUIPC5 or FSUIPC6 installed for P3Dv4 or P3Dv5 (or both), then the installer will first uninstall this/these installation(s). Only the files installed by the FSUIPC5/6 installer will be removed, and other files (*.INI* and *.KEY* files, lua scripts, macro files, etc) will be preserved so that they can be re-used.

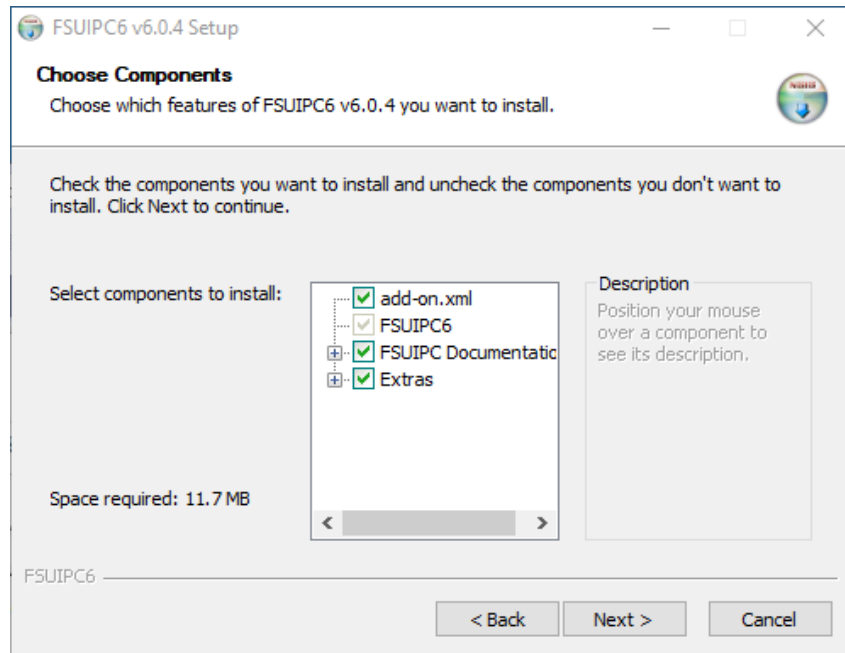
Note for FSUIPC5 Users

If you have previously used FSUIPC5 and wish to preserve your settings, then this can be achieved by renaming your **FSUIPC5.ini** file to **FSUIPC6.ini**, and moving this file to your new FSUIPC installation directory, if this has changed. You may also wish to move any auxiliary files (e.g. lua scripts, macro and mouse-macro files, etc).

Please also note that an **FSUIPC5 key is NOT VALID for FSUIPC6**, and you will need to purchase a new registration if you want to use the additional facilities that registration provides.

Installation Components

Once you have agreed to the License Agreement (EULA), you will be presented with a page that allows you to select the components that you wish to install:



The following components are available for installation:

1. add-on.xml

Previously (for FSUIPC5 and earlier), FSUIPC was installed in the sim using the '*dll method*', and was always installed in a subfolder, called **Modules**, of the main P3D directory. With FSUIPC6, the preferred method of installation is via the '*add-on.xml*' method, which is now the default installation method. You can revert back to the '*dll method*' previously used by deselecting this item.

Note that you can select the installation directory with both methods, and it is recommended to install FSUIPC outside of the main P3D directory regardless of the installation method selected.

When using the '*add-on.xml*' method of installation, the installer will create the **add-on.xml** file in a subdirectory of your Prepar3D add-ons folder (which is by default located under your windows Documents directory, called '**Prepare3D v4 Add-ons**' or '**Prepare3D v5 Add-ons**', depending upon which version of P3D you are installing into) called **FSUIPC6**. If installing for use by both P3Dv4 and P3Dv5, the location of the P3Dv5 add-ons folder will be used.

Note that if you have changed the default location of your add-ons folder, then the **add-on.xml** installation method may not work correctly, and you may have to either manually move the **add-on.xml** file created (after installation) or use the '*dll method*' instead.

When using the '*dll method*' of installation, the installer will update the **DLL.XML** file located in the **AppData\Roaming\Lockheed Martin\Prepar3D v4** (and/or **v5**) folder, located under your user account.

2. FSUIPC6

This component installs the **FSUIPC6.dll** file for use by P3D. Selection of this component is mandatory (i.e. it cannot be deselected).

3. FSUIPC Documentation

This component allows selection of the documentation that can be installed with FSUIPC. The documentation is broken down into the following categories:

User Manuals: selecting this item installs the following documents:

- Installing and Registering FSUIPC.pdf (this document!)
- FSUIPC User Guide.pdf
- FSUIPC for Advanced Users.pdf
- FSUIPC Offsets Status.pdf
- FSUIPC History.pdf
- Profiles in Separate Files.pdf

Lua Documentation: selecting this installs the documentation for FSUIPC' Lua interface together with examples:

- FSUIPC Lua Library.pdf
- FSUIPC Lua Plug-Ins.pdf
- Lua License.pdf
- Lua Plugins for VRInsight Devices.pdf
- LuaFileSystem.pdf
- Example LUA plugins.zip

PMDG Offset Mappings: selecting this installs additional documentation for the PMDG series of aircraft which have special offsets defined:

- Offset Mapping for PMDG 737NGX and 737NGXu.pdf
- Offset Mapping for PMDG 747QOTSII.pdf
- Offset Mapping for PMDG 777X.pdf

ASN WX Radar Facilities: additional documentation for ASN WX Radar facilities:

- ASN WX Radar facilities in FSUIPC.pdf

Note that all documentation will be installed in a folder called **FSUIPC6**, located under your windows **Documents** folder. If, for some reason, the documents cannot be installed in this location, a folder called **Docs** will be created under the installation directory, and the documents will be installed in this folder.

4. Extras

This component allows selection of the following additional software (freeware) to be installed:

SDK: the FSUIPC Software Development Kit. If selected, this will be installed in a sub-folder of the selected installation directory called '**SDK**'.

HiDScanner: a small program for scanning connected/registered Joysticks and other HIDs (Human Interface Devices) and providing full details as well as monitoring for changes. If selected, this will be installed in a sub-folder of the selected installation directory called '**Utils**'.

FS-Interrogate 2: a useful utility program for monitoring the FSUIPC offsets in real-time, kindly provided by Pelle F. S. Liljendal. If selected, this will be installed in a sub-folder of the selected installation directory called '**Utils**'. A user manual '**FSI2 Manual.pdf**' will also be installed in your FSUIPC6 documents folder.

Installation Location

Once you have selected the components to install, you will be presented with a page that allows you to select the installation location, regardless of the installation method selected. If you had a previous version of either FSUIPC5 or FSUIPC6 installed, then this will default to the location previously used. If no previous version of FSUIPC5 or FSUIPC6 was detected, then this will default to the *add-on.xml* location (regardless of the installation method selected). If this is the case, it is recommended to change this to a different location.

Once the installation location is selected, clicking the '**Next**' button will install the components that you have selected. An uninstaller will also be created, called '**uninstallFSUIPC6.exe**' and also located in the selected FSUIPC6 installation directory. This can be used to uninstall FSUIPC6 if and when required (and is also available from the standard Windows uninstall Apps page).

Once the install process has completed, you can optionally register your copy of FSUIPC6.

FSUIPC6 Registration

Registration for FSUIPC6 is optional. If you do not have an FSUIPC6 key or if you have previously register, then you can skip this step by clicking the '**Skip**' button. Note that if you have already registered and there is a valid *FSUIPC6.key* file in your installation directory, then the fields in the registration form will be pre-populated with these values

To register your FSUIPC6 key, and additionally your WideFS registration key, enter you registration details in the dialog box provided, shown below:

If you have a WideFS registration using different details (*Name* and *Email or Address*) then check the provided check-box which will enable you to enter these different details.

It is recommended to *copy-and-paste* the details needed from the purchase email that you received from SimMarket.

Once the details have been entered, click the '**Register**' button. This will verify the entered details against the key and generate a **FSUIPC6.key** file, and install this in your installation directory.

Please note that FSUIPC5 keys (and earlier) **ARE NOT VALID for FSUIPC6**. If you already own a key for FSUIPC5, a key for FSUIPC6 can be purchased via SimMarket for a substantially reduced fee.

WideFS Registration

Please note that if you are re-running the FSUIPC6 installer to register your WideFS7 key, then you also need to re-enter and re-register your FSUIPC6 key (if you have one). This is necessary as registration will re-generate your key file and the FSUIPC6 key will be missing if you do not include this.

FSUIPC Activation

If you have installed FSUIPC using the (default) *add-on.xml* method, the first time you run P3D you will be prompted to enable FSUIPC6. Accept this to activate FSUIPC.

Note that you can disable/re-enable FSUIPC at any time from the **Options** → **Add-ons...** menu P3D menu entry.

Installation Problems

If you have any problems with installation, please report this on our [support forum](#). Please attach your install log (if produced), and please **DO NOT POST** your registration details. The install log is named **InstallFSUIPC6.log** and is located in your select installation folder, as well as in the folder where the installer is located.

Invalid Key Problems

Please note that registration keys are only valid from the date of purchase. If you find your registration not working or the keys rejected, please **check that your PC has the correct date set**. It often happens that when folks install a new PC or motherboard, or even re-install Windows, the system date is left, forgotten and not corrected.

Please also note that only keys purchased for FSUIPC6 are valid for FSUIPC6. Keys for earlier versions (FSUIPC5-1) are **NOT VALID** for FSUIPC6.

If you have any problems with registration, please report this on our [support forum](#). Please **DO NOT POST** your registration details. These can be passed via a private message (PM) or email, and will be asked for via one of these methods if needed.

Uninstalling FSUIPC6

If you would like to uninstall FSUIPC6, then this can be achieved by running the **uninstallFSUIPC6.exe** file that is created in your installation folder during the install process. This can also be achieved by uninstalling using the standard Windows Apps uninstall feature (which will also use the same uninstaller).

Addendum: Identifying Files in Windows Explorer

Recent versions of Windows Explorer have the nasty habit of hiding important parts of filenames from you. This is supposed to make things easier, but often it does the reverse. "Log" files are shown without the '.log' part and are just labelled "text files". Similarly, "INI" and "CFG" files are shown with that important part omitted and just labelled "configuration settings" (if you are lucky). Even the programs themselves aren't correctly shown with the .EXE or .DLL part.

You will need to fix this at some point. In Windows Explorer, go to Tools, Folder Options, View tab, and scroll down the list. Uncheck "Hide extensions for known file types". Then, when you need to look at a log or find your settings you'll be able to identify it correctly.