FSUIPC 5.15 changes since 5.14

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

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.

IMPORTANT NOTE for Mouse Macro users updating to P3D version 4.4

Up until version 4.4 the mouse macro facilities in P3D4 have worked, but only if the aircraft is loaded after the same loading sequence in each session – in other words, as the first or default aircraft or always after a fixed previous sequence of loaded aircraft. This was because the identifier numbers for each mouse-sensitive rectangle in the panels was not maintained otherwise, so the saved macros had the wrong rectangle IDs in them.

Version 4.4 corrects this, providing fixed consistent IDs for each aircraft no matter when loaded. However, in order to correct the error L-M have had to change the numbering system and so no mouse macros made with an earlier version will work.

This means that you will have to re-make all of your mouse macros when you update to 4.4. But it will be worthwhile, because then they won't change again (unless you update the aircraft, of course).

Now the changes in 5.15:

1. The Lua library functions **ipc.setdisplay** and **ipc.setowndisplay** have been made to work consistently, and enhanced by allowing either P3D4 screen coordinates or percentages of the P3D4 screen for display size and position. The **ipc.setowndisplay** uses the same SimConnect display as **ipc.setdisplay** (and **ipc.ask**) and this is clarified.

   Note that you may see a little flicker of the window in the old position when the display is moved.

   An updated Lua library document is included in this release package.
2. The Lua library now allows for a zero for a zero Vendor ID (VID), as apparently used in some devices.
3. Version 5.141e fixes an error in the operation of the **RudderBlendLowest** facility.
4. The Lua **event.textmenu** function, previously only available in WideClient, has been added so that it can be used locally without needing a locally enabled WideClient.
5. The "instant replay" and "recording playback" modes of P3D4 are now recognized so that the FSUIPC joystick scanning now remains enabled in those modes.
6. The older format (FS9) formatted FLT files can now be loaded via the Offset 0130. This is done by adding an extra .flt after the normal .flt filetype (i.e. "name.flt.flt"). The extra

.flt is removed, leaving the original intact. Otherwise only the “name” part would be submitted to P3D which only works with the new (XML) format.

7. The FSUIPC Options dialogue can be moved on screen, and its last position is remembered and re-used next time. In P3D4 windowed mode this can even be outside the P3D window area.
8. There was a bug which badly corrupted mouse macro files if additional actions for one of the entries are added after the macro creation mode in ended and restarted. This is fixed.
9. The [Sound] device list in FSUIPC5.INI, used for Lua and application access to the sound playing facilities, is now amended if new devices are detected. New devices are added (but older ones, are left listed in case they are temporarily absent). Previously on a change of hardware the sound list was only updated if first deleted so a new one could be added.
10. An INI option “NoMessageWindows=Yes” can be used to stop FSUIPC using the SimConnect Message Window facility, forcing any Lua or application text destined for that display to be routed to the text output (the one defaulting to a bar at the top).
11. The offset 3402 (a 16-bit short word) contains flag bits each indicating one of several Simulator modes. These are detailed in the updated FSUIPC4 Offsets Status document supplied.