

Installation

Before trying to install FSUIPC4 you must have actually run FSX at least once. If you have not yet run FSX, do so first. This is necessary because certain essential files are not created until you have done so. The same applies to ESP.

Note that if you have both FSX and ESP installed on your PC, the Installer will install FSUIPC4 in both. If you are a user of the now-discontinued ESPIPC.DLL you should delete that and its ancillary files from the ESP Modules folder, and remove the ESP entry from the DLL.XML file manually. The FSUIPC4 installer cannot clean up your earlier manual settings for ESPIPC.

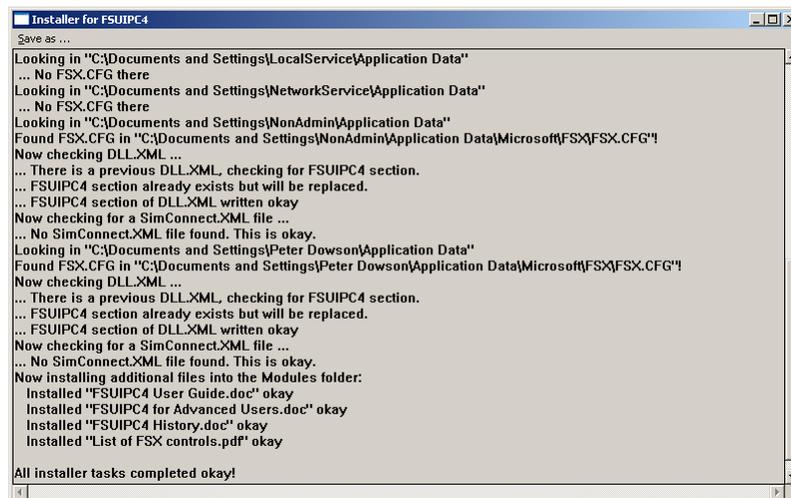
The rest of this document will talk only about FSX, but please read that to also mean ESP if you are an ESP user.

For the installation, you only need normal administrative privileges. If you are running as an ordinary user you may be able to use “Run As” to save Logging out and back on as Administrator.

Place the “Install FSUIPC4.exe” program onto your desktop, or into a temporary folder, and double click it to make it run.

This will do several things, in order:

1. Finds your FSX installation: It will do this by checking the Registry. If, for some reason, the Registry is not pointing correctly to your FSX installation the installer will present you with a standard Explorer type window and ask you to locate FSX.EXE, the actual FSX main program. (If you do this, the installer will also offer to fix the Registry entry for you. That option will occur later, but only if the rest of the installation proceeds correctly).
2. Checks the version of FSX.EXE: FSUIPC4 will not install if the version of FSX does not match the version (or one of the versions) for which this release was built.
3. Checks the versions of SimConnect available (yes, there can be more than one—there should be three if your FSX is completely up to date). If none match the encoding used by this version of FSUIPC4, the installer cannot continue.
4. Checks for existing FSUIPC4: If there is already a Modules folder in the FSX installation, and that folder contains a version of FSUIPC4 later than the one being installed, the latter will not install. Otherwise the modules folder is created if necessary and FSUIPC4.DLL is copied into it.
5. Enables special permissions for the Modules folder, so that on Windows Vista the INI, LOG and KEY files can be created and updated whilst FSX is running.
6. Finds the path to your FSX.CFG file—or all of those that may be used if more than one. These are in folders related to the users of FSX. If a suitable path is not found, installation cannot be automatically completed. A vital file is needed there—DLL.XML. Without this, FSX’s SimConnect system will not load FSUIPC4.
7. Other files (documents, in fact) in the package are then copied into the Modules folder alongside FSUIPC4. These are for your reference.
8. Whilst it does this it will display what it is doing on screen, in a readable text “Log”, like this:



9. When it has finished, if all is well, you will get a confirmatory prompt looking like this:



If anything goes wrong there will be information about this in the Log, and you will get a different prompt, telling you of the problem. If this happens, *before* clicking "Ok", scroll through the Log (there's a scroll bar on the right if the log is longer than the Window) to look for lines mentioning problems or errors or warnings. If you want help, click on the "Save As" entry in the Menu and save the log with a name such as "FSUIPC4 install.log". This will contain everything needed to help you. Just show its contents in a message to me in my Support Forum.

This complete process may repeat to cover both FSX and ESP, if you have them both correctly installed.

Finally, the Installer offers you the chance to Register FSUIPC4 and/or WideFS7, or simply check your registration. This appears on top of the Log display:



You do NOT have to Register at this time. In this case simply click the Cancel button to continue.

First select whether it is FSUIPC4, WideFS7 or both you are registering (or checking).

The options offered are:

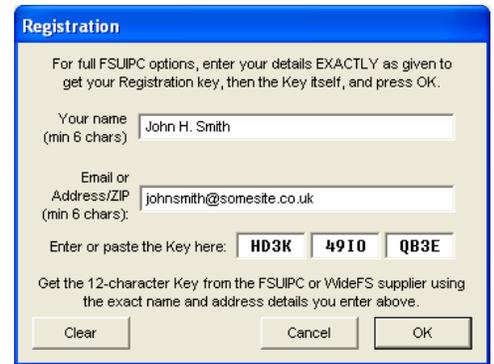
- Delete the previous registrations (this also lets you enter new ones). This is useful when you are changing one of the Keys in order to get your Name and Address/Email the same for both FSUIPC4 and WideFS7.
- Check the existing registrations. This will also effectively re-register you automatically if you have re-installed Windows or moved to a new PC, and have copied your previous FSUIPC4.KEY file into the FSX Modules folder already. It saves you having to re-enter the Key(s).
- Enter new registrations for FSUIPC4 and/or WideFS.

When you press OK you will be presented with the standard FSUIPC registration dialogue where you can enter your details and the Key. If you selected "Both" FSUIPC4 and WideFS7, you will get first one, then the other, though you will not have to enter your name and address/email twice, those will be remembered.

For more details about Registration, please refer to the section by that name, just below.

Entering Registration Details

If you pay for a registration key for FSUIPC4 then you get access to all the facilities it provides. The 12-character key you will purchase is inextricably related to the name and address (normally your email address) you used when applying for the Key. It is this information you need to enter. When you've checked the option to register FSUIPC4 in the Installer, you will be presented with a dialogue similar to the one shown on the right. Enter the details *exactly*: all three parts, the Name, Email/Address and Key need to be correct in every respect. Use cut-and-paste from the original to ensure this.



The image shows a 'Registration' dialog box with a blue title bar. The text inside reads: 'For full FSUIPC options, enter your details EXACTLY as given to get your Registration key, then the Key itself, and press OK.' There are three input fields: 'Your name (min 6 chars)' with 'John H. Smith', 'Email or Address/ZIP (min 6 chars):' with 'johnsmith@someite.co.uk', and 'Enter or paste the Key here:' with three buttons labeled 'HD3K', '4910', and 'QB3E'. Below these fields is a note: 'Get the 12-character Key from the FSUIPC or WideFS supplier using the exact name and address details you enter above.' At the bottom are three buttons: 'Clear', 'Cancel', and 'OK'.

Note that it does *not* matter if your email address is changed later. It is not used as an email address, on as a means of identifying you as the license holder. The only time a change used to present a problem was if you purchased FSUIPC4 one day, and WideFS7 another day, after changing the email address (or vice versa, of course). The registration **MUST** have the same *name* in both cases, but in all 2010 and later versions of FSUIPC4 you can actually register WideFS7 with a different email or other address.

All these details are remembered by FSUIPC4 in a file called "FSUIPC4.KEY", which is saved alongside FSUIPC4 in the Modules folder. **Save a copy of your FSUIPC.KEY file** (from the FS Modules folder). If you change computers, or reinstall Windows, you will need to re-register, and this is made much easier if you still have that KEY file. Note that the file is actually an ordinary text file which you can read in any text editor. Keys can exceptionally be provided which expire on a certain date, or they can last forever. Normally, for full payment, an everlasting key will be provided.

WIDEFS7: WideServer registration, and WideClient

WideFS7 registration follows an identical procedure and can be done at the same time. **Please note that your name must be identical for both**, even if the address changes, and, in fact, both will be copied for you by the Installer. But the access key will always be different. It, too, is saved in the FSUIPC4.KEY file.

If you registered WideFS7 then in FSX its operation can be disabled and enabled using a button on the right-hand side of the first FSUIPC4 options page. You will find the parameters for WideServer in the [WideServer] section of the FSUIPC4.INI file. You will not normally need to change anything there, though you may want to experiment with different protocols (ProtocolPreferred parameter). To do this you can disable WideFS7 on the options screen, edit the INI file, then re-enable WideFS7 again.

Except for the fact that the WideServer.DLL doesn't exist separately, and the parameters are in the FSUIPC4.INI file, the documentation for WideFS7 version 7.xx is the same as for WideFS 6.xx, as included in the main WideFS.ZIP file which you can download from the usual places. Please note that any version of WideClient from 6.50 onwards is compatible with WideFS7's Server—there is no specific "version 7 WideClient"—but you are advised to use the latest available (6.78 at the time of writing).

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.

Additionally, please note that most newly purchased Keys will not work correctly with old versions of FSUIPC. You need to keep your FSUIPC up to date!