

# *FSUIPC 4.853 changes since 4.85*

## *Improvements*

- 1 This version is adapted to work correctly with Version 1.4 or Prepar3D.
- 2 The G3D patch which was applicable to Prepar3D version 1.3 is implemented for version 1.4 as well.

## *Bug Fixes*

- 1 The re-arrangement of initialisation actions in FSUIPC4, made to try to avoid the "trust" bug problems in SimConnect afflicting some users, was a little too drastic and resulted in a number of required actions to fail. These included the [Auto] actions for the initially loaded aircraft, and the matching of the aircraft to their specific settings or Profiles. It also delayed the operation of the application offset reading capabilities.

- 2 **WARNING:** (This isn't a bug fix, because a fix has not been found)

The optional FSUIPC\_Loader.DLL should *not* be used if you want to use the FSUIPC mouselook facilities. Unfortunately, for some so far unexplained reason, using the Loader prevents FSUIPC receiving Mouse Move messages (even though it does receive Mouse Wheel and Keyboard messages quite normally).