

How To Install FSX-Steam Edition

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Hello Captains, in this and coming articles we will inform you with tips and tricks about FSE-SE. Many thanks to our crew member Piejo who shared his early experiences with FSX-SE.



1. How To Install FSX-SE as

1. a Single Sim Setup (FSX-SE only) or
2. a Dual Sim Setup (FSX + FSX-SE on one machine)

2. What you should know:

1. about Installers

1. If you are not familiar with the requirements for a succesful deployment of your simulator, please read the related articles in our [FSX pages](#). When you have already FSX on board, you have 2 choices: either remove FSX from your PC and install FSX-SE as a Single Sim Setup (1.A.) or install FSX-SE next to the already existing FSX installation (1.B. Dual Sim Setup).

Note: You cannot run both sims the same time on one machine !

1. with Single Sim Setup: FSX-SE will install as a normal FSX installation, using the standard registry path, folder and file names. No issues.
2. with Dual Sim Setup: FSX-SE is fully separated from FSX and after installation you can use both sims. FSX is not effected. But...
FSX-SE has its own registry values which results at the same time in a disadvantage for 3rd party FSX-Add-on-installers since they natively refer to the registry location of FSX and not to FSX_SE
A 3rd party add-on that needs to use the fsx.cfg must have another reference since in Dual Sim Setup this file is called **fsx-se.cfg** (!)
3. *Based on the fact that FSX-SE will further develop, manufacturers from aircraft, sceneries and other add-ons will phase out FSX development and focus on this new market. This brings us to the recommendation: create a Single Sim Setup.*

2. about Registry issues

1. If you need to adapt your registry path for any reason, [this article](#) and [this article](#) will show you how to manage.
2. the registry paths for FSX are named as
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Microsoft Games\flight simulator\10.0
HKEY_CURRENT_USER\SOFTWARE\Wow6432Node\Microsoft\Microsoft Games\flight simulator\10.0
3. the registry path for FSX-SE is named as
HKEY_LOCAL_MACHINE\SOFTWARE\DovetailGames\FSX

3. about Add-ons made for FSX

1. **FSX-Add-ons that use FSUIPC:** you need an updated version of FSUIPC4 4.3939 or later which can be retrieved [HERE](#).
2. **FSX-Add-ons like non stock aircraft and non-stock sceneries :** will work without issues; beware of any installation registry issues (see 2.A.c.)
3. **FSX-Add-ons that use SimConnect:**
 - with a *Single Sim Setup*: you should install the FSX SimConnect runtime libraries that can be found in the SDK folder in the FSX-SE installation. There you will read the legacy interface installers (.msi files).
 - with a *Dual Sim Setup*: without installing FSX SimConnect runtime libraries (*that can be found in the SDK folder in the FSX-SE installation*) none of the FSX Add-ons using the previous simconnect version of FSX-SP1-SP2-Acc_pack will work.
4. **FSX-Add-ons that use customized .DLL modules to access directly FSX memory locations:** *most of this type of existing .dll's don't support FSX-SE and in that case will FSE-SE cause to crash.*
5. **Add-ons that use customized .gau modules to access directly FSX memory locations :** *most of the existing .dll's don't support FSX-SE and in that case will FSE-SE cause to crash.*
6. **Our Recommendations:**
Remove the old FSX installation and start with FSX-SE.
Read further @ 3.A.

3. Installation of a Single Sim Setup FSX-SE: (clean install)

1. The advantage of this option is that FSX-SE at installation places a number of important files (fsx.cfg file, DLL.XML, the Controls folder, the Shaders folders, the scenery.cfg file and other files which are being placed outside the FSX-SE root), in folders which have the *same name* as previously in FSX. Therefore FSX-Addons can more easily be installed in FSX-SE. These are the folder names:

C:\Program Files (x86)\Steam\SteamApps\common\FSX) <- DEFAULT PATH

C:\ProgramData\Microsoft\FSX

C:\Users\\AppData\Local\Microsoft\FSX

C:\Users\\AppData\Roaming\Microsoft\FSX

C:\Users\Documents\Flight Simulator X Files

2. Note for choosing a different installation path/disk

1. Go to Steam – Settings – Downloads
2. Below Content Libraries select Steam Library Folders which opens a window where you could create or select a (new) Library folder (even at a separate drive)
3. Setup the appropriate folder OR drive and folder where you want Steam to be installed.

3. Install FSX-SE from STEAM

1. Refer to par. 3.B. as to where you want it installed.
2. Run the Sim once and reboot your PC. Continue with:
3. Installing SimConnect library: Browse to C:\(Program Files (x86)\)Steam\SteamApps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\lib and run the SimConnect.msi installer by double clicking.
4. Installing SimConnect Legacy Interface: Browse to C:\(Program Files (x86)\)Steam\SteamApps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\LegacyInterfaces and run the SimConnect.msi installer in each of the three sub-folders by double clicking.
5. Installing FSUIPC4: if your add-ons need it, download and install the latest version of FSUIPC4 4.3939 or later.
6. Done! Almost all installers for the FSX-Add-ons should revert to FSX-SE's location, e.g. all add-on scenery should install into the (correct) scenery.cfg location. FSX addons that use both the new Steam Simconnect and the older Simconnect versions should work ok.

4. Installation of a Dual Sim Setup FSX-SE

If you did not follow our recommendation for the installation of a Single Sim Setup we will guide you through the installation steps to go.

1. Install FSX:SE from STEAM then

1. Refer to par. 3.B. as to where you want it to be installed.
2. Run the Sim once and reboot your PC. Continue with:
3. Installing SimConnect library: Browse to C:\(Program Files (x86)\)Steam\SteamApps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\lib and run the SimConnect.msi installer by double clicking.
4. Installing SimConnect Legacy Interface: Browse to C:\(Program Files (x86)\)Steam\SteamApps\common\FSX\SDK\Core Utilities Kit\SimConnect SDK\LegacyInterfaces, and run the SimConnect.msi installer in each of the three sub-folders by double clicking.

5. Which folders result after installation of FSX-SE?

After installation your PC will contain the following folders c.q. files:

For FSX (those files already existed)

C:\Program Files (x86)\Microsoft Games\Microsoft Flight Simulator X

C:\ProgramData\Microsoft\FSX C:\Users\\AppData\Local\Microsoft\FSX

C:\Users\\AppData\Roaming\Microsoft\FSX C:\Users\Documents\Flight Simulator X Files

Registry keys:

– HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Microsoft Games\flight simulator\10.0

– HKEY_CURRENT_USER\SOFTWARE\Wow6432Node\Microsoft\Microsoft Games\flight simulator\10.0

For FSX-SE

C:\Program Files (x86)\Steam\SteamApps\common\FSX <- DEFAULT PATH

C:\ProgramData\Microsoft\FSX-SE (scenery config file)

C:\Users\\AppData\Local\Microsoft\FSX-SE (shaders)

C:\Users\\AppData\Roaming\Microsoft\FSX-SE (FSX-SE.cfg, (fall-back)scenery.cfg, controls.cfg, DLL.XML).

C:\Users\Documents\Flight Simulator X – Steam Edition Files

Registry key (64bit o/s shown)

– HKEY_LOCAL_MACHINE\SOFTWARE\DovetailGames\FSX

6. Install Addons in FSX-SE

In order to achieve that FSX addons will be installed correctly in FSX-SE, you have to do the following:

– Download and install FSUIPC4 4.393 or later, if your addons need it.

– Download [TweakFS/FSRegUtil](#).

Note: TweakFS Registry Utility has a small bug where the first time you use it and select the 'Search Reg' button, it will launch the Windows Registry Editor, but will not search for the FSX entry. If this happens, simply close the Windows Reg Editor window (that has popped up) and go back to TweakFS Reg Utility and press the 'Search Reg' button again – it will work the second time, and will launch the registry and find your FSX entry.

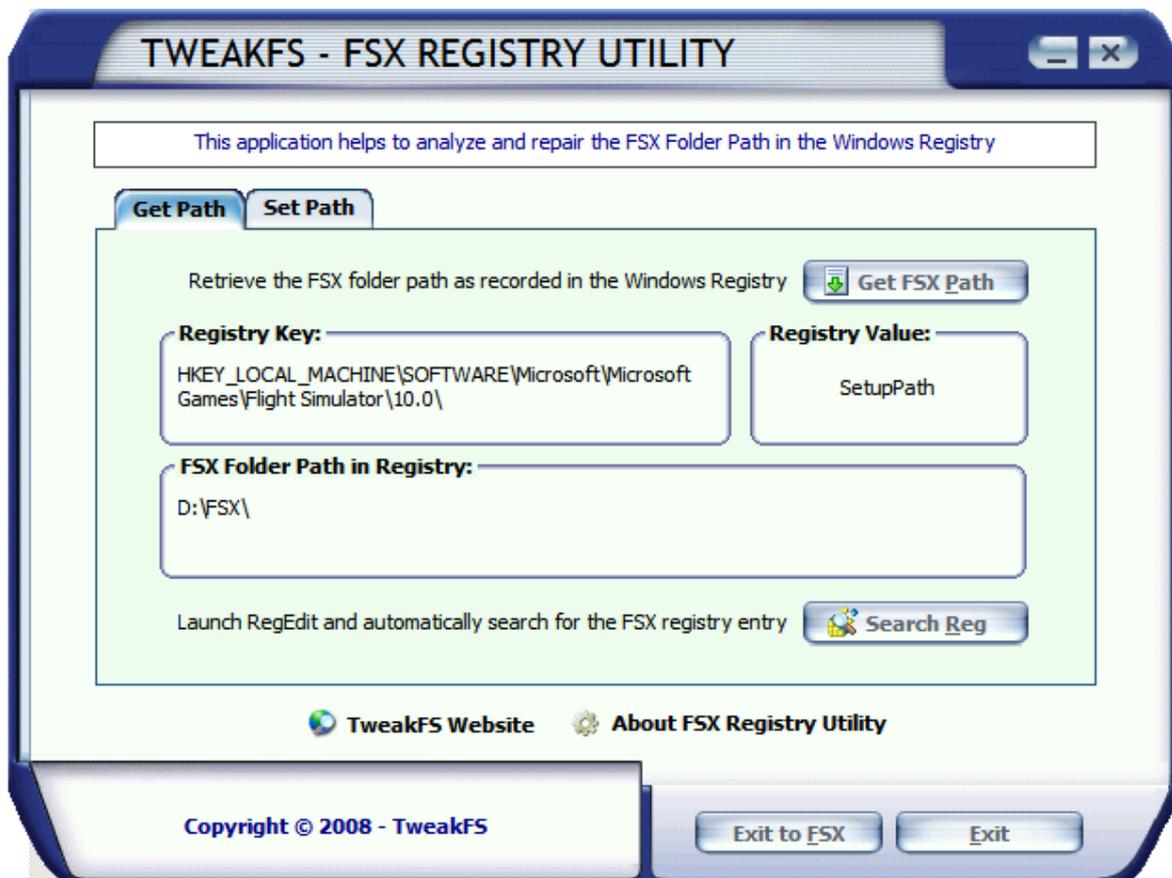
-You will need this since a **FSX-installer** of an add-on needs to know where FSX-SE is installed.

-Save this utility program in your download folder and run it as Administrator, right clicking the exe file.

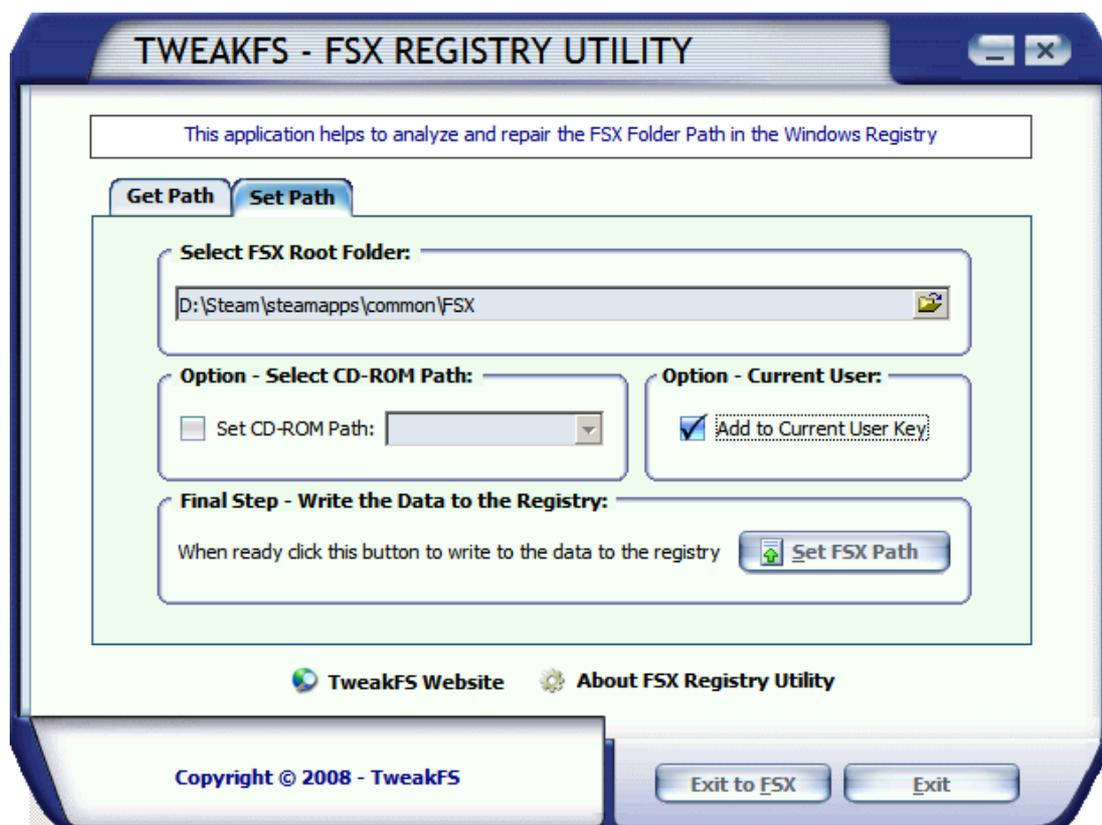
– Now -before you run the add-on installer- Get the FSX path. (Tab Get Path, then press Get FSX Path)

. In the sample below you see that FSX is installed directly on the D:\ drive. Now, you are going to change that path to where FSX-SE is installed.

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- Select "Set Path" tab and select your FSX-SE installation directory. Then select "Set FSX Path".
- After, check the "Add to Current User" checkbox and click "Set FSX Path". In the sample below you see that FSX-SE is also installed on the D:\ drive.



- Through this action an *installer of an addon made for FSX* can see that the addon must be installed in the folder and sub-folders where FSX-SE is installed.
- However, you are not ready yet, because, during the execution of the add-on installer, there are also FSX-SE files in the folders mentioned above, which by a number of addons have to be adapted during their installation. These (3) folder names are:
 - ::C:\ProgramData\Microsoft\FSX-SE
(namely the FSX-Steam scenery config file)
 - ::C:\Users\yourname\AppData\Local\Microsoft\FSX-SE
(namely the FSX-Steam shaders)
 - ::C:\Users\yourname\AppData\Roaming\Microsoft\FSX-SE
(namely the config file, the scenery config file, the Controls folders, and the XML config file for FSX-Steam).
- In order to achieve that an installer of a FSX add-on can also correctly effect the necessary changes in the files in those folders, you need to temporarily change the names of the above mentioned 3 :: folders, otherwise the changes are not written (!)
- So, if you also have a stock FSX installed too, this involves firstly to temporarily renaming the 'FSX' folder within the above file paths to something like 'FSXbackup'.
- Rename C:\ProgramData\Microsoft\FSX into C:\ProgramData\Microsoft\FSXtemp
- Rename C:\Users\yourname\AppData\Local\Microsoft\FSX into C:\Users\yourname\AppData\Local\Microsoft\FSXtemp
- Rename C:\Users\yourname\AppData\Roaming\Microsoft\FSX into C:\Users\yourname\AppData\Roaming\Microsoft\FSXtemp
- **Then simply change the 'FSX-SE' folder within the above file paths, to 'FSX'. Now when you run any addon installer for FSX, the FSX Steam folders will be properly adapted.**
- Rename C:\ProgramData\Microsoft\FSX-SE into C:\ProgramData\Microsoft\FSX
- Rename C:\Users\yourname\AppData\Local\Microsoft\FSX-SE into C:\Users\KLM149\AppData\Local\Microsoft\FSX
- Rename C:\Users\yourname\AppData\Roaming\Microsoft\FSX-SE into C:\Users\yourname\AppData\Roaming\Microsoft\FSX
- **It is essential that you change the names of these folders back to their original 'FSX' and 'FSX-SE' names, once you've finished installing scenery and before launching either FSX or FSX-SE !**
- **Moreover, if you later on want to install an FSX-addon in FSX (not FSX-SE), do not forget to change the path back to FSX again from FSX-SE with the help of the TWEAKFS FSX REGISTRY UTILITY!**
- ***Of course going forward, these steps should eventually become redundant; once native FSX-SE addons are released via Steam (or even 3rd parties). They will have then native abilities to point to the correct Scenery.cfg files, and similarly, eventually it's hoped that DTG / Steam will update FSX-SE to remove all Registry confusions between the sims. What we really need until that time is a 'switch' that automatically changes all file paths (sim installation, fsx.cfg, scenery.cfg) according to which sim we want to install an add-on in to.***

