

FSUIPC for Java programmers

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1.Welcome

I started this project because I wanted to interface with FSUIPC and thought it would be good to use Java because it's a powerful, flexible and most importantly free language. Using this API I have started work on some autopilot code. I haven't yet released the autopilot, but I will when it's more complete. This release of the Java SDK for FSUIPC is not complete in the terms of the API I want to implement, but does allow the user to read & write all the FSUIPC offsets.

2.The API

JavaDoc documentation has been started, but documenting code isn't as much fun as writing. Please see the java\doc directory for more info.

The classes implemented so far are:

fsuipc_wrapper	-	Interface into FSUIPC
FSUIPC	-	Provides functions for getting the primitive data.
FSNavRadio	-	Base class for the nav radios
FSADF	-	ADF radio
FSNav1	-	Nav1 radio
FSNav2	-	Nav2 radio
FSGear	-	Controls under carriage
FSLights	-	Controls the lights
FSFlightSim	-	Flight sim information
FSEngine	-	Base class for engine control and information
FSEngine1	-	Engine one
FSEngine2	-	Engine two
FSEngine3	-	Engine three
FSEngine4	-	Engine four
FSControlSurfaces	-	Control surface control
FSAircraft	-	Various aircraft information and control

3.Notes on building the C Wrapper DLL

The wrapper DLL is already built and supplied ready to use. If you need build the dll you will need Visual Studio. Open the solution file in the Source\CWrapper directory. You will need to set the preprocessor paths to point at your Java SDK or JDK folders so that the JNI headers are picked up.

4.The example

Example code is provided in the Test application in the Source folder. This is a NetBeans project using ANT.

If you do not use NetBeans you can create a new project in your favorite development environment and import the source files.