Skip Ready to Fly button manual update instruction

*** PLEASE MAKE A BACKUP OF THE ORIGINAL GAME FILE BEFORE MAKING ANY MODIFICATION ***

As of December 2024, the main UI of MSFS 2024 has been locked down by Microsoft/Asobo and any 3rd party modification to existing game UI is not possible. There are potential changes by Microsoft/Asobo to the game code to allow UI to be modified at a later date. I'll keep track of Microsoft /Asobo development status when code modifications become possible. In the meantime, if you have access to the game file for either Steam or MS Store version of the game, you may follow the instruction below to allow skipping of Ready to Fly button to allow MSFS Pop Out Panel Manager 2024 to work.

File to be modified under your XBOXGames folder (similar for Steam version of the game).

Since I've MS Store version of the game installed in the following folder and yours maybe on a different location. You can try searching for the file "base.bundle.js" on your PC to find the folder path. **Once again, please make a copy of the file before making modification.** You may need admin access to modify the file.

C:\XBoxGames\Microsoft Flight Simulator 2024\Content\Packages\fs-base-ui\html_ui\Global\pkg\base.bundle.js

Open base.bundle.js text editor. Look for line 3258 of the file, you should see code that looks like below (or you can search for the text "this.m_cbOnReadyButton = callback;" in your text editor if your text editor does not have line numbers):

```
Ready(callback) {
    this.m_cbOnReadyButton = callback;
}
```

Now change it to the following by adding an additional line of code:

```
Ready(callback) {
    this.m_cbOnReadyButton = callback;
    this.m_cbOnReadyButton();  // Auto click ready to fly button
}
```

Now, save the file and start a free flight. Ready to fly button should get auto-click once pre-flight cut scene starts. If the ready to fly failed to skip the cut scene, the file may have been overwritten by MSFS with new game update. Then just repeat the process above. I hope this should happen infrequently since most MSFS 2024 assets now get stream during start of the game and this base UI file is part of the original install of the game.

* Information for technical geeks. The ready to fly button is now part of the base global UI that gets loaded as soon as the game starts and cannot be overridden. The button is shared with another part of the game for career mode as well as free flight mode and is dynamically generated injected into mainUI.html as CoherentGT scene - CareerConfirmationPage (CareerConfirmationPageManipulator class).