
Title: Steese Hwy and town of Central

Case #: 22E280

Description: Steese Hwy and town of Central are missing.

Status: YELLOW (noted,on hold)

Developer Notes:

Roads coverages are not available for this area with our data set currently. Aerial is not currently good enough to add town. On hold until better imagery is available.

Title: Seward Bridges Out

Case #: CDB12C

Description: Water flows over road and train tracks

Status: YELLOW (noted,on hold)

Developer Notes:

A couple of flat bridges were turned into objects. But, there is some kind of glitch that is keeping them all from appearing.

Title: Kuparuk Oil Field

Case #: 4EF006

Description: This area is a major oil field. Is there any way it could get scenery similar to what was done for Prudhoe Bay near Deadhorse.

http://wikimapia.org/p/00/00/41/68/32_big.jpg

Status: YELLOW (noted,on hold)

Developer Notes:

Too many enhancements in this patch. On hold for next.

Title: South fork Kuskokwim

Case #: CF2E8D

Description: Width OK but this is very braided -numerous small channels upstream and downstream.

Status: YELLOW (noted,on hold)

Developer Notes:

Hand-drawing here would be pretty time consuming. On hold until better data becomes available, or we have some additional time to hand work this area.

Title: alpine oil field

Case #: 8119AF

Description: Would it be possible to get scenery at this location for the alpine oil field.
<http://www.asrcenergy.com/images/iiAlpinePad.jpg>

Status: YELLOW (noted,on hold)

Developer Notes:

Too many enhancements in this patch. On hold for next.

Title: River disconnected

Case #: 89332C

Description: The Mulchutna River is missing several sections in this area

Status: YELLOW (noted,on hold)

Developer Notes:

Available satellite images are too obstructed and unclear to improve at this time.

Title: Trees all over airport runway

Case #: 90E800

Description: Autogen trees are all over PAGS runway, tarmac. Only setting to remove them is autogen to zero.

Status: WHITE (not reproducible or out of scope)

Developer Notes:

We cannot duplicate the problem. This sounds like a 3rd party airport compatibility issue. Also, we never altered the PAGS airport for Alaska.

Title: Elevation airfield

Case #: E4D4E5

Description: Fit no with FSG

Status: WHITE (not reproducible or out of scope)

Developer Notes:

Can find anything here ???

Title: Portage Lake

Case #: 72C832

Description: The lake shouldn't be higher than the land around it.

Status: WHITE (not reproducible or out of scope)

Developer Notes:

See your other post about the glacier cliffs. This contradicts that request. Lakes in FSX are flat. The lake elevation best balances out the glacier cliffs with what you are seeing in this location. This is a unique situation resulting from Alaska's sharp terrain versus limits in mesh resolution.

Title: Portage Lake

Case #: B98715

Description: There shouldn't be a cliff here. It should actually be pretty level with the water's surface.

Status: WHITE (not reproducible or out of scope)

Developer Notes:

This is another glacier situation. The coastlines are dead-on. The lake must be flattened. The glacier and retreating glacier sections are causing the cliffs in the mesh data. If the lake is raised, it will cause unnatural dropoffs at the other end of the lake. The cliffs, versus the real world, are an effect of FSX's mesh precision limits.

Title: Matanuska River

Case #: 2CED46

Description: Water is doing strange things her and in some places is higher than the land.

Status: WHITE (not reproducible or out of scope)

Developer Notes:

This is a very subtle problem. There is a lot of complex water here with some road and airport flattening around. We would'nt know what to improve here, without risking other anomalies. And, mesh precision limits in FSX are just not high enough to smooth some of these situations.

Title: Missing Brige Near Cantwell

Case #: 8944FF

Description: Missing Brige Near Cantwell

Status: WHITE (not reproducible or out of scope)

Developer Notes:

Bridge does exist. Perhaps user does not have autogen slider 'maxed' out to see it.

Title: Missing Bridge

Case #: 39FEA9

Description: Missing Bridge

Status: WHITE (not reproducible or out of scope)

Developer Notes:

This extrusion bridge does also exists.

Title: Kodiak

Case #: A27545

Description: Ship mispalacement

Status: WHITE (not reproducible or out of scope)

Developer Notes:

Actually....this ship is a museum on the shore. It is accurate ;)

Title: Strange water cliff

Case #: 2FF1F3

Description: the water is cut off over a giant cliff. Also the whole shoreline in this area shouldn't be a vertical cliff.

Status: WHITE (not reproducible or out of scope)

Developer Notes:

We double checked water and it is exactly accurate. And, water should be at sea-level. What you are seeing are locations where glaciers dump into the ocean. But, these glaciers are not currently present in Ult Alaska. On hold for future addition of glaciers.

Title: Lake with water cliff

Case #: 60011B

Description:

Status: WHITE (not reproducible or out of scope)

Developer Notes:

Lake is flat for us. Cannot duplicate user's issue.

Title: Missing Runway

Case #: 7090C3

Description: Missing any type of runway surface. No visible airstrip at KKI

Status: WHITE (not reproducible or out of scope)

Developer Notes:

In FSX, both the runways are waterways at KKI. Akiachak land airport is Z13.

Title: Adak Runway PADK

Case #: 42A13E

Description: Surrounding ground textures show through the runway near ground level.

Status: WHITE (not reproducible or out of scope)

Developer Notes:

Cannot duplicate issue from our end. Possible user airport conflict with other scenery ?

Title: rock lake

Case #: E3B313

Description: spikes

Status: RED (not yet addressed)

Developer Notes:

Title: no water in the Reef lake

Case #: 5122D4

Description: this bug disappears only if UT USA Exclusions for default scenery is disabled. please see : http://www.simforums.com/forums/forum_posts.asp?TID=27375 and, in french with screens captures: <http://www.libertysim.net/forum/viewtopic.php?f=5t=19629> .

Status: GREEN (completed)

Developer Notes:

This is a problem because both AK and Canada share the same LOD 11 cell. The border runs right thru it. The only solution would be to add ALL of the exact same lakes to both Alaska and Canada. There has to be overlap for this entire cell.

Title: Missing Douglas Bridge

Case #: 87CA39

Description: Missing major bridge near Juneau

Status: GREEN (completed)

Developer Notes:

This one is a bit of a problem. Airport 5Z1 goes right under the bridge. Since we reworked 5Z1, it's exclusions are taking out the EXTRUSION bridge object that is defined in the Alaska Roads layer (FSX Scenery Library). The fix is to make sure the Alaska Roads layer is above the Alaska Cities layer.

Title: Juneau airport

Case #: 08B63A

Description: No control tower

Status: GREEN (completed)

Developer Notes:

Had to rework almost entire airport again.

Title: Elevation Water

Case #: 4EA2DD

Description: and Mesh Needels

Status: GREEN (completed)

Developer Notes:

Can/Ak border problem. The problem is actually in the 1110 cell. Change Canada water to match Alaska in this area, because the Alaska data is more numerous.

Title: Elevation Water

Case #: DB84D5

Description: Use with FSGenesis

Status: GREEN (completed)

Developer Notes:

Change lake elevation to 1184m.

Title: CYXQ Beaver Creek

Case #: 938D2D

Description: Sunken airport

Status: GREEN (completed)

Developer Notes:

Current airport is at 651m Sides of airport are at 661m. However, South end of airport is flat. So, if we raise entire airport, south end will be on plateau. In this case, a slight plateau might be better though. Maybe we can raise airport slightly to about 656m.

Title: Lake flattening river upstream

Case #: A4BC59

Description: Lake flattening river too far upstream, creating a canyon and a huge waterfall

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: 9AK0 Sportsmans Paradise

Case #: 2F7649

Description: airport in the water

Status: GREEN (completed)

Developer Notes:

Airport was way, way misplaced. Moved west approximately 1000m.

Title: Seward Highway

Case #: F31AC2

Description: About 15 years ago rock was blasted out and this section of highway was moved down and expanded next to the shoreline below the railroad track.

Status: GREEN (completed)

Developer Notes:

redrew 2 sections of highway in area.

Title: Bird Creek Missing

Case #: 369F2E

Description: The marker is at the point that should be the mouth of Bird Creed, a popular fishing destination near Anchorage. The parking lots on either side that are displayed are for parking and access to the creek.

Status: GREEN (completed)

Developer Notes:

Redrew large part of creek, near important locations.

Title: Seward Houses in River

Case #: FBFB11

Description: Houses and roads are going in the river near Seward

Status: GREEN (completed)

Developer Notes:

Improved but still not perfect due to some difficulties.

Title: Sky Harbor (9AK5)

Case #: 5D5C4F

Description: Houses and streets going over runway.

Status: GREEN (completed)

Developer Notes:

Airport slightly misplaced. A bit tricky because of surroundings. City itself needs a little work in this neighborhood area.

Title: Whitter Tunnel

Case #: 14C653

Description: The road and the train tracks share a 2 mile tunnel through the mountain. The road should not be shown going up the mountain.

Status: GREEN (completed)

Developer Notes:

Fixed

Title: Whitter Fuel Tanks

Case #: D0A23C

Description: These Tanks should not be on the side of the mountain.

Status: GREEN (completed)

Developer Notes:

Fixed

Title: Russian River Missing

Case #: 5C58F8

Description: The Russian river should be flowing down this valley. This is one of the most popular salmon sport fishing spots in Alaska.

Status: GREEN (completed)

Developer Notes:

Redrew portion of river where decent imagery was available.

Title: Merrill Tower

Case #: F00809

Description: After I installed the UTX - Alaska, the tower at Merrill Field (PAMR) has been removed.

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Merrill Field Elevation

Case #: C259DF

Description: Just found this out. Merrill is raised up and the buildings are "hanging" over the slope. I have GEXUSCAN, Ultimate Terrain USA, and UTA installed.

Status: GREEN (completed)

Developer Notes:

Made moderate airport adjustments.

Title: Lower Russian Lake

Case #: B2F118

Description: Lower Russian Lake should not be in a hole. In real life, there are no cliffs around this lake.

Status: GREEN (completed)

Developer Notes:

Change flattening to 161m. This is a different situation from some of the glacier cliff reports.

Title: Kenai River

Case #: 068442

Description: Strange drop in the river and the highway.

Status: GREEN (completed)

Developer Notes:

Had to flatten section of river at 103m. Unfortunately, this straddled both cells 0710 and 0810. So, both will need compiling.

Title: Hiking Trail to Portage Lake

Case #: F1C46E

Description: This is a foot hiking trail and not a road. There should not be any leveling here.

Status: GREEN (completed)

Developer Notes:

User is going to have to remove flattening for this type. Changed to gravel path, which is being flattened.

Title: Girdwood

Case #: E8B755

Description: Runway sunk into ground

Status: GREEN (completed)

Developer Notes:

Changed back to 62m.

Title: Black Spruce

Case #: D0409F

Description:

Status: GREEN (completed)

Developer Notes:

Change airport elevation to 140m. I suspect this airport is mislocated,. But, I cannot make out the correct location from satellite imagery or other sources. Now airport is on slight plateau on one end. Other end is flat. Sloping runways not allowed in FSX.

Title: AK12in small hole

Case #: 6BA6FC

Description: in Anchorage

Status: GREEN (completed)

Developer Notes:

Changed elev to 40m.

Title: Airfield on a plateau

Case #: 83371B

Description: AK46 showing as an elevated plateau in relation to surrounding terrain.

Status: GREEN (completed)

Developer Notes:

This airport was already adjusted. But, we lowered it another 5m. Because of variations in elevation around airport, it can't be flattened on all sides.

Title: Mesh

Case #: A15D74

Description: Elevation Lakes

Status: GREEN (completed)

Developer Notes:

Fixed several in area.

Title: Eureka Lodge

Case #: D16562

Description: Airstrip and buildings in the water

Status: GREEN (completed)

Developer Notes:

Moved airstrip.

Title: Denali Lodges

Case #: F46FD2

Description: This quarter mile along the highway should be jam packed with hotels and lodges from small cabins to very large resorts like the denali princess.

Status: GREEN (completed)

Developer Notes:

Added some generic lodges to area. Had to create new MCKINLEYNP scenery area.

Title: Fairbanks PAFA Hangars Roadw

Case #: 9933DB

Description: The vehicle roadway on the east side of PAFA Fairbanks It'l Airport runs through buildings and hangars. It appears that the buildings/hangars need to be adjusted to the west (left).

Status: GREEN (completed)

Developer Notes:

Moved buildings and reworked this part of airport.

Title: Fairbanks PAFA

Case #: FEC033

Description: The south end of Taxiway C and Runway 1R are in the water.

Status: GREEN (completed)

Developer Notes:

Water has been edited around taxiway..

Title: Anchorage - House in water

Case #: 8DF0C1

Description: There is a house floating out in the inlet near PANC

Status: GREEN (completed)

Developer Notes:

This was a house used during beta for range testing. Removed from Wanchorage scenery.

Title: Willow Area

Case #: B0817B

Description: Runway over Lake

Status: GREEN (completed)

Developer Notes:

PAUO. Moved to accurate location.

Title: Willow Area

Case #: 0C7AA9

Description: Lake raised on runway

Status: GREEN (completed)

Developer Notes:

Not too bad. Reduced airport grounds and lowered elevation slightly for airport AK68

Title: Homer Spit

Case #: 160FB8

Description: The homer spit is just grey gravel with no trees or vegetation other than a little grass here or there. I have no idea if there is an appropriate landclass. It just looks a bit strange with lush vegetation

Status: GREEN (completed)

Developer Notes:

Switch Shrub Deciduos texture to Bare Desert. This was the closest landclass that I could find for this area (which is a safe replacement for all 3rd party texture packages like GEX).

Title: Bradly Lake

Case #: 8EDB70

Description:

Status: GREEN (completed)

Developer Notes:

0AK7. Moved and rotated airport to correct location.

Title: Tatitna airport

Case #: 0A799E

Description: Location good - elevation bad - false plateau.

Status: GREEN (completed)

Developer Notes:

8KA airport, reduced elevation.

Title: Runway with water walls

Case #: 83F54C

Description: 01A airstrip is sunk below surrounding terrain with water showing as walls on each side.

Status: GREEN (completed)

Developer Notes:

Dupe...see 46B43F

Title: Misplaced

Case #: 46B43F

Description: Airfield 01A

Status: GREEN (completed)

Developer Notes:

Moved airport off water. Can really tell actual location from satellite images though.

Title: Small missing island

Case #: 089676

Description: Coastline with no island.

Status: GREEN (completed)

Developer Notes:

Fixed

Title: Part of River missing

Case #: CF31C5

Description: There is a peice of the Chilicodrotna River missing here

Status: GREEN (completed)

Developer Notes:

Redrew large stretch of river from aerials.

Title: missing islands

Case #: 7B888F

Description:

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Missing Island

Case #: 26C10A

Description:

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Lake has water wall

Case #: 1569BB

Description: Lake has a water cliff and needs to be flattened

Status: GREEN (completed)

Developer Notes:

Fixed. Connected 2 halves of lake as one object.

Title: Islands missing land

Case #: 962658

Description: Several islands in this area are missing interior land

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Island missing land

Case #: ECA86B

Description:

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Island missing land

Case #: 65E085

Description: Only shoreline is showing

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Island missing and water cliff

Case #: 9978FC

Description: Island has only shoreline.

Status: GREEN (completed)

Developer Notes:

Fixed.

Title: Very small missing island

Case #: 9217B4

Description: Very small coastline with no island

Status: GREEN (completed)

Developer Notes:

Removed small coast.

Title: Driftwood Bay

Case #: A62700

Description:

Status: GREEN (completed)

Developer Notes:

AK23 Airfield was badly misplaced. Moved to correct location. Duplicate report.

Title: AK23 Airfield

Case #: 6964E8

Description: ELEVATION . MESH

Status: GREEN (completed)

Developer Notes:

Airfield was badly misplaced. Moved to correct location.

Title: Mesh

Case #: ACAA8

Description:

Status: GREEN (completed)

Developer Notes:

Not 100% sure what reported problem is. But, we did find a sliver of land nearby that we removed.