

Landclass “Sandwich” Patch For Ultimate Terrain Europe

Pre-requisite

Landclass and the layering of landclass in FS2004 can be a difficult topic to understand. To get a better understanding of how landclass is used in FS2004, you may be interested in downloading and reading our 6-page document called “FS2004Landclass.PDF”. This document is available in the “Library” section of the Scenery Solutions website (www.scenerysolutions.com).

Patch Overview

This optional UT Europe patch provides a new landclass layer for all of the areas covered by our UT Europe product. Unlike the base UT Europe landclass, this landclass layer contains only urban/city landclass values. The surrounding areas are filled in using transparency. This allows you to “sandwich” in other landclass products between the base UT Europe landclass and the urban-only landclass. The end result is that you will get the urban portion of the UT Europe landclass, and the rural/vegetative portions of other landclass addons.

If the previous results are not your desired intent, then you should not download and install this patch.

Installing The UT Europe Landclass “Sandwich” patch

Unlocking The Patch Installer

First, you need to download the UtEurUrbanLc.zip file from the Scenery Solutions website. Then, you should unzip the contents to a folder on your hard drive.

- EuUnlock.exe
- UtEurUrbanLc.exe

The UtEurUrbanLc.exe file contains the patch installer. Before executing the patch, you must unlock it with EuUnlock.exe. The EuUnlock.exe application checks to make sure you have a valid copy of UT Europe installed. If so, it will unlock the UtEurUrbanLc.exe file for execution.

Execute EuUnlock now. It will tell you if you have successfully unlocked UtEurUrbanLc.exe.

Executing The Patch Installer

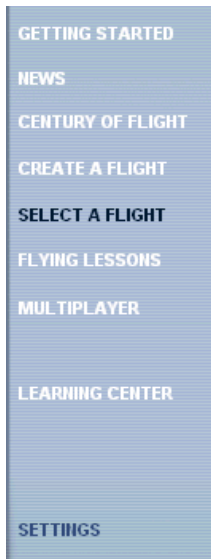
After unlocking the installer, you should execute the UtEurUrbanLc.exe patch itself. This patch will install a new scenery folder onto your hard drive. The scenery folder will be created under the folder containing FS9.EXE and will be titled SCENERY\UTEURCITY\SCENERY. It will contain the BGL files for the urban-only landclass.

After running the patch installer, you are not yet finished.

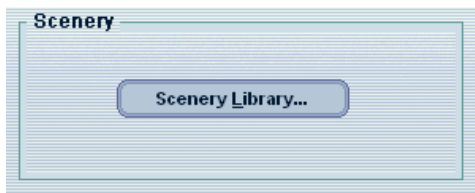
Adding A New Scenery Library Layer

You will then now need to add the new scenery layer using the FS2004 Library Manager.

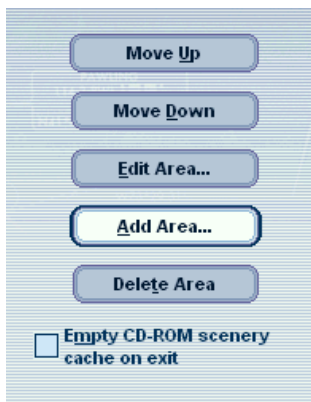
Start FS2004 and select the “Settings” option.



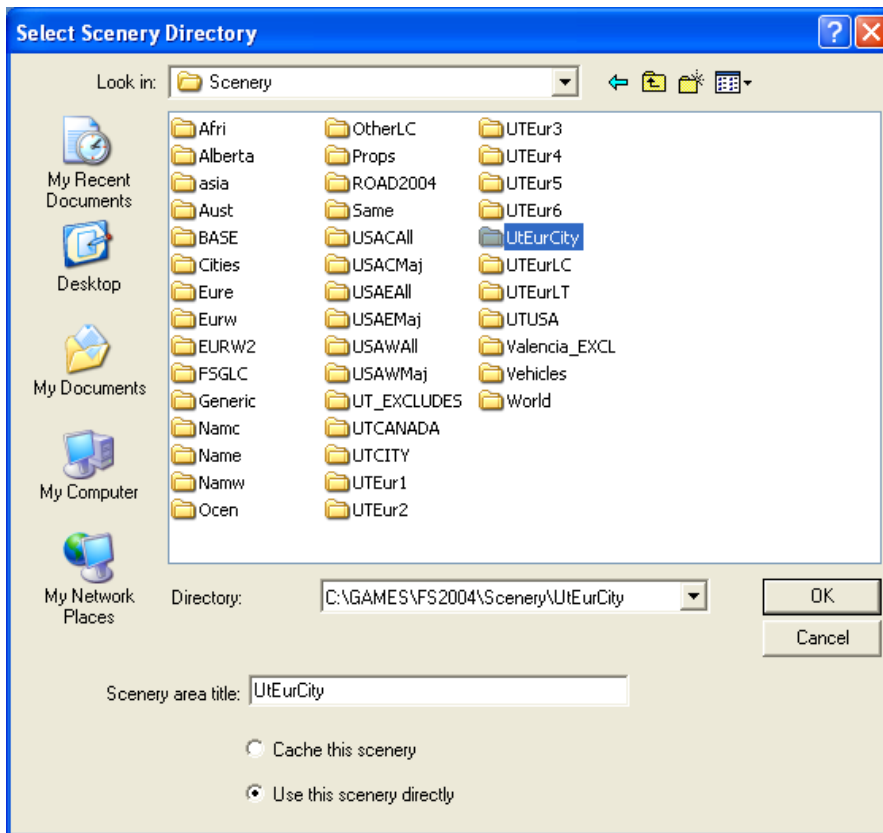
Now, select the “Scenery Library” button:



This will take you to the scenery library screen. From this screen, click the “Add Area” button.



Now, locate the "UtEurCity" folder and select it. Then, type "UtEurCity" into the box preceded by "Scenery area title".



At this point, the new UtEurCity layer should be at the top of the scenery library list. This gives the new UtEurCity layer top priority. However, you will need to arrange your landclass layers a bit differently to create the landclass "sandwich".

In the FS2004 Scenery Library, the top part of the sandwich should contain 2 scenery layers:

- Ultimate Terrain – Ind/Comm Landclass
- UtEurCity (which should have a lower priority than the Ind/Comm Landclass layer).

The middle part of the sandwich will then contain landclass layers from other scenery products. These landclass layers should be placed at a lower priority than the two landclass layers in the top part of the sandwich. But, they will have higher priorities than the UT landclass layers at the bottom of the sandwich.

- Ultimate Terrain – Europe 1
- Ultimate Terrain – Europe 2
- Ultimate Terrain – Europe 3
- Ultimate Terrain – Europe 4
- Ultimate Terrain – Europe 5
- Ultimate Terrain – Europe 6

This concludes the patch instructions. For additional help, please visit the Ultimate Terrain forum at www.simforums.com/forums. This is an unofficial Ultimate Terrain patch. As a result, support for this enhancement from the Scenery Solutions/Flight One staff may be given a lower priority than other support requests. However, the forum is a busy place and you can probably get help from other users if the regular support staff is unavailable to help at the time.