

Ultimate Terrain Europe Patch To Version 1.1

Description

The UEurPatchV11.exe application will update your current version of Ultimate Terrain Europe from version 1.0 to version 1.1.

You must have version 1.0 of UT Europe installed before running the patch. The patch will fail if version 1.0 is not detected.

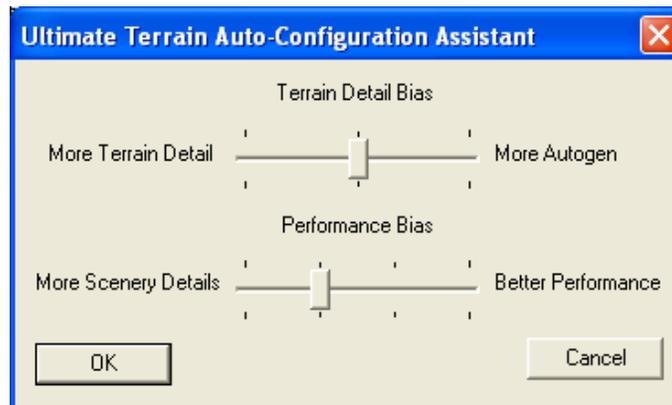
Please do not attempt to install the patch until you have read the preliminary tasks.

Preliminary Tasks

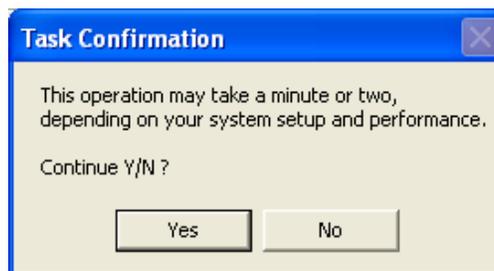
Before installing the patch, there are two steps/checks that should be performed.

Step 1:

- Start the Ultimate Terrain Europe “Setup And Configuration Tool”.
- Press the “Auto-Config Assistant” button.
- Keep the default settings shown below and press the OK button.



- When the task confirmation window below comes up, press Yes.



- You may exit the setup utility after the process above completes.

Step 2:

- Make sure FS2004 is not still running in the MS Windows task manager. FS2004 will occasionally not terminate completely at times even though it appears to. This could cause some scenery files to remain locked even after you terminate FS2004. You can ensure that this problem will not happen to you by rebooting your computer before applying the Ultimate Terrain Europe patch.

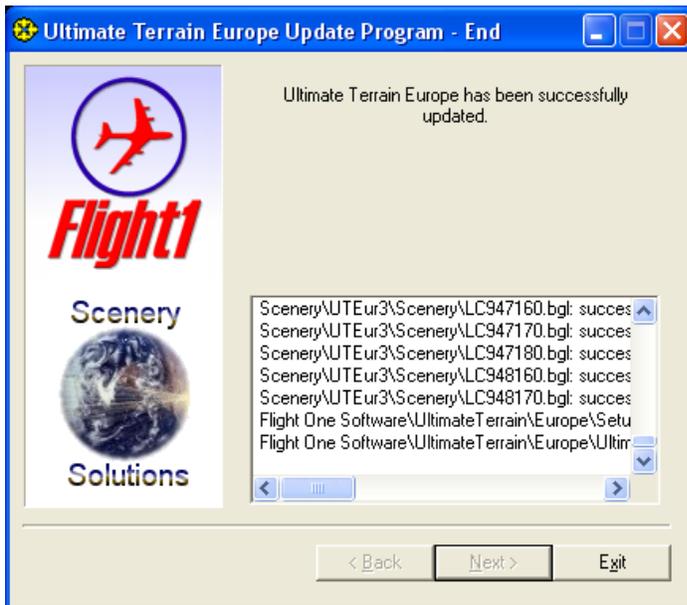
Patch Installation

Download the UtEurPatchV11.exe file and execute it.

The patch utility will try and read the correct FS9.EXE install location from the registry. If this location can not be read, or if you have installed FS2004 to different location, you must locate it yourself within the patch program. In nearly all cases, the location of the FS9.EXE file will be read correctly from the registry. The exception will be those users that have manually moved FS2004 from it's original installation location.

The patch utility will then verify that the patch can be installed. If so, then you will be prompted to continue.

This is a small patch, which should run pretty quickly. If the patch is successful, you should see the window below.



If you scroll up and see a few files that were not updated, it could be due to the presence of the UT Europe patches for better support with many FS addons. This is further explained in the "Patch Exceptions" section later.

Patch Problems

In previous Ultimate Terrain products, this type of patch process has been 100% effective as long as the expected FS9/UT Europe environments are present as expected.

- The patch will fail if version 1.0 of Ultimate Terrain is not installed.
- The patch will fail if the wrong path to FS9 is located.

Patch Exceptions

This patch will only update version 1.0 UT Europe scenery files with the new version 1.1 versions.

As you may be aware, we often release custom patches that allow UT Europe to work better with other add-on scenery products. These custom scenery files will differ from the standard UT Europe Version 1.0 files. As a result, this version 1.1 patch installer will skip over any of these custom scenery files.

For example, we released a custom patch for Aerosoft's Island Of Elba scenery product. For the custom Elba patch, it was necessary for us to release a custom version of the HP950160D.BGL file that is different from that in the base UT Europe Version 1.0 product. So, there are currently 2 versions of the HP950160D file available (the base UT Europe 1.0 version and the custom Elba patch version). This version 1.1 installer for UT Europe also includes a new file HP950160D.BGL to fix the problem with the missing Giannutri island. Since this patch will only update UT Europe Version 1.0 files, those users with the Elba patch installed will not get the missing Giannutri Island in the version 1.1 patch. However, this is much better than the alternative, which is to overwrite the Elba patch scenery files and cause major conflicts with the Elba scenery product.

Issues Addressed In Version 1.1

- The Ultimate Terrain “Setup And Configuration Utility” has been modified to work in 800x600 display modes. As a result, the interface has changed slightly to a wider format.
- The Scilly Islands have been included. These islands are not available from the commercial data set. However, they have been hand-edited from a variety of mapping sources. As a result, over 400+ islands and rock outcroppings are now present in the Scilly Isles region. Major roads on the islands are included, but will not be as accurate as those in other parts of UT Europe. A landclass upgrade is also included. Please remember that landclass in FS2004 has only limited accuracy. Due to the small size of the islands and the limited landclass accuracy in FS2004, please do not expect the landclass to be accurately positioned compared to real-life in the Scilly Isles.
- All UT Europe landclass files have been changed slightly. In version 1.0, you have to check both the “Enhance City/Town Landclass” and “Add Industrial/Commercial Landclass” buttons to get full urban landclass coverage. In version 1.1, you can uncheck the “Add Industrial/Commercial Landclass” feature and still get residential landclass textures in the areas previously covered by industrial and commercial building textures. This change was made due to overwhelming user feedback in the UT forums.
- Added 10 major tunnels that were not identified in our commercial road data set.
- Added the Italian island of Giannutri
- Fixed a problem with several islands off of the coast of Dublin (coastlines with no land area).
- Fixed some visual anomalies off of the coast of Calais in France.
- The river running through the Reggio-Calabria airport is now flagged as intermittent. As a result, you can remove the river by unchecking the “Add Wet Season Water Bodies” feature in the UT Setup and Configuration Tool. If you leave this feature checked, the river will still be present along with other intermittent rivers/streams.
- Added lakes Ghirla, Ganna and some smaller ponds/lakes in the immediate region.

Enjoy the patch.....And thanks for your continued support !