

Ultimate Terrain USA – Issues Addressed In Version 1.30

Performance Issues

- All coastline files have been completely regenerated to improve performance for users that are using Ultimate Terrain and advanced addon aircraft from some commercial vendors.

Water Corrections

- Removed island in straight of Juan de Fuca (issue 234)
- Corrected zero elevation body of water near Seattle (issue 247)
- Dropped Crater Lake water elevation by 120' to help with 38.2 mesh (issue 320)
- Redrew lakes from satellite imagery near Little Camas Reservoir. Dry portions were not drawn. (issue 334)
- Removed irrigated fields that were incorrectly portrayed as water near Blyth, CA (issue 347)
- Reworked many lakes in Wyoming that are incorrect in the TeleAtlas source data. The lakes actually appear to have been created from mountain shadows. These misclassified lakes were removed using satellite imagery as a backdrop. (issue 622).
- Removed lakes created from shadows in Utah west of Provo (issue 321).
- Removed dry lakes near Bingham Coppermine area of Utah (issue 238).
- Removed some dry lake shorelines near Sedona, AZ. These were going up the side of the hills (issue 331).
- Removed lakes near Long Peak and Vail, CO, which were incorrect in the source data set (issues 623 & 624).
- Fixed elevated lakes in large area of Eastern Colorado (yes guys, it is finally fixed ☺) (issue 304, 248, 241, 341, 293)
- Removed erroneous lake in Chisos Mountain area near Big Bend (issue 335).
- Fixed 0' elevation pond near Chicago, IL.
- Added Dry Tortuga islands (issues 253, 254)
- Improved area (minor improvement) where Niagara Power Reservoir enters Niagara River by removing flattening in some areas (issue 327)
- Reconstructed entire region of water NE of Jacksonville, FL from satellite images. This is the area reported as Mayport Odd Shores.

Road Issues

- Fixed some roads that were appearing in some Colorado lakes (issues 619, 620 & 621)

Landclass Issues

- No landclass improvements were added. We are working on some new landclass enhancements that will be implemented in FSX (and maybe FS9 also).