

# UTX Alaska Version 1.1 Patch

## Version 1.1.0 Feature Enhancements

### Bug Fixes And Specific Enhancements

We received 68 enhancement requests from our users, which have been addressed in this patch. Of the 85 enhancement requests received:

- 50 requests have been implemented in version 1.2 (green issues in the GE map).
- 12 requests could not be duplicated by us, were due to user configuration issues or are currently out of scope for UTX (white issues in the GE map).
- 6 requests has been put on hold for a future release (Yellow issues in the GE map).
- Any late requests that missed the patch cutoff date will be addressed in future patches (Red issues in the GE map).

If you have a question regarding a specific issue that you reported using ERSX, please see the developer notes at the link below. Each reported item is listed, with an appropriate developer comment (where necessary).

<http://www.scenerysolutions.com/Download/ErsxAlaskaV11.htm>

If you still have any questions as to why a reported issue was not addressed, please inquire about the issue in our public support forum at:

[http://www.simforums.com/forums/forum\\_topics.asp?FID=19](http://www.simforums.com/forums/forum_topics.asp?FID=19)

### Notes About Reporting Lake Elevation Issues In Alaska

Alaska is a unique terrain, which can confuse some users when it comes to reporting lake elevation issues.

Lakes in FSX are flat features. That is, the entire lake is set to a specific elevation. In most parts of the world, lakes that appear excessively sunken or raised on a plateau can be improved with an elevation change. This is not always the case in Alaska.

For example, some current or former glaciers often terminate into lakes. These glaciers are often elevated as compared to the surrounding terrain. As a result, glaciers that terminate in lakes may appear as small cliffs. Raising the lake elevations in these cases will not usually make things better, because the lake is at a correct elevation already. Raising the lake to reduce any glacier cliff effects will usually cause another part of the flattened lake to appear on an excessive plateau.

So, before reporting any lake elevation issues, please review the situation and make sure that the entire lake coastline is either too low or too high. If only part of the lake is too low or too high, then the lake is probably correct and the problem (or apparent problem to some users) has to do with elevation data (Mesh) being based on glaciers or glacier-like situations. In real-life, these

terminated glaciers may not appear as abrupt. But, FSX mesh is just not as detailed as real-world elevations (at least not yet).

### Excessive User Enhancement Requests

While this has not yet become a real problem, please keep the number of minor enhancement requests per user to a minimum. We realize that every user has their favorite place to visit. As a result, we don't mind making a minor enhancement or two to a user's favorite area, even if this enhancement has minimal impact to a majority of users.

However, if we get too many minor requests from the same user, we may have to cancel the request or put it on indefinite hold. We just don't have the staff or time to make too many minor cosmetic changes that have a very low impact on a large number of users.

Reports of issues that impact a large number of users are always appreciated. It is the time-consuming, low-impact enhancements that could become problems in the future.

Enjoy the patch and thanks for your understanding.