UTX Alaska Version 1.2 Patch

Version 1.2.0 Feature Enhancements

Bug Fixes And Specific Enhancements

We received 44 enhancement requests from our users, which have been addressed in this patch. Of the 44 enhancement requests received:

- 23 requests have been implemented in version 1.2 (green issues in the GE map).
- 9 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).
- 10 requests has been put on hold for a future release for various reasons, usually due to poor aerial data (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/Ala-notesV12.html

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

This patch had a large number of reported issues that could not be duplicated by us. If you think that you may have a 3rd party scenery conflict that may be causing the issue, please visit our support forum before reporting the problem.

Special Note About Ugly Large Parking Lot NE of Anchorage

If you are a UTX USA user, you may see a very large, ugly parking lot that does not belong at this location. The lot appears due to some invalid UTX USA files in Alaska. The files do not belong and should be deleted. If you are a UTX USA user also and want to rid yourself of this parking lot, just remove the 3 files shown below:

- Scenery\UtUsaGp\ GPP0810.bgl
- Scenery\UtUsaGp\ GPZ0810.bgl
- Scenery\UtUsaGp\ GPZ0810x.bgl

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).