

Comprehensive UTX Canada Version 1.2 Patch (includes v1.1 also)

Version 1.2 Feature Enhancements

UTX Canada Setup Tool

Several modifications were made to the UTX Canada Setup tool.

When you use the quick enable/disable feature with the setup tool, the changes will now only impact UTX Canada. Previously, this function would enable or disable all installed UTX product regions.

There is a bug in FSX that occurs whenever there are blank "Effect=" lines in the FSX TERRAIN.CFG file. This version of the setup tool makes sure that any blank "Effect=" lines are removed from TERRAIN.CFG, whenever you make changes to the "Change FS9 Style Wave Effects" portion of the UTX Canada setup tool.

The "Patch Preparation" functionality was removed from the setup tool. This functionality is now built into the patch process itself to insure that UTX Canada is configured correctly to receive the new patch files.

Bug Fixes And Specific Enhancements

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

- 67 requests have been implemented in version 1.2 (green issues in the GE map).
- 13 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).
- 5 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/ErsxCanV12.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

Version 1.1 Feature Enhancements

Race Tracks

UTX Canada is now the first UTX product to provide race track polygons, based on user requests. Over 4,000 race tracks have been added for Canada using 4 different texture types: dark asphalt, light concrete, red gravel and turf.

UTX Europe Style Tunnels

UTX Canada tunnels have been converted over to the newer and improved style present in our UTX Europe product. The tunnel entrances now look more realistic, instead of just a black hole in the terrain.

Alternate Extrusion Bridge Texture

The recommended road surface texture for all UTX road types is **asphalt**. In order to have the extrusion bridges match the asphalt road textures, an alternate extrusion bridge texture has been included. You can change road and extrusion bridge surface textures by running the UTX Setup tool and selecting "Change Road Surface Colors" from the "Ultimate Terrain" menu.

More Traffic

While working on our UTX Europe product, we discovered the cause of moving traffic dropouts in FSX. The problem occurs when there are overlapping traffic scenery files present. As per the overwhelming response to a poll in our public forum, we have combined both freeway and major road traffic into the same regional files to resolve the problem. As a result, all major roads and freeways will now have traffic without the isolated missing sections. Also, there are no longer two different traffic features in the UTX setup tool (separate entries for major roads and freeways). Instead, there is only a single traffic feature due to the need to work around the FSX traffic anomaly.

The additional traffic may cause a bit more of a frame rate hit. So, if you find that version 1.1 performance is reduced compared to version 1.0, the culprit is the additional moving traffic density. To compensate for the additional UTX traffic, you may need to lower your traffic % slider in FSX to improve frame rates..

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:

- 39 requests have been implemented in version 1.1 (green issues in the GE map).
- 4 requests were due to user configuration issues or are currently out of scope for UTX (white issues in the GE map).
- 1 request 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).