Comprehensive UTX Europe Version 1.4 Patch
(includes v1.2, v1.3 enhancements also)

Version 1.2 Feature Enhancements

Bug Fixes And Specific Enhancments

We received 151 enhancement requests from our users, which have been addressed in this patch.   Of the 151 enhancement requests received:

- 6 items were put on hold due to special circumstances
- 11 items were not able to be duplicated or are out of scope for UTX at this point.
- 134 items were successfully implemented in this patch.

If you have reported an issue and would like to read the developer notes, please see the link below:

Patch Notes

If you 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

Airport Corrections

As we mentioned in our forum, this UTX Europe patch is the first of our products that will attempt to correct misplaced FSX airports.   Focus will be on the FSX airports that are positioned in such a way as to conflict with the accurately placed roads and water in the UTX product lines.

Each airport renovation will be released as individual pair of scenery files (one of object data and one for vector data).   The UTX renovations for each individual airport can be enabled or disabled using the UTX Setup Tool.

There are 9 airports that have been corrected and enhanced in this release. An addendum to the UTX user's guide will be installed with this patch, which describes the airport renovation process in more detail.

Missing Roads For Isle Of Man and the Channel Islands

Up until this point, the TeleAtlas data that is used in our UTX Europe products has not supported either the Isle Of Man nor the Channel Islands (UK).   Recently, TeleAtlas has provided us with

their new set of detailed roads for the Channel Islands (UK). These new roads have been included with this patch.

Detailed Isle Of Man roads will be coming shortly from TeleAtlas and will be included in the next UTX Europe patch.   In the meantime, we have added hand-drawn major roads for the Isle Of Man in this release.

Norway Water

Additional improvements were made to some important water areas of Norway.   However, if you are using the default FSX mesh, some water features that appear north of 60 degrees latitude may exhibit excessively raised or lowered water features.   This occurs because the water features in UTX have had the elevations defined using the enhanced De Ferranti SRTM DEM data, which provides the most accurate elevation values currently available for this area.   The accurate water levels provided by the De Ferranti data can clash in places with the lower quality data used for mesh in FSX (north of 60 degrees latitude).

In order to get the best possible water environments north of 60 degrees latitude in Scandinavia, we recommend installing a mesh product that is based on the De Ferranti dataset.   .   The "World Terrain Mesh" product sold by FSGenesis is one product that is based on the De Ferranti dataset and is highly recommended in this area.

Race Tracks

UTX Europe now includes some important race track polygons.   This feature is similar to the racetracks already released in UTX Canada and UTX USA.

Version 1.3 Feature Enhancements

Urban Landclass

An inappropriate texture was being used for some sub-urban areas in Europe.   This landclass texture was more grid-like in appearance (like the USA), instead of non-grid as most cities are in Europe.   Also, the change was necessary to ensure that the UTX Europe landclass is a much better fit for the upcoming "Ground Environment X Europe" product (also to be published by Flight One).

In addition to the texture replacement, the city of Paris, France was completely reworked to provide a more accurate landclass.

Expanded Coverage In Greece

This patch adds hand-rendered areas for the islands in the far Eastern part of Greece, (i.e. Samos, Karpathos, Rhodes among all others).   See the image below for exact coverage (purple-tinted areas).   The enhancements include water, bodies, coastlines and landclass.   Because enhanced commercial road data is not currently available for these islands, default FSX roads are

displayed. However, some FSX roads in this area may appear out of place due to the newly accurate island coastlines.   More accurate roads for this area should be addressed in the future.

User-Requested Enhancments

At this time, version 1.3.0 does not address any requested user enhancements (except the enhanced island regions in Eastern Greece).

If you 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 1.4 Feature Enhancements

Ireland

Ireland was completely reworked to account for the fact that the water and road accuracy often did not match.   Many roads and/or bridges were moved to work around the water.   In some cases, the water was moved if the roads were more accurate.   Also, several coastline areas and islands were reworked.   In addition, some water features were either removed or reworked when portions of the water were actually digitized from mountain/hill shadows.

Ireland's famed Skellig island chain was added.   However, the default FSX mesh does not provide any elevation in these areas.   As a result, the islands are currently flat in FSX (without enhanced mesh in the area).

We tried really hard to find good resources in which to add Inistrahull Island to UTX Europe.   However, at this time, there does not appear to be any decent aerial or satellite resources for this

part of the world.   In fact, the island does not appear at all in either Bing Maps or Google Earth. If better images become available, we will add this island in a future patch.

Airports

Several airports were modified to prevent conflicts with roads and or vehicle traffic.   In the case of EDDM, major road traffic in the airport was removed, without modifying this very large and mostly accurate airport.

Trondheim

Major reworking of the coastlines around Trondheim were implemented.   Any roads in water were moved.   Bridges were also added or modified in the area.

Landclass

The landclass for the southern half of Europe was modified to match a shifted dry/mediterranean line that impacts southern Europe cities.   These are the same changes that were made for the UTX Europe patch for GEX Europe.   So, GEX users do not have to worry about any conflicts between this patch and GEX Europe.

User-Requested Enhancments

Outside of Ireland, which was a major rewrite, approximately 100 issues were investigated in this patch.   A vast majority of the issues were fixed or enhanced.   4 issues were put on hold due to a lack of quality resources in the area/region where the problem was reported.   The remaining issues that were not enhanced could not be duplicated on our end.

If your reported issue was not resolved in this patch, feel free to visit the support forum at www.simforums.com.   We would be happy to discuss the issue with you in the forum.

UTX Europe Setup Tool

Several modifications were made to the UTX Europe Setup tool.   These modifications will be replicated to UTX USA and UT Canada when the next patches for those products are released (in spring of 2010).

When you use the quick enable/disable feature with the setup tool, the changes will now only impact UTX Europe.   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 Europe 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 Europe is configured correctly to receive the new patch files.