

## UTX Tropical Americas And Caribbean – Version 1.1 Enhancements

#	Issue	Resolution
1	San Diego area has land areas where water should be. See this thread and this thread for more details.	Added missing San Diego bay feature and coastlines.
2	UTX TAC uninstaller will still uninstall the product even though you select cancel. See this thread for more details.	At this point of the uninstall process, the commercial installer has already uninstalled many of the product components. After that process is completed, the commercial installer calls a custom uninstaller which performs a unique cleanup. The cancel option should not even be available at this point. The cancel option has been removed from the custom uninstaller.
3	UTX TAC uninstaller will incorrectly remove all shared UTX World global scenery textures even though you still have other UTX products installed. Recompiled new uninstaller. The other one should have worked though, because the source code did not delete texture files.	Recompiled new base uninstaller to fix issue.
4	No lighting objects for island of Barbados. See this thread for more details.	Added lights for entire LOD5 cell.
5	UTX TAC repositioned airports cause multiple entries to appear in Flightsim Commander during flight planning. See <a href="#">this thread</a> for more details.	<b>There is no solution for this right now. Stub files are required to be present in the SCENERY\WORLD folder in addition to the regular scenery folder.</b>
6	Incorrect landclass type in Marquesas Keys, Florida after installing UTX TAC. See this thread for more details.	Fixed in special UTX USA patch released already.
7	Missing wave effect for UTX TAC rocky shoreline textures. See this thread for more details.	Had to release new setup tool. "Change FS9 Style Wave Effects" options did not work for Rock or Breaker features. This is because UTX TAC uses newer style textures and setup tool was looking for TERRAIN.CFG definitions for UTX Canada, USA and Europe textures. After installing the patch, user will need to run setup tool to activate the wave effects. To do this, select "Change FS9 Style Wave Effects" from "Terrain" menu option.
8	Waterclass issues at cell boundary near MYGW. See <a href="#">this thread</a> for more details.	Added new custom waterclass for the entire UTX TAC product area!

9	Raised water in lake next to TNCM. See <a href="#">this thread</a> for more details. Note Fly Tampa has issued a fix.	Reset lake elevation to 0m. Also had to remove traffic even though it WAS correct in real world. St Kitts in FSX is created from older aerial photos that are not up-to-date with newer UTX roads. Also, encasements seem to be showing slightly in water along with ground polys. Not sure what to do about latter right now. Partial fix.
10	UTX TAC road traffic runs across updated airport scenery at Merida (MMMD). See this thread for more details.	Merida and Cancun both seem geographically correct in FSX and do not seem to cause an issue with UTX TAC, which are also spot on. Is this airport misplaced in the 3 <sup>rd</sup> party scenery ?
11	Trees on the runway at MZBZ in Belize. See this thread for more details.	Strangely this is a bug in the default FSX airport as UTX did not modify this airport in V10. However, we have repaired the situation in V11.
12	Incorrect displaced runway threshold at UTX TAC modified TIST (now at wrong end of runway). See this thread for more details.	Fixed with new Airport editor.
13	Roads removed in Laredo TX after installing UTX TAC. See this thread for more details.	Major blending work between UTX USA and UTX TAC to improve border area.
15	Wallblake airport (TQPF) is sunken after installing UTX TAC. See this thread for more details.	Fixed
16	Cars in water near TIST at Lat=18.316953, Lon=-64.958475 (cell 3025).	Fixed
17	Extrusion bridge in wrong location at Lat=18.320400, Lon=-64.957030 (cell 3025).	Fixed
18	Incorrect mesh causes a lake on the side of a hill with a bridge at Lat=18.467629, Lon =-64.413677 (cell 3025).	Fixed
19	Incorrpect road traffic over taxiwpays at TJSJ. Lat = 18.436450, Lon = -66.013519 (cell 3025.) See this thread for more details.	<i>Major work done to both roads and airport features to have items fit correctly (including airport water).</i>
20	Overlapping liner and cargo ship objects near TJIG. Lat = 18.462375, Lon = -66.109405 (cell 3025). See <a href="#">this thread</a> for more details	Fixed
21	The AdvancedFeatures.pdf installed with UTX TAC is incorrect, it is for Ultimate Alaska X.	Added correct PDF file
22	The ILS glideslope and ILS localizers are incorrectly located at the repositioned MKJP airport. See this thread for more details.	Fixed

23	The ILS glideslope and ILS localizers are incorrectly located at the repositioned MKJP airport. See this thread for more details.	Also fixed lots of issues with conflicting rivers and streams in airport. Plus, bad water polygon nearby.
24	The ILS glideslope and ILS localizers are incorrectly located at the repositioned MGGT airport. See this thread for more details.	More corrections added to airport objects on roads, in addition to ILS,
25	Line in water.	Actually, there were 2 lines in this area to be fixed.