Ultimate Terrain Europe Patch For Aerosoft's Valencia

Ultimate Terrain Compatibility Patch Program

One of our goals at Flight One / Scenery Solutions is to provide our Ultimate Terrain users with custom patches, which will allow better integration between our product and many of the popular scenery addon products that are available for FS2004.

We feel this step is important, in giving our users the best possible scenery environment for FS2004.

Maintaining compatibility with other products is both an unusual and difficult task in this industry. So, we ask for your patience where needed.

In some cases, the patches will provide a perfect integration of products. In other cases, the patches will only provide moderate improvement over the unpatched scenery environment.

What This Patch Provides

This patch will provide a better integration between Flight One's UT Europe product and Aerosoft's Valencia product. You should test the Valencia product with UT Europe before applying the patch, so that you are aware of what the patch will do.

If you apply the patch, the airport region from the Valencia scenery will be fully displayed. The harbor area from the Valencia scenery had to be disabled in the patch, due to a large positional difference with UT Europe's coastlines.

We will try and work with the author of the Valencia scenery to come up with a better solution in the future.

If you have Aerosoft's New Spanish Airports product, then this patch is one of several scenery area patches that should be applied if desired.

Patch Instructions

This patch involves adding the necessary "exclude" files to FS2004. These file(s) will deactivate any scenery features that clash with UT Europe.

Included in this ZIP file, is a file containing a compressed folder. The name of the file is FOLDER.ZIP.

You should extract the contents of this folder, preserving the directory structure, to the folder/directory containing your FS9.EXE file.

For example, if your FS9.EXE file was located at C:\program files\FS2004, then you should extract the contents of FOLDER.ZIP to that location.

The FOLDER.ZIP file contains one or more BGL files that will be installed to SCENERY\UT_EXCLUDES\SCENERY. This folder may also be used by other UT Europe patches, so the folder may preexist already.

After installing the BGL file(s), a new scenery layer will have to be added to the FS2004 Scenery Library. This is explained in the next section.

FS2004 Scenery Library

If it does not already exist, you need to create a new entry for UT_EXCLUDES in the FS2004 Scenery Library.

To do this:

- Start FS2004
- From the main menu, click “Settings”, then click “Scenery Library”
- If you don’t already see a scenery area named “UT_EXCLUDES”, then you will need to add a new one.
- Click “Add Area” to add a new area
- Now, browse to the Scenery\UT_EXCLUDES folder, highlight it, and press the OK button.

After adding the new scenery area, you should see an entry named “UT_EXCLUDES” at the top of the FS2004 scenery library. A checkmark next to the folder indicates that the folder is active.

The necessary scenery files will now be excluded. You can uncheck the “UT_EXCLUDES” entry at any time to bring them back.

We highly suggest keeping the UT_EXCLUDES scenery area at the top of the FS2004 Scenery Library.

Patch Updates

To check for patch updates, or for additional patches, please visit the Ultimate Terrain Compatibility website at the link below:

http://scenerysolutions.com/Compatibility/

Patch Support

This patch has been created by Scenery Solutions. Please do not contact the developer of the addon product in question for help with the patch. If needed, we will try and provide you with product support for the patch at our Ultimate Terrain support forum below:

http://www.simforums.com/forums/forum_topics.asp?FID=19

We will be glad to try and help you with your patch questions. However, please remember that we will have limited expertise on the 3rd party products in question.

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