

# UTX USA Version 1.5 Release Notes

## Version 1.5 Feature Enhancements

### Bug Fixes And Specific Enhancements

Only 16 issues were reported. However, a few of the modifications ended up being a complete reworking of large parts of the terrain.

- 7 items are still put on hold due to special circumstances
- 4 items were not able to be duplicated or are out of scope for UTX at this point.
- 5 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](http://www.simforums.com/forums/forum_topics.asp?FID=19)

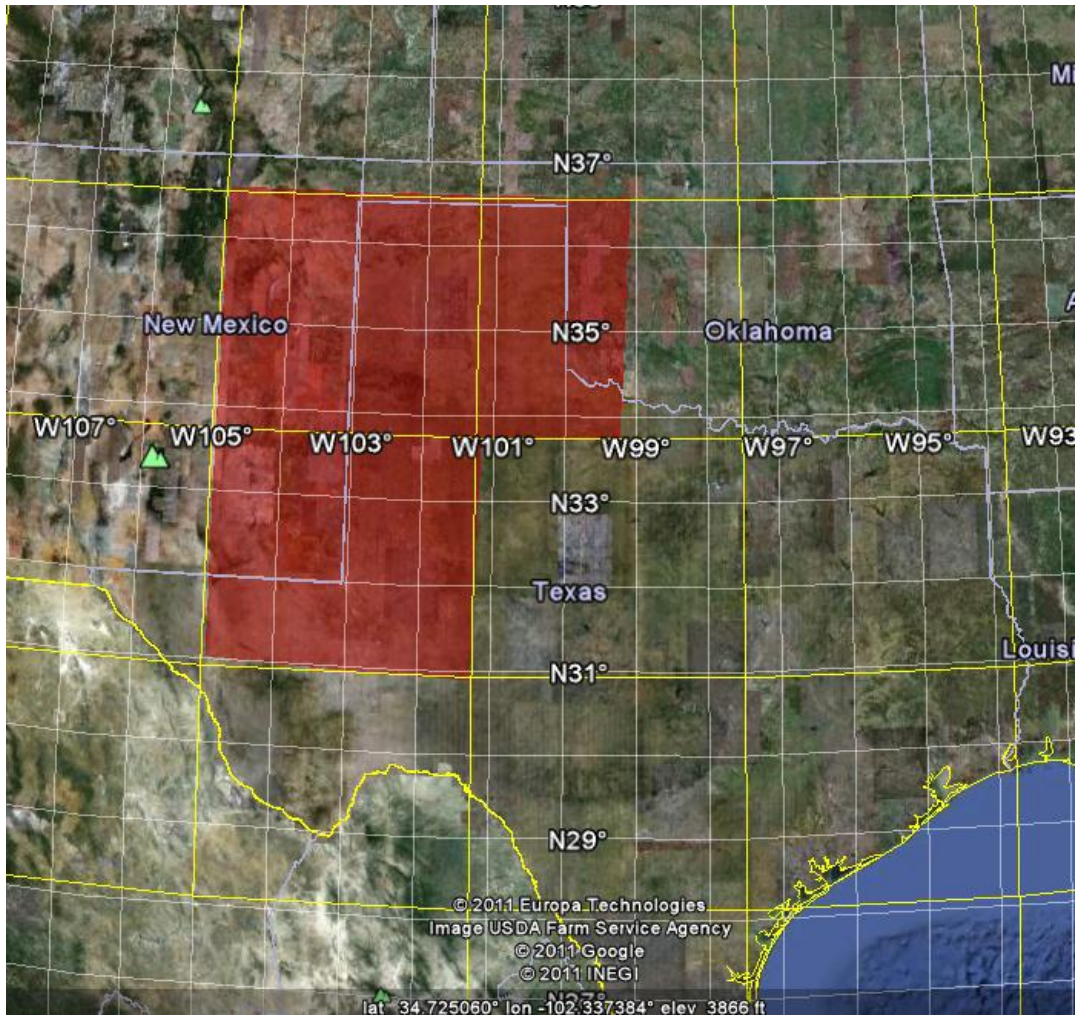
### Water Issues

As we mentioned in our forum, the source data for a major portion of western Washington had become corrupted several years ago without us knowing it. Because it was so long ago, archived backups were eventually overwritten with the corrupted data. As a result, we had to hand-draw a large section of Washington from satellite images to fix the corrupt areas.

Also, the commercial water data for western Oklahoma and Texas that we had was somewhat inaccurate and had an overabundance of water features that are now dry. We reworked a huge area by hand from satellite images (3 near complete LOD 13 cells).

Overall, we 10,000 water features were reworked in this patch.

Reworked water for Texas/Oklahoma (shown in red below)



Reworked water for Western Washington (shown in red below)

