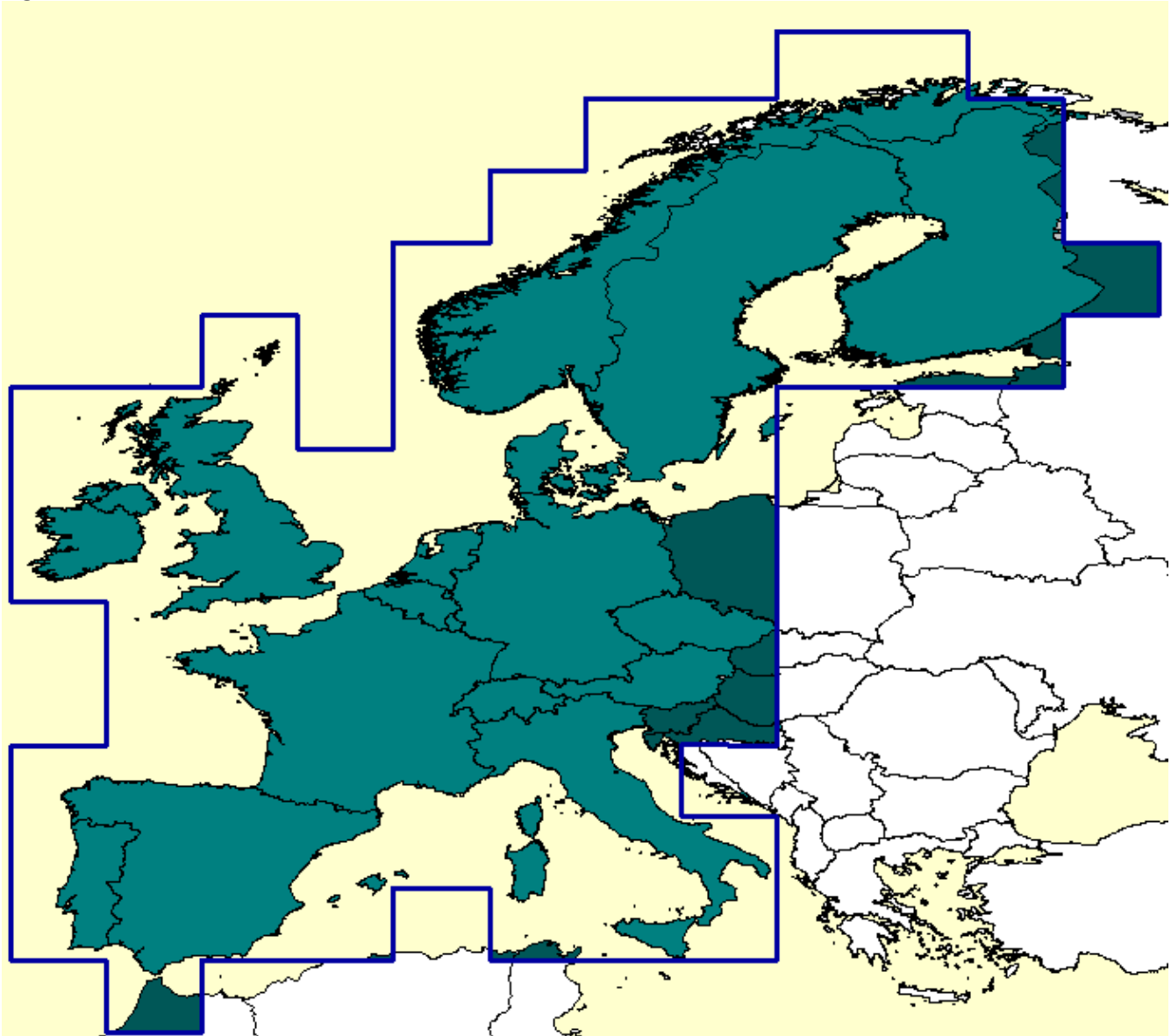


Ultimate Terrain (UT) Europe Coverage Areas

Ultimate Terrain Map Showing Coverage Areas

Areas within blue border are included in the Ultimate Terrain Europe software. There are different levels of terrain quality and detail throughout the coverage area. The remaining portion of this document discusses the coverage area differences, by country.

Figure 1



White areas are not included. Teal areas are countries that are fully included, Darker teal areas are partially included countries.

Ultimate Terrain Europe Details - table that displays UT details on a country-by-country basis

Figure 2

Country	Physical UT Coverage Area Est.	Street Coverage (also applies to lights)	Oceanic Coastline	Inland Waterways - Polygons & Coastlines		Ground Polygons
			Detail	Detail Level	Coverage	
Austria	100%	100%	n/a	Very Detailed	Dense	Yes
Belgium	100%	100%	High	Very Detailed	Dense	Yes
Croatia	Northern 1/2	FS2004 only	High	Very Detailed	Light	No
Czech Republic	100%	100%	n/a	Very Detailed	Dense	Yes
Denmark	100%	100%	High	Very Detailed	Dense	Yes
Estonia	Northern 1/3	FS2004 only	High	Very Detailed	Light	No
Finland	100%	100%	High	Very Detailed	Dense *	Yes
France	100%	100%	High	Very Detailed	Dense	Yes
Germany	100%	100%	High	Very Detailed	Dense	Yes
Great Britain	100%	100%	High	Very Detailed	Dense	Yes
Hungary	Western 1/2	23% + interconnect	n/a	Very Detailed	Moderate	Some
Ireland	100%	45% + major	High	Very Detailed	Dense	Some
Italy	100%	100%	High	Very Detailed	Dense	Yes
Luxemborg	100%	100%	n/a	Very Detailed	Dense	Yes
Morocco	No	FS2004 only	High	Very Detailed	Light	No
Northern Ireland	100%	17% + all major	High	Very Detailed	Dense	Some
Norway	100%	100%	Moderate	Moderate Detail	Dense	Yes
Netherlands	100%	100%	High	Very Detailed	Dense	Yes
Poland	Western 1/2	23% + interconnect	High	Moderate Detailed	Light	Yes
Portugal	100%	61% + interconnect	High	Very Detailed	Dense	Yes
Russia	Fraction	FS2004	Low	Low Detail	Sparse	No
Slovak Republic	Western 1/3	8%	n/a	Moderate Detail	Sparse	Some
Slovenia	100%	FS2004 only	High	Very Detailed	Light	No
Spain	100%	90% + interconnect	High	Very Detailed	Dense	Yes
Sweden	100%	100%	High	Very Detailed	Dense	Yes
Switzerland	100%	100%	High	Very Detailed	Dense	Yes

Description Of Columns In Figure 2

Column: Physical UT Coverage Area Est

This column represents the portions of the country addressed by the Ultimate Terrain Europe scenery files. It does not indicate the level of detail for each country, only the total area affected.

Technical note:

FS2004 breaks up scenery areas into rectangular boundaries that are 2.81 degrees latitude by 3.75 degrees longitude. These rectangular areas are called LOD5 cells. We make sure that every product in the Ultimate Terrain series terminates on the native FS2004 LOD5 boundaries, so that you always get a seamless flying experience when going from areas covered by Ultimate Terrain to the surrounding FS2004 areas.

Column: Street Coverage

This column represents the level of street coverage for each country. You should keep in mind, that even countries with a relatively low % of coverage, will yield a greatly improved road network over the base FS2004 roads. The base FS2004 roads are very sparse and inaccurately positioned, because they are created from a much lower quality source data.

Technical Note

Interconnect specifies the intermediate network that contains all roads necessary to connect one municipality to another. Major roads have interconnecting network plus all major roads. Areas with 100% coverage include all road types.

Breakdown of street coverage extents by country:

No Street Improvement over base FS2004 roads	Croatia, Estonia, Morocco, Russia, Slovenia
Little improvement over base FS2004 roads	Slovak Republic
Significant improvement over base FS2004 roads	Hungary, Ireland (including N Ireland), Poland
Near Complete or Complete Road Coverage	Austria, Belgium, Czech Republic, Denmark, Finland, France, Germany, Great Britain, Italy, Luxemborg, Norway, Netherlands, Portugal, Spain, Sweden, Switzerland.

Column: Oceanic Coastline Detail

This is the level of detail present in the oceanfront coastlines. Higher detail means a better looking and more accurate coastlines, because more points are used to draw the coastlines. With high detail coastlines, even detailed harbor areas look much more like a real-life environment.

Most of the Ultimate Terrain coastlines were drawn using the very detailed Teleatlas water data set. Some coastline areas were improved, where needed, by Scenery Solutions staff, using High-Resolution satellite imagery to create digitized water data.

Columns labeled as 'n/a' represent countries that have no oceanfront coastlines (inland countries).

A low detail coastline will have detail similar to that already in FS2004.

Column: Inland Waterways - Polygon & Coastlines

These two columns represent the level of detail and coverage area for the inner waterways in Ultimate Terrain. Ultimate Terrain uses the most detailed commercial water data available to date (from TeleAtlas). In addition, Scenery Solutions has added over 10,000 water features and islands to the TeleAtlas data set. The end result equals water scenery that is likely more detailed and precise than any map or map data currently available for the European region.

Technical Note:

Nearly all rivers and many streams in UT Europe are displayed in their natural shape. This is different from many scenery products, including FS2004, which display most rivers using textured lines. When rivers and streams are drawn using textured lines, they are not displayed in their correct shape.

The detail level column represents the precision of the water features when drawn in FS2004. High detail means the water features are very precisely drawn, with a lot of curves and bends where necessary. Higher detail also means more islands where appropriate.

The coverage column represents the number of water features included in the area versus the base FS2004 configuration without Ultimate Terrain. The more dense the value in the *coverage column*, the more water features will be displayed in FS2004. A sparse coverage has a similar number of water features to FS2004.

* Finland contains very detailed water throughout. However, for the Northern 1/3 to 1/2 region, dense coverage is not available (water coverage is light to moderate).

Column: Ground Polygons

Ultimate Terrain ground polygons are used to draw things like golf courses, industrial/commercial areas, sandy beaches and city parks.

These features are drawn in their natural shape and position, on top of the rectangular landclass textures.

This column indicates whether or not these features are present for the specified country in Ultimate Terrain Europe.