

Patches (Flatten Files) for LOD7 /9 Terrain Meshes of British Columbia and Southeast Alaska

File Name: **bcmeshp1.zip**
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Version: contains patches for “bcmesh7a.zip”, “bcmesh7b.zip”, “bcmesh7c.zip”, “bcmesh7d.zip”, “bcmesh9a.zip”, “bcmesh9b.zip”, and “bcmesh9c.zip”.

The files in this package contain patches (flatten files) for 108 lakes in British Columbia and Southeast Alaska that were either sunken below or raised above the terrain surface due to discrepancies between my add-on LOD7 and LOD9 mesh files and FS2002’s default scenery. In some areas, such as the Prince George/Burns Lake region, the effect of the patches is obvious even from a great distance; in other areas, you’ll have to be close to the lake to notice the difference. Also included are flatten files for nine airfields that had problems with sloping terrain or texture “bleed-through”.

Installation:

- 1) Extract the zipped files to a temporary directory, making sure that the “use folder names” option is enabled.
- 2) Move all .bgl files from the “LOD7 patches” folder into the “scenery” subfolder of the “BC LOD7 terrain mesh” folder, or whichever “scenery” subfolder you have my LOD7 mesh installed in.
- 3) Move all .bgl files from the “LOD9 patches” folder into the “scenery” subfolder of the “BC LOD9 terrain mesh” folder, or whichever “scenery” subfolder you have my LOD9 mesh installed in.
- 4) If you don’t use my LOD9 meshes, you can move the .bgl files from the “LOD9 patches” folder into the same “scenery” subfolder as for the LOD7 patches. However, the LOD9 patches were designed for the high-resolution meshes and may or may not improve a lake’s appearance with the LOD7 mesh.
- 5) Move all .bgl files from the “airport patches” folder into the “scenery” subfolder you used for the LOD7 patches in Step 2. Note: If you have installed the Cline and van Wyhe worldwide apron fix files (“Aprnfix9.zip”), I suggest that you remove their Kamloops airport patch file, named “CYKA_Fix.bgl” (or rename it to something like CYKA_Fix.bgo). My “CYKA.bgl” flatten switch has the same effect as their file but covers a smaller area that doesn’t create unsightly cliffs on both sides of the airport.
- 6) If you’re not using the full set of my LOD7 or LOD9 meshes you need to remove the patches that affect lakes outside of the area covered (the airport patches work fine with the default mesh). Open the “LOD7 patches list” and “LOD9 patches list” documents and use the left column to find the extraneous files. For example, if the only mesh of mine you have installed is “bcmesh7a.zip”, remove all the patch .bgl files associated with 7b, 7c, and 7d.
- 7) That’s it – I hope you enjoy the improvements!

What these patches don't fix:

I'm pretty sure that these patches fix most of the "visually offensive" lakes. However, I wasn't able (obviously) to check each of the thousands of lakes sprinkled across the million-plus square kilometers covered by my add-on mesh files. Please let me know if you find problematic areas other than the ones mentioned below.

- 1) Airports in incorrect locations, such as Lytton (CYLY), Cache Creek (CAZ5), Tsuniah Lake Lodge (CAF4), and Muddy Lake (BD7), all of which are more than 1 km away from their true location.
- 2) Lakes in incorrect locations or lakes that don't exist in reality. In some places, such as in the Nahatlatch and Kwoiek valleys SW of Lytton, lakes appear to be wedged into mountainsides rather than sitting in the center of the valley bottom. As with airports, the location of a lake is difficult to change in FS2002 and I have not yet found a good way for fixing this. Similarly, I have come across a few lakes that simply don't exist in reality and, unfortunately, tend to be surrounded by huge and unsightly cliffs. Examples are a lake west of Whistler (N50° 11' W123°02') and a lake in the mountains southwest of Valemount. Again, no effective fixes available yet.
- 3) Large dammed lakes with steep shorelines, such as Williston Lake, Kinbasket Lake, Kootenay Lake, and the Arrow Lakes. The documentation for "bcmesh9b.zip" explains the main reason for these unsightly cliffs. Unfortunately, these lakes are too big to fix with the type of flatten switches I am using. One of the patch files included in this package, "KOOTENAY.bgl", raises a small area of the West Arm of Kootenay Lake adjacent to the city and airport of Nelson (CZNL). While it improves this area, it creates two big steps (walls) of water at either end of the elevated area. If you don't like this effect, remove the file or rename it to something like "KOOTENAY.bgo".

Software Used:

These patches would have been much more difficult to make without Steve Greenwood's great little utility contained in "flatten.zip", available at his home page <http://www.fs-traveler.com/fs-traveler.html>; follow the link to "Patches", then "How I do it". Thank you, Steve!

Acknowledgements:

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My aging system: P3 750Mhz, 256MB RAM, Radeon 8500 (64MB), 20GB HD, Windows 98SE.

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