

USA Roads With Ultimate Terrain – Revision 2

USA Roads With Ultimate Terrain	1
Is USA Roads Necessary With Ultimate Terrain USA ?.....	2
Why You Might Want To Keep USA Roads Installed.....	2
Uninstalling USA Roads Before Installing Ultimate Terrain USA.....	3
Uninstalling USA Roads After Installing Ultimate Terrain USA	3
Enable USA Roads And Disable Ultimate Terrain Roads.....	4
Disable USA Roads Without Uninstalling Them.....	4
User Interface Screenshots	5
Screenshot 1 – Restoring Default FS2004 Roads Using USA Roads Setup Utility.....	5
Screenshot 2 – Turning On USA Roads Using USA Roads Setup Utility	5
Screenshot 3 – Turning Off Ultimate Terrain USA’s Roads	6
Screenshot 4 – Turning On Ultimate Terrain USA’s Roads	7
Screenshot 5 – Turning Off USA Roads Copy Of FS2004 Default Roads.....	8

Is USA Roads Necessary With Ultimate Terrain USA ?

Most people will no longer have use for our USA Roads product, if they purchase Ultimate Terrain USA.

Ultimate Terrain USA includes a complete set of roads for the USA, with some additional flexibility built into them.

Therefore, we recommend uninstalling USA Roads from your system, before installing Ultimate Terrain.

Why You Might Want To Keep USA Roads Installed

The roads in our USA Roads product are based on commercial data provided by TeleAtlas (formally GDT). The roads in our Ultimate Terrain USA product are based on commercial data provided by Navteq. Both companies provide outstanding data, which is very precise.

While both companies (Navteq and TeleAtlas) provide near-complete coverage of the entire USA, each company has their particular strengths. Which is better? Well, this has been debated often the GIS (Geographic Information Systems) industry. You can often find comparative reviews on the internet.

Based on our research, it seems that TeleAtlas may be a little stronger in the rural areas, while Navteq would appear to be a little stronger in the cities. But, these are minor differences. In most cases, the data is almost identical. Considering the above, it could be possible that one product does a better job in your particular area of interest.

It should be worth noting that the night lighting in Ultimate Terrain USA is based on the Navteq road data used in Ultimate Terrain. Therefore, the lights will tend to line up better with the Ultimate Terrain roads.

On the other hand, the detailed water in Ultimate Terrain is based on TeleAtlas data. So in theory, the TeleAtlas road data should line up better with the water. Our testing has shown that the roads in both USA Roads and Ultimate Terrain work well with the TeleAtlas-based water, except for a few rare occurrences.

We would recommend using just Ultimate Terrain, and disabling USA Roads. However, there may be users that prefer the roads from USA Roads. So, this document will tell you how to use both products together if that is your choice.

If you are a USA Roads user, you have 4 choices when it comes to USA Roads and Ultimate Terrain.

1. Uninstall USA Roads before installing Ultimate Terrain (our recommendation)
2. Uninstall USA Roads after installing Ultimate Terrain (not recommended)
3. Disable USA Roads without uninstalling them
4. Enable USA Roads and disable Ultimate Terrain roads

Uninstalling USA Roads Before Installing Ultimate Terrain USA

* All screenshots are located at the end of this document *

If you want to remove USA Roads from your system, prior to installing Ultimate Terrain USA:

1. Restore the default FS2004 roads using the USA Roads Setup Utility (Screenshot 1).
2. Uninstall USA Roads.
3. Install Ultimate Terrain USA

This is the cleanest method, and is what we recommend for all users.

Uninstalling USA Roads After Installing Ultimate Terrain USA

* All screenshots are located at the end of this document *

If you want to remove USA Roads from your system after installing Ultimate Terrain, things become a little more difficult. This is because USA Roads and Ultimate Terrain share textures. If you remove USA Roads, the uninstaller will remove the textures shared by Ultimate Terrain. As a result, you will have to reinstall Ultimate Terrain to get the textures back.

If currently using Ultimate Terrain's roads:

1. Turn off the roads using Ultimate Terrain's Setup interface (screenshot 3).
2. Turn off the roads using the USA Roads Setup interface (screenshot 1).
3. Uninstall USA Roads.
4. Uninstall Ultimate Terrain USA.
5. Reinstall Ultimate Terrain USA.

If currently using the roads in USA Roads with Ultimate Terrain:

1. Turn off the roads using the USA Roads Setup interface (screenshot 1).
2. Uninstall USA Roads.
3. Uninstall Ultimate Terrain USA.
4. Reinstall Ultimate Terrain USA.

Enable USA Roads And Disable Ultimate Terrain Roads

* All screenshots are located at the end of this document *

If you want to use the roads in USA Roads, instead of Ultimate Terrain's Roads.

1. Turn off the roads using Ultimate Terrain's Setup interface (see screenshot 3).
2. Turn on the roads using the USA Roads Setup interface (see screenshot 2)
3. Start FS2004

Disable USA Roads Without Uninstalling Them

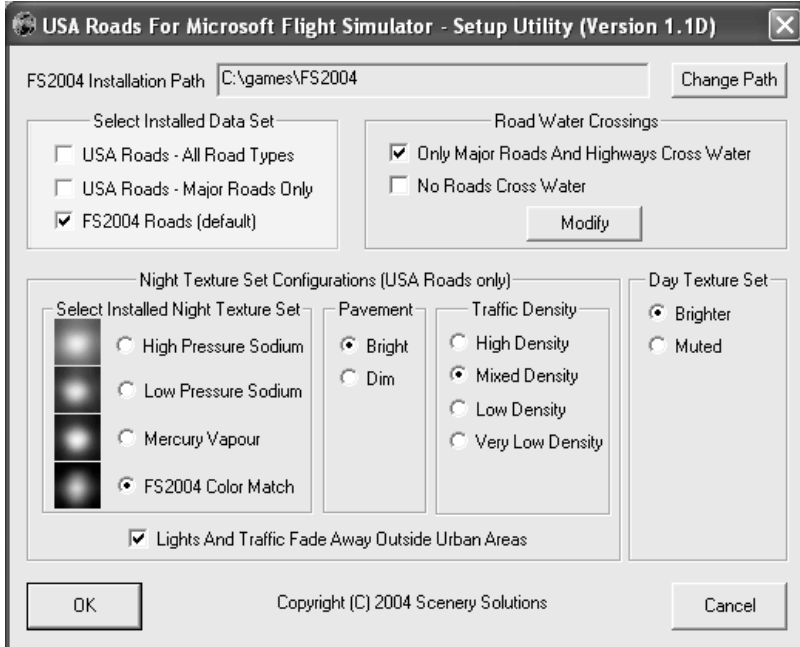
* All screenshots are located at the end of this document *

If you want to keep USA Roads installed, but want to use the roads in Ultimate Terrain:

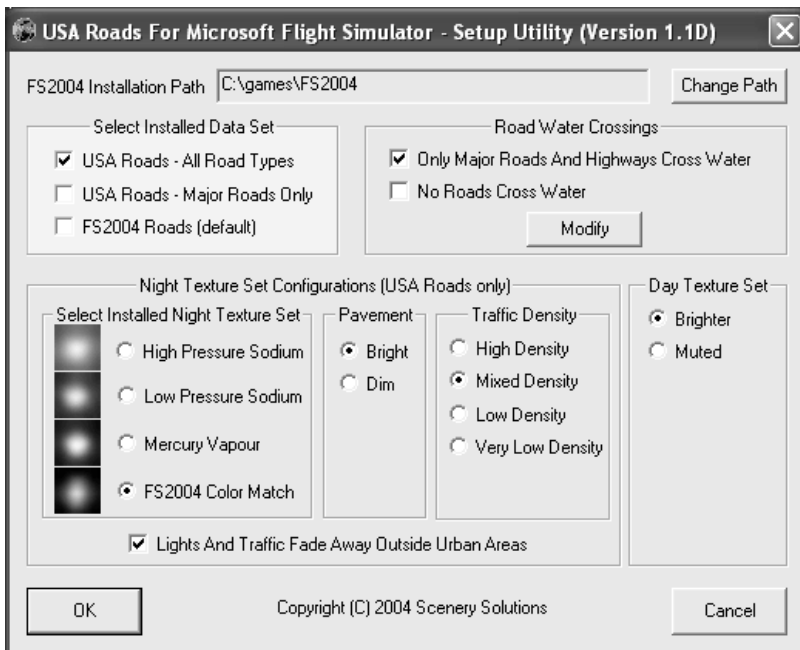
1. Turn off the roads using the USA Roads Setup interface (screenshot 1)
2. Turn off the layer labeled "FS2004 Default Roads" in the FS2004 Scenery Library (screenshot 5).
To do this:
 - Start FS2004
 - Choose the "Setting" option.
 - Click the "Scenery Library" option.
 - Turn off the layer labeled "FS2004 Default Roads". (see screenshot 5)
3. Turn on the roads using Ultimate Terrain's Setup interface (see screenshot 4).
4. Start FS2004

User Interface Screenshots

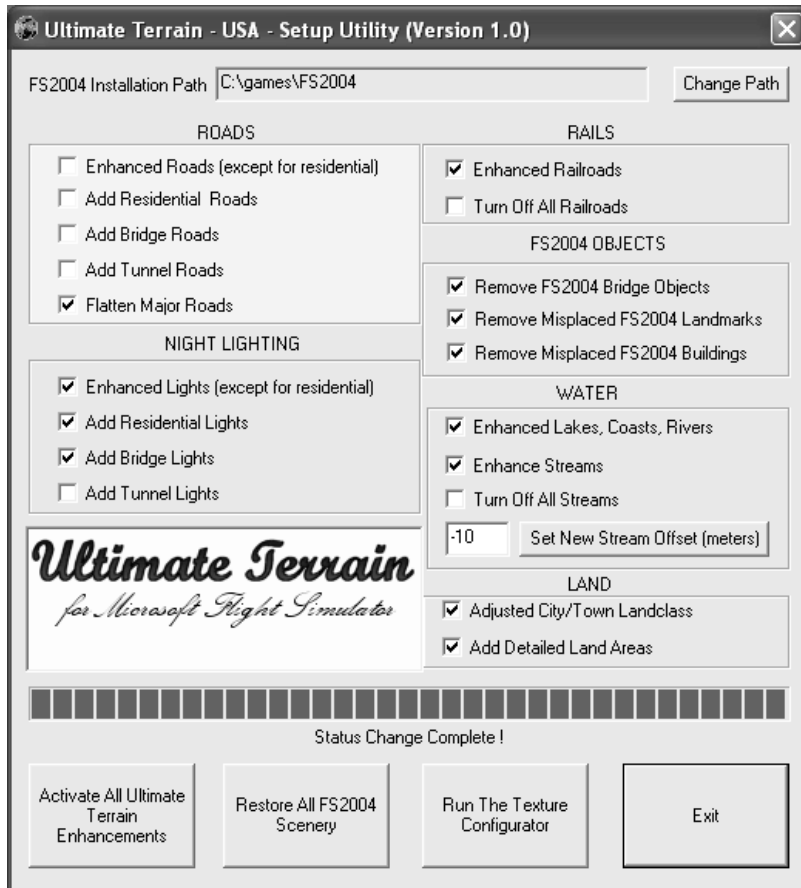
Screenshot 1 – Restoring Default FS2004 Roads Using USA Roads Setup Utility



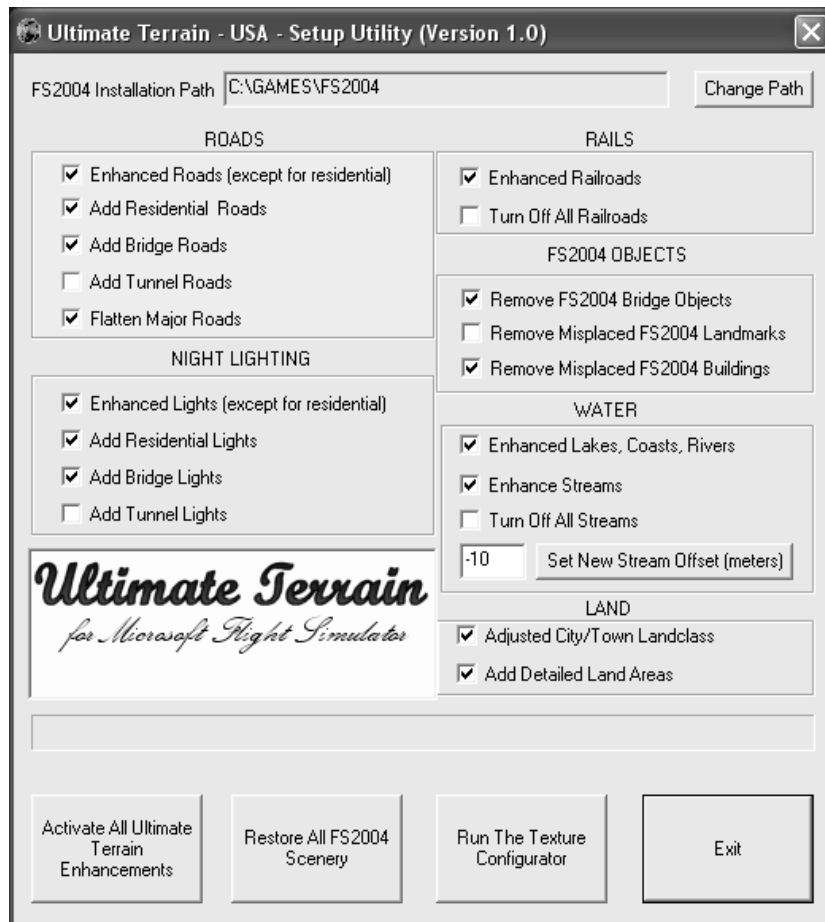
Screenshot 2 – Turning On USA Roads Using USA Roads Setup Utility



Screenshot 3 – Turning Off Ultimate Terrain USA's Roads



Screenshot 4 – Turning On Ultimate Terrain USA's Roads



Screenshot 5 – Turning Off USA Roads Copy Of FS2004 Default Roads

