

CYQR SCENERY SEASONS

BACKGROUND TO THE ISSUE

I apologize in advance for the long explanation of the season variation issue with CYQR 2015!

CYQR 2015 is designed to change with the seasons with distinct textures for winter, spring, summer and fall. The texture variations of the scenery are assigned to the ground tiles, trees and grass. Actually, a few subtle other variations were also included. For instance, the area around the airport is brown looking and not suddenly green as soon as the snow goes in the spring. Recently I discovered an issue with my assignment of the change of seasons. This update addresses the issue.

When I designed the scenery I decided that I'd use the default FS2004 dates for the change of seasons. I had been using a more accurate depiction for the winter season change created by Scott Smart called "North America Season Zones Adjustment." It is not perfect but is a much better representation of the snow months in western Canada (and probably elsewhere in North America). For the scenery, I thought it better to use the default dates since I presumed that most users couldn't be bothered with regional adjustments. So, to get the dates for the change of seasons I purposely disabled this file. That is what I thought I did.

As it happened all of the season change dates I used in CYQR 2015 are not based on the default FS2004 world but rather Scott Smart's adjustments (NAM-seasons) noted above. I discovered this when I loaded CYQR 2015 into a clean installation of FS2004 and was astonished to see the scenery area covered in a snow pack yet the surrounding world was still in the fall brown textures. A very troubling situation, especially since my original purpose was to use the default seasons. That sent me off trying to find where I had gone wrong since the NAM-season file in my FS2004 setup had been deactivated.

It turns out, after a lot of searching, I found another active copy of NAM_Seasons.bgl in a place I would have never suspected. Some years ago I had purchased a small Caribbean island scenery for Sint Eustatius from Simmarket by a developer called Synchro Soft. For reasons unknown the developer included a copy of NAM_Seasons.bgl in the scenery file for TNCE airport. Why he would do this is a mystery since the main purpose of the file is to adjust the default snow region distributions more accurately. I doubt it has ever snowed in Sint Eustatius. Regardless, this is what caused the unintended consequences for the seasons in CYQR 2015.

Here are the options to correct the issue.

CYQR 2015 SEASON ADJUSTMENT TO MATCH DEFAULT FS2004

Copy all of the files in the folder called "Default_Season BGL files CYQR" and paste them in your CYQR 2015 Scenery folder. When prompted to overwrite the existing files say yes. The result will be that CYQR 2015 scenery seasons now match those of the default FS2004 world.

If you have the Synchro Soft TNCE Sint Eustatius scenery you will need to disable the file NAM_Seasons.bgl in the scenery folder.

I have included a file folder called "NAM_Seasons BGL file CYQR", which contains the original CYQR 2015 scenery files in case you ever need them again after switching.

DEFAULT FS2004 SEASONS ADJUSTED TO MATCH ORIGINAL CYQR 2015 SCENERY

Download and install Scott Smart's North American Season Changes adjustment from AVSIM

<http://library.avsim.net/download.php?DLID=94527> or Flightsim.com

<http://www.flightsim.com/vbfs/fslib.php?do=copyright&fid=107134>.

Here is the explanation of what this adjustment does from Scott's readme file:

"FS2004 North America Winter Season Changes. FS2004 uses a single seasons.bgl file to control which seasonal texture variation is used. This file uses 12 different seasonal "maps" which provide the geographic coverage for each of the texture variations. These variations are winter, hard winter (contains snow), spring, summer and fall. The maps change about the 19th of each month. These maps have a relatively coarse resolution, making it difficult to obtain precise results. One complaint about the seasons is the distribution of snow cover in North America. This scenery add-on uses data on snow coverage from the US NOAA agency to modify the default snow region distribution. By Scott Smart."

If you install this file then you do not need to make any changes to your CYQR 2015 scenery.

The choice is yours.

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