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| **UOLANDSCAPER** |  | Created & Programmed By: Dknight  Swatch Work/Design By: Khaybel |
| |  |  | | --- | --- | | Version 1.5 | Released: 08/25/12 | |  | Updated By → Irro, Kirax, Xavius, Otimpyre |

Welcome To UOLandscaper!

This world creation development kit includes some of the most sought after tools in the Ultima Online™ map making community!

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| **Software Included In This Package**: | * AltImagePrep * DataList * DataViewer * DragonConv * Mul2Bmp * NewMapImage * SEdit * TEdit * Twiz * UOMapMake |
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Whether you want to create an entire custom world, add new tiles into the game, or spend your time developing transition packages, UOLandscaper has a little something for everyone interested in creating unique looking maps!

This release is my attempt to keeping UOLandscaper alive and well. Over the period of a year I’ve heard a lot of complaints about this software suite not working due to Art Exceptions being thrown every which way! Well that issue has been fixed along with a few other things.

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| **Correcting The Art Exception Error**: | 1. Download A Copy Of ***UOGold*** From FilePlanet:   <http://www.fileplanet.com/150525/download/Ultima-Online-Gold-15-day-Trial>   1. Uninstall ALL Installations Of Ultima Online Listed In The Control Panel’s ***Programs And Features*** Applet 2. Run The Setup Program For ***UOGold*** And Install It Into Its *Default* Directory: (Don’t Change It)   *C:\Program Files (x86)\EA GAMES\Ultima Online Gold*   1. Once Installed You Can Overwrite All Of The Folder Contents With Your Updated Client UO Data Files. |
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Following these steps will fix that annoying Art Exception Error! Now if you are like me and insist on having multiple Ultima Online installations, either because you play on many servers or you have built a lot of servers, then you should know that none of them need to be in the Windows registry to work. In fact you can play EA/OSI/Mythic commercial shards on a copy and pasted version of the game; thereby skipping the whole installation/Windows registration process! Likewise if you have a separate folder for all of your favorite game servers then you’ll still be able to play them too (I’ve actually played Ultima Online using a thumb drive). Having Ultima Online in the Windows registry only affects certain third party utility tools like UOAssist and UOLandscaper (the only ones I know of at this time).

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| **Changes With UOLandscaper v1.5**: | * Changed The Directory Structure Of The Transitions Folder To Make It Easy To Find Tiles And Transitions. * Relabeled The Files Inside The Transitions Folder To Make Them Easier To Read.   **Future Updates (To-Do List)**   * I’ll be adding new tile sets and transitions every so often. Users will be able to paint these on their maps using new UOL swatches which will be released with future revisions of UOL version 1.x * I will be creating tutorials to teach people how to customize their UOL experience by adding new tiles, adding new transitions, and working with color tables and swatches using Adobe Photoshop. * I’m also working on tutorials that will allow you to build entire cities using Photoshop; utilizing the *Import* *Tiles* directory and creating component lists. |
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