

## **Version History**

### **Version 2.1.05 (under development)**

- Cause of exception following resequencing of data fixed
- Cause of exception when exporting to FS9 fixed
- If airport background image was displayed when last shut-down, it is now displayed upon next start-up
- Several errors in FS9 compiler fixed

### **Version 2.1.04**

- Cause of exception when resequencing data fixed
- Blend, profile and sculpt lists now track resequencing

### **Version 2.1.03**

- Disable context menu item “Add sculpt node at cursor” if no sculpt list exists
- Fill combobox with available terrains when starting Blend Poly

### **Version 2.1.02**

- Stopped check for clockwise/counter-clockwise winding of polys until completion
- Added ability to assign new terrain from the Main Panel
- Added ability to insert nodes in polys with Hot Cursor

### **Version 2.1.01**

- Fix cause of exception when attempting to convert a node into a sculpt node when no other sculpt nodes exist
- Issue warning message on attempt to “AutoBlend” when no blend nodes are loaded

### **Version 2.1.00 (General release)**

- TS Pro now includes “Exclude All” In the Terrain List combobox at all times

### **Version 0.1.11**

- TS Pro did not implement “Exclude All”. Temporarily added to terrain list while a permanent fix is developed

### **Version 0.1.10**

- Reverse the order of hydro-polys vertices on submission to xml2vec.exe so as to comply with Flightsim convention of clockwise order.
- Force QMV15 clipping if project overlaps a QMV15 boundary

### **Version 0.1.09**

- Ability to limit lat/lon of imported data added

### **Version 0.1.06**

- TS Pro timed out as “Not responding” when importing very large files. Fixed

### **Version 0.1.05**

- CVXExtractor went into a loop when called to process certain types of polys. Fixed (calling method changed)

### **Version 0.1.04**

- Attempts to start a flatten appeared instead to create a sculpt list. Fixed

### **Version 0.1.02**

- Version 0.1.01 inadvertently compiled in 64-bit mode. (FSUIPC cannot run in 64-bit mode)

### **Version 0.1.01**

- Adapt Registry search to accommodate LM's change with PV4 to item saved in Current\_User/Software
- Sculpt Lists not being set up properly. Fixed

**Version 0.1.00** - Initial beta release