

FloorRight v8.0 SP1 (January 29, 2008)

- A specific OpenGL 3D driver can now be selected in the Options dialog. This is helpful on systems that are having trouble with the 3D feature.

FloorRight v8.0 SP2 (April 29, 2008)

- Fixes a resource leak that can result in a crash on large jobs with many 3D rooms

FloorRight v8.0 SP3 (May 28, 2008)

- New features:
  - [4668] - Added "Delete 3D..." menu item that allows 3D data from all selected rooms to be deleted.
  - [4680] - Added tag field to job estimate item. This field is available whenever the currently selected "based on" value supports tags (currently just the 3D ones).
  - [4616][4677] - 2D wall multi-selection is now supported using [Shift] or [Control]
  - [4691] - after extruding the new edges are automatically selected.
  - [4686] - Selected hole can now be deleted using "Delete Hole" menu item
  - Lay angle added to 3D face properties
  - [4692] - "Extrude Edges" menu item added that allows extrusion of selected edges by a numeric amount
  - [4669] - Added "Remove Point" menu item - removes selected vertex
- Bug fixes:
  - [4655] - 3D printing disabled in trial mode
  - [4682] - User is prompted to save changes when exiting 3D editing using [X] or [Cancel]
  - [4675] - Actual vs. layable width problem
  - [4669] - check is made to ensure deleting point doesn't result in an invalid room
  - [4691] - 3D selection is retained when changing editing modes. This makes it easier to grab, for example, the top edge by using box selection, then switch to extrude, hold [SHIFT] and extrude them upward.
  - [4685] - 45 degree angle constraint on drags removed. This allows holes to be dragged easily and doesn't seem to affect dragging of single edges.
  - [4685] - Selection modified to make it easier to select a hole using box selection. Once the hole is selected it can be dragged.
  - [4696] - selection cleared on undo/redo
  - [4695] - selection highlight gets cleared when drag starts and is shown again when the drag finishes.
  - [4668] - 3D properties are removed from the room and its holes when 3D data is removed so the room and holes can be selected.
  - [4700][4704] - 2D and 3D lay directions are now consistent
  - [4719] - Lay direction is preserved when cutting/copying & pasting a 3D room
  - [4699] - Metric defaults to digitizer scale 50:1, US defaults to 1/4"=1'
- Updates:

- Amyuni PDF component updated to the latest version - unfortunately this doesn't seem to help with the problem files Ben has been getting from customers
- Rotation control used in lay angle dialog, 3D face pattern angle property, and "Extrude Edges" dialog snaps at 30 & 45 degree intervals if [Shift] or [Control] is pressed
- Small pattern sizes were resulting in very fuzzy textures in 3D so I now use a minimum of 10x10 pixel textures.
- 3D performance improvements:
  - Simple redraw update used instead of full update whenever possible
  - Faster calculation of shape ID's (used to associate properties with faces, edges etc.). Old ID's in loaded files are recognized and adjusted
  - During extrusion the extruded part is done as a separate model. Full model is updated on button up.
- Cut polygon now shows points as well as lines. Undo works correctly now that the first point is visible and can be undone.
- "base on" and "tag" columns filled in when new line item name is a predefined job estimate item
- Tag used in job estimate item is now considered to be "in use" by the tag manager. User is warned if trying to delete the tag. If the tag is deleted it is also deleted from any job estimate items that use it.
- When new job estimate item is defined in the job estimate the tag and unit price are set when saving it to the job estimate item manager.
- Arrow pattern shown on all faces that don't have a pattern so lay direction can be seen. Arrow pattern only displayed on face if it is selected