

CORRELATOR3D VERSION 10.2

These release notes provide information on the latest posting of SimActive's industry-leading software, Correlator3D™. The software was further enhanced to provide the highest level of precision, performance and reliability.

NEW FEATURES:

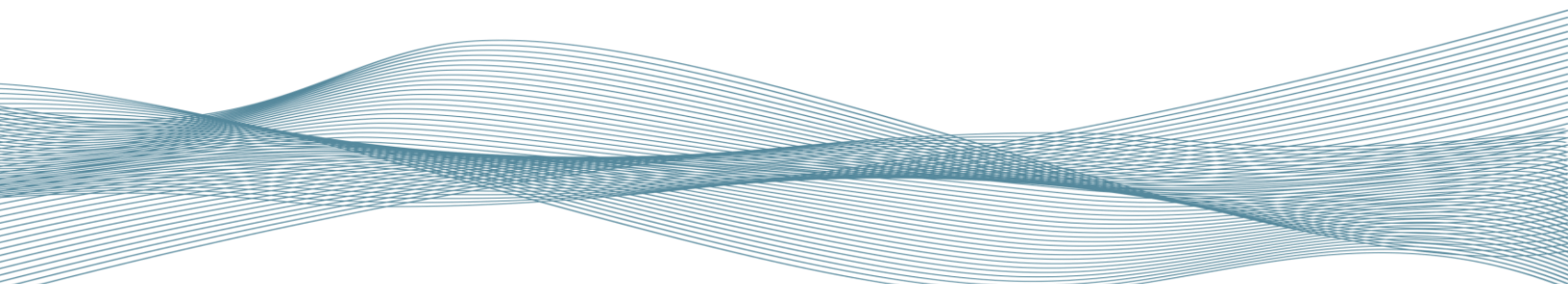
- Mosaic Editing: A new seamline structure was implemented. (Version 10.2.0)
- Mosaic Editing: The new feature "Ortho Patch" allows a specific ortho to be picked to patch a mosaic. (Version 10.2.0)
- Mosaic Editing: Mosaics are now automatically updated when saving changes to seamlines. (Version 10.2.0)
- Mosaic Editing: Users can now edit multiple seamlines before saving changes. (Version 10.2.0)
- Mosaic Editing: Ortho contours are now displayed when editing a seamline. (Version 10.2.0)
- Mosaic Editing: Users can now move intersections of more than two seamlines. (Version 10.2.0)
- Mosaic Editing: Users can toggle between ortho and mosaic views. (Version 10.2.0)
- Mosaic Editing: Users can toggle the seamline display. (Version 10.2.0)
- Mosaic Editing: Undo and redo functionalities were added for seamless editing. (Version 10.2.0)
- Point Cloud Filtering: Elevation-based filtering was added. (Version 10.2.0)
- Point Cloud Filtering: Area-based filtering was added. (Version 10.2.0)
- Display: Vulkan is now used to render 3D data, enhancing performance and visualization. (Version 10.2.0)

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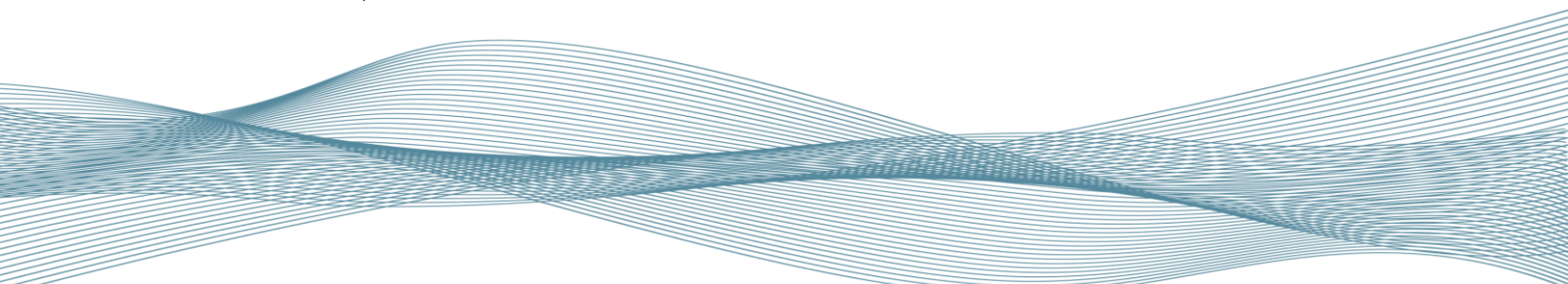
ENHANCEMENTS:

- Flight Lines: Improved calculation for enhanced accuracy and stability. (Version 10.2.8)
- Mosaic Creation: The general quality of the mosaic has been improved. (Version 10.2.0)

BUG FIXES:

- Fixed inconsistent interpolation in updated mosaic patches. (Current Release - Version 10.2.13)
 - Certain seamline operations could corrupt the mosaic. (Version 10.2.12)
 - Allow software launching even if firewall state is not accessible. (Version 10.2.12)
 - Resolved an issue where email notifications were not triggered during 3D model generation. (Version 10.2.12)
 - Various minor bug fixes. (Version 10.2.12)
 - Improved handling of the temporary folder when write permissions change. (Version 10.2.11)
 - More robust Vulkan GPU selection during startup. (Version 10.2.11)
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- Fixed a potential launch failure when invalid licenses were detected on the network. (Version 10.2.10)
- Improved responsiveness for mosaic block selection. (Version 10.2.10)
- Corrected an issue where the wrong mosaic block could be selected. (Version 10.2.10)
- Resolved potential GPU memory exhaustion when toggling flight lines. (Version 10.2.10)
- Resolved improper reading of images with non-standard XMP headers. (Version 10.2.10)
- Adjusted zoom speed for flight line overlay display. (Version 10.2.10)
- Corrected red zone refresh behavior in mosaic editing. (Version 10.2.10)
- Fixed an error occurring when no tie points were extracted. (Version 10.2.10)
- Certain seamline operations could corrupt the mosaic. (Version 10.2.9)
- The units for certain projections in the proj4 string format may not have been properly specified. (Version 10.2.10)
- The mosaic block overlay could remain displayed even after closing the mosaic. (Version 10.2.10)
- State of the orthos in the project tree was not properly reflected in the main window. (Version 10.2.7)
- Feathering parameter values were not properly displayed when editing the mosaic. (Version 10.2.7)
- Mouse scrolling of property window was enabled. (Version 10.2.7)
- Some mosaic seamlines could be incomplete for larger projects. (Version 10.2.7)
- Exporting seamlines could be long and result in incomplete files. (Version 10.2.7)
- Untoggling a flightline in the project tree could cause an error. (Version 10.2.6)
- Improved numerical precision for user-specified ortho resolution values. (Version 10.2.5)



- Enhanced handling of corrupted SHP files. (Version 10.2.5)

