

## **Surfer 25.4.320 (August 26, 2023)**

### *Improvements*

- 3D View: Drillhole: option for labels to be at the Top of the Drillhole or at the Starting Depth
- 3D View: Lighting: use 3D view shading for Color Relief layers with the Hill shaded terrain representation
- 3D View: 3D PDF/VRML Export: export a single mesh instead of multiple mesh strips

### *Fixes*

- 3D View: 3D PDF/VRML Export: apply opacity for uniformly-colored meshes
- 3D View: Adding and deleting volume items (e.g. isosurfaces) does not work properly with Undo/Redo
- 3D View: drillhole error showing intervals when there are blank From/To entries
- 3D View: lighting on polymesh entities can appear incorrectly stretched/compressed in the vertical direction
- Base map: Save File: Spatial References uses Paper space by default when saving to a raster file format
- Contour map: NoData areas are filled in v24 and above, if the grid was created in v16 or previous
- Crash in worksheet using numerical values with strlen and strcmp transform functions
- Crash when changing the source SHP for a base layer
- Drillhole: exception when calculating drillhole path without survey data and missing depth fields
- Grid Residuals doesn't update with correct data
- Internal Error after Assign Coordinate System (Axis.cpp)
- Internal Error when converting to Peaks and Depressions layer (PolygonUtility.cpp)
- Internal Error when Profile updating after Contour visibility toggle (NodeHelpers.cpp)
- Internal Error or crash when using string functions in worksheet transform

## **Surfer 25.3.290 (June 5, 2023)**

### *Improvements*

- 3D View: Drillhole: drillholes should still be displayed even with only one point in the survey table

- 3D View: Volume render: change default render mode to Sliced
- Color Scale: Labels: update Frequency as soon as Height changes (do not require parent layer change)

#### *Fixes*

- 3D View: Camera: XYZ Target values revert to default
- 3D View: Changing the Z Axis min/max caused incorrect object placement
- 3D View: Digitize: Non-opaque objects do not get "hit" by clicks
- 3D View: error was generated when using old Intel Graphics ("Invalid depth buffer size!")
- 3D View: Fly-Through: camera was not focused on constant point when playing
- 3D View: Z-axis auto-scaling not applied after Undo in plot view
- Crash when reloading drillhole data
- Crash when using Copy Properties with polymesh object
- GeoTIFF import: XY limits do not match metadata from other software
- Grid Data XYZC: spacing in Z direction changes # of Nodes in Y direction
- Internal Error in 3D view when creating flight path (Orientation.h)
- Internal Error saving large file, not enough memory (Main.cpp, Line 285)
- Internal Error when loading a non-PNG file (e.g. PDF, SRF, RAR, etc) using the PNG filter (gscratch.cpp)
- Overlay Maps: symbols in base layer change size when overlay

#### **Surfer 25.2.259 (April 4, 2023)**

#### *Improvements*

- 3D View: Drillholes: limit the visualization by map limits, not layer limits
- 3D View: improve redraw speed
- 3D View: reloading data in 2D plot view should not remove properties and modules from 3D view
- 3D View: transparency issues have been improved
- 3D View: water level inconsistent when the 3D blend function is enabled
- Contour: 3D Grids: Advanced level method: maintain level properties when changing Z slice
- Drillhole Data Import: make table names consistently plural
- JP2 file from NAIP issues error upon import because of 5th color component

- Viewshed: 3D Grids: needed its own Slice Z value property

#### *Fixes*

- 3D PDF Export: PDF file crashes Adobe upon opening if over 200"
- 3D View: raycast volume render face was clipped out
- 3D View: camera angle returned to default when opening SRF files
- 3D View: drillhole: drillholes don't appear if you delete drillholes in 2D view before creating 3D view, or if you load a single drillhole
- 3D View: isosurface volume reverts to "Calculating..."
- 3D View: multiple 3D views can be created from same map when using '3D View' button in properties
- 3D View: visualization created from 3D Surface (3D Grid) has incorrect Z dimensions
- Base Layer: 'STD Exception - bad numeric conversion' error when trying to create a Base layer from a WRL file
- EPSG 2136: not applying gold coast feet to meters conversion
- EPSG 22391: wrong EPSG code (supposed to be 22332)
- EPSG 2314: not applying Clarke's Feet to meters conversion
- Grid Data: "Inadequate data after filtering" error thrown when the X and Y data ranges are vastly different
- Internal Error when importing an EMF as a base map and break apart metafiles (EmfImportFilter.cpp)
- Map Layers: 3D grid is converted to 2D grid, if 2D grid layer also exists and 3D grid slice Z value is at minimum

#### **Surfer 25.1.229 (Feb 1, 2023)**

#### *Improvements*

- 2D plot: Create 2D maps from 3D grids using slice number
- 3D Grids: Grid Info
- 3D Objects: when saved to older SRF file formats, convert 3D polylines/polygons to 2D polylines/polygons
- 3D View:
  - Export Image: match color scale placement/size to view
  - IsoSurface: calculate volume

- option to auto-adjust the Vertical Exaggeration
- visualize 3D Grid as a rendered volume
- visualize 3D Grid as an isosurface
- VRML Export Options: Remove unused "height" option
- Automation:
  - 3D grids: Layer objects: load/save 3D grids from GridXYZC object, and update/create layer object
  - 3D grids: Layer objects: update GridFile property to include 3D grids (GridXYZCFile)
  - GridData: grid XYZC data
- Export/Save As dialogs: remove 'All Files (\*.\*)' from Save As Type or Export menus
- Grid Data: 3D gridding of XYZC data in Surfer
- Map Limits/Size: when change CS for map, Limits should be converted (and longest dimension should remain same size)
- Move the anchor point for labels on points, polylines or polygons
- PDF (vector) export:
  - clip object if partially inside the page outline
  - increase resolution of images
  - decrease minimum dash length (so dots look like dots)
- VTK Export Options: remove/rename 'Type min' and 'Type max' as options for setting NoData nodes to

#### *Fixes*

- 3D View:
  - contents gets confused between 2D and 3D grids in different windows when Digitize mode is enabled
  - Crash when creating 3D view for old SRF
  - redrawing view (turning base textures on/off, adjusting source map) affects grid textures in coincident areas
  - Z limits don't take into account drillhole layers when geotransform exists
- Base layer:
  - Labels disappear for objects in group

- Polygons disappear when in a group and geotransformed
- Color Scale: Surfer will get stuck if the labels are set to auto frequency and the height is too small
- Colormap: Custom colormap with single quote character in name causes launch error
- Crash after using Grid Filter possibly due to raw pointer usage
- Crash when gridding LAZ file and running out of memory
- Crash when making edits to a contour map and closing Surfer
- Georeference Image: GEOREF files can't be saved from Notepad and re-imported
- GeoTiff: EPSG 3571 - 3576: incorrect latitude of center (Lat0)
- Opening older SRF files with maps/layers in Lambert Azimuthal Equal Area (LAEA) may not open with the correct geotransform
- PDF (vector and raster) export: Dashes in dashed lines are shifted
- PDF (vector) export:
  - doesn't export page correctly when map is >200" and using application page size
  - doesn't export properly if text object contains parentheses in math text filepath
  - exports vector objects outside the page, when application page size is selected
- PDF (vector) import: vector objects are displaced from image