

Surfer 27.3.322 (July 13, 2024)

Improvements:

- 3D Polylines/3D Polygons: Add drop shadow property
- Base from Server:
 - download Legend image for server
 - reorganize the download dialog for better usability
 - resolution slider: default to whatever was used last, and only show resolutions that the server supports
 - support XYZ Tiles servers
- Color Relief Map: NoData Regions: Set Default Opacity to 0%

Fixes:

- 3D View: drillhole paths not always updated when field in Drillhole Manager is changed
- 3D View: Property slider may not be up-to-date
- Automation: Color Relief grid ZMax incorrect after changing SliceZValue property
- Change To: Drop Shadow properties are removed when converting to/from polylines/polygons
- Crash when loading InApp messages and Base from Server servers on separate threads
- Crash when pasting attribute values into the Attribute Table from Excel
- Crash when starting Surfer
- DMS to DD: not counting decimal place in certain cases
- Import BLN: Not importing all coordinates from file for 3D polygon
- Internal Error when creating 3D view (NumberFormatter.cpp)
- Internal Error when loading XLS file with 2+ sheets (XLSImport.CPP)
- Internal Error when status bar XY position updating in 3D view (NumberFormatter.cpp)
- Internal Error when undo georeference image (ModifyPointCommand.h)
- Vector PDF import: vector objects are mirrored from image

Surfer 27.2.282 (April 20, 2024)

Improvements:

- 3D View: Default colormap for Volume render should come from the source contour layer

- Base from Server: do not validate WMTS servers as WMS servers
- Drillhole Data Import: warn users if no data is imported in Points or Intervals table
- Drillhole Data Import: give error when units are not the same (e.g. XY, Start/End Depth, To/From)
- Grid Data: Drillhole XYZC: Filter Data using XYZ spatial filter
- Grid Data: Drillhole XYZC: Intervals: always start with the top and end at the bottom of the path, regardless of Depth Location

Fixes:

- 3D View: 3D Grid: Clipping planes are not working when geotransform is applied
- 3D View: Export 3D: Z axis labels and arrowhead are vertically squished
- 3D View: Orphan spinner controls
- Automation: Color Scale and Scale Bar: the .Width and .Height properties do not update shape or properties in the UI
- Automation: Grid Data: Loading settings allows invalid gridding method, which can lead to Internal Error
- Automation: Legend: the .Width and .Height properties do not update shape or Margin property
- Automation: Map: the .Width and .Height properties do not update the map
- Base from Server: add/remove Favorite for intermediate layer should add/remove Favorite status for all children
- Base from Server: drag drop into Favorites should be consistent when adding layers
- Classed Post/Post map: saving data from Properties reverts map limits to default
- Coordinate Systems: cannot parse WKT from epsg 27561
- Coordinate Systems: Clarke 1880 Benoit ellipsoid definition is slightly off
- Coordinate Systems: EPSG 27291 and 27292 have incorrect units in CS definition
- Coordinate Systems: EPSG 28354: some coordinates within projection bounds result in transform error
- Coordinate Systems: EPSG 32632: transform from lat/lon has high error
- Coordinate Systems: EPSG 3413 does not correctly transform to EPSG 4326 or 32609
- Coordinate Systems: errors in Robinson projection
- Crash from Intel Graphics Accelerator Driver

- Crash when deleting and reordering
- Crash when loading bad drillhole data
- Crash while gridding when grid has shared data
- Drillhole Manager: Importing more tables clears units from existing tables in database
- Exception when map frame's Limits is set to a large value
- Grid Data: Drillhole XYZC: Data dependent settings are overwritten
- Internal Error when changing symbol properties (PostLayerNode.cpp)
- Internal error when creating alpha shape (LayerNode.cpp)
- Internal Error when georeference image (Georeference.cpp)
- Internal Error when gridding data (VariogramModel.cpp)
- Internal Error when loading drillhole data (DBWizardFieldMapPage.cpp)
- Internal Error when opening a grid file (TrLattice.cpp)
- Internal Error when opening/importing a PNG file (RasterLayerNode.cpp)
- Internal Error when setting coordinate system for layer (UserTransform.cpp)
- Internal error when setting MapFrame.Overlays via Automation
- Internal Error when trying to load data with variety of cell formats (XlsxImportFilter.cpp)
- Internal Error with invalid search (Gridder.cpp)
- Internal error with module 'ioDatu'
- Map Scale and Limits change from v25- to v26+
- Map Scale: Opening a file that contains a Map Scale immediately marks it as dirty
- Point Cloud layer: points disappear with decreased Tilt, and all points disappear with Perspective view projection
- Post map symbols don't appear immediately after data column change (requires refresh)
- Recurring Surfer Warning for Unreferenced Layers in v26+
- Scale bar: Cycle spacing is different when opened in v27+
- TIFF file with compression imports without georeference information
- Vector Import: coordinate system info from WKT files aren't loaded upon vector file import
- Wireframe from 3D Grid doesn't update Z axis correctly

Surfer 27.1.229 (Feb 3, 2024)

New Features & Improvements:

- 3D View: Block Render (like Voxler's FaceRender)
- 3D View: Drillholes: vertical exaggeration should not change the shape of the path/interval cylinders
- 3D View: import and georeference/orient an image file (e.g. TIF/JPG) (like Voxler's ObliqueImage and OrthoImage)
- 3D View: Lighting: set lighting relative to view so it follows the camera (like Voxler's Headlight)
- 3D View: new specular lighting option to control the shininess
- Assign NoData: assign NoData to 2D or 3D grids above or below a 2D grid surface (e.g. topography)
- Assign NoData: assign NoData to a 3D grid inside or outside a 2D polygon
- Base Map (vector): do not change properties when reloading base map file (or give option)
- Drillhole Manager: access Grid Data for Drillhole XYZC gridding
- Drillhole Manager: Save Data: include units in the column headers
- Drillhole Manager: Save Data: save TVD in units of MD, and Elevation in units of Elev(Z)
- Grid Data: use XYZC data directly from Drillhole Manager
- Grid Data: XYZC Data: Assign NoData using 2D polygons, 2D convex hull or 2D alpha shape
- Grid from Contours: Don't allow contour layers as Contour Source
- Grid from Contours: minimize the 'Contour source cannot contain intersecting polylines with different Z values' error
- High Resolution Monitor: 3D View: check boxes/expansion boxes in Contents were really small
- Label/numeric format rounding: 5 should always round the digit to the left of it up
- Limits/Scale/Axis orientation: should stay same when adding a 3D surface layer to 2D map or reloading 3D surface
- Save All is a new command to save all open files at once
- Save Grid: rename the file formats DAT XYZ grid/DAT XYZC grid to DAT XYZ data/DAT XYZC data for clarification

Fixes:

- 3D View: Fly-through: "Relative to Surface" always treats 3D grids as 2D
- Crash when changing properties using the spin control arrows

- Crash when undo
- CSV Import: more values are imported after special characters that should have stopped the import
- Drillhole Manager: Error while reloading data from MDB file
- Grid Data: Loading settings allows invalid gridding method, which can lead to Internal Error
- Internal Error after undoing breaking apart a surface layer (SceneList.cpp)