

# Surfer Beta Version History

Official version history and changelog information for Surfer Beta (2021).

## **Surfer Beta2 23.0.139 (November 6, 2021)**

### *Fixes:*

- 3D PDF: some SRFs did not export to 3D PDF correctly
- 3D View: Flight Path Editor: input vector path changes to <None> when entering values starting with decimals
- 3D View: No way to maximize view window
- Base from server: WFS server shows errors when trying to download maps and vector data layers not created
- Crash when exporting 3D view with drillholes with labels
- Crash when importing drillhole data
- Drillhole layer: does not update limits after addition via Drillhole Manager
- Drillhole layer: symbol visibility out of sync with properties
- GeodeWPF: Favorite category doesn't work to select Layers
- Internal Error after grouping maps that were drag selected (SceneList.cpp)
- Internal Error after undoing Reshape (reshapetool.cpp)
- Internal Error when exporting drillholes in 3D View and minimum size for interval is 0 (TrPolymesh.cpp)
- Internal Error when loading DXF as base map (IoImport.cpp)
- Page size in cm is remembered in inches
- Pie chart: sizes are incorrect when page units are set to cm
- Surfer failed to run due to "ColormapPresets.toml could not be opened for parsing" when user has an account name with multi-byte characters

## **Surfer Beta1 23.0.112 (September 8, 2021)**

### *New features and Improvements:*

- 3D View: Digitize
- 3D View: improve the accuracy of the status bar XYZ coordinates
- Color Scale: add a frame
- Color Scale: identify which layer it belongs to in Properties
- File Export: export a base layer with numeric attributes to a data format with numeric attributes
- Grid layers: Info page: include some Grid Info
- Map Wizard: create peaks and depressions and point cloud layers
- Provide option to disable warnings
- Save grid as grid-type TIF (TIF files with Zs instead of colors)

- Scale Bar: add a frame
- Surface Map: Show base to specified Z value
- Worksheet and Attribute Table: save numeric values as numeric to DBF (do not convert them to text)

## **Surfer Beta2 22.0.111 (July 6, 2021)**

### *New features and Improvements:*

- Drillhole data: Specify vertical well with checkbox (no directional data)
- Drillhole layer: select multiple drillholes in the plot view
- New Drillhole Layer: update so more obvious how to load new data

### *Fixes:*

- 3D View: Drillholes: still displayed when turned off in 2D view
- Alpha shape: All points in data file: destination layer shows base(vector) layer if points are selected
- Alpha shape: All points in data file: New Layer is available when post layer exists, but doesn't give you an option which map to add it to
- Alpha shape: Can't create from 'Selected points only' if there are non-point objects in the layer
- Alpha shape: clicking OK acts like Cancel
- Alpha shape: doesn't recover if select wrong columns from input data file
- Alpha shape: if you create pgon and delete it, it's recreated if you try again with a bad alpha value
- Crash in Alpha Shape dialog when switching between loaded data (Wks2dmu\_dll+76406)
- Crash opening file with drillholes saved back to Surfer version 15 SRF
- Crash when loading LiDAR LAS as Drillhole
- Drillhole data import: Add Field does not have a column header
- Drillhole data import: do not allow Next/Finish if required fields aren't filled out
- Drillhole data import: Have to click '< Back' twice on second page to get to first page
- Drillhole data import: Units aren't being utilized or converted
- Drillhole layer: copy/paste doesn't show the drillholes
- Drillhole layer: Deviation line: vector lines look solid (missing spaces between dashes)
- Drillhole layer: does not geotransform
- Drillhole layer: limits don't update after displaying paths
- Drillhole layer: new drillholes are displayed outside of map limits
- Drillhole layer: selection handles include deviation path after turning it off (have to move map)
- Drillhole layer: Undo does not restore symbol previous symbol size
- Drillhole layer: Undo symbol method from Fixed to By collar recreates an empty symbology
- Drillhole legend: empty legend created and deletes itself checking a property (resulting in potential crashes)

- Drillhole legend: undo symbology creates empty legend
- Drillhole Manager: reloading data adds/removes data
- Drillhole Manager: when all wells are filtered out, still be able to open manager
- Internal Error when export from 3D View (TrPolymesh.cpp)

## **Surfer Beta1 22.0.68 (May 5, 2021)**

### *New features and Improvements:*

- New Layer Type: 2D Drillhole layer shows drillhole locations, deviation paths and bottom hole location
- 3D View: display drillhole layers in the 3D view to show trajectories, paths, interval data, point data, and labels/leader lines
- Drillhole Manager stores and displays all the drillhole data
- 3D View: Create a true 3D sphere symbol
- Alpha shape: create a tight boundary around data points (e.g. convex or concave hull) where you control the amount of tightness in geoprocessing, Grid Data and Grid from Contours
- Grid Math and Grid Volume: calculations can use grids that have different sizes (different numbers of rows and columns)
- Grid Math: apply math to XY values, not row column location so the calculations work on grids offset from each other or in different coordinate systems
- Grids: easily create isopach maps (true stratigraphic thickness) or isochore maps (true vertical thickness)

### *Fixes:*

- 3D View: VRML Export: surface artifacts exist and blanked/NoData areas not removed
- Axes: Automatic Scaling should not default to something that gives you an error
- Axis Grid Lines: minor grid lines don't show up before first major tick
- Base from Data: doesn't import coordinate system information for data (e.g. from GSR2, PRJ)
- Base layer: Coordinates: when you move a polygon into base layer, the tracker isn't visible
- Convert Layer: converting to 3D surface creates empty map
- Coordinates Page marker tracker incorrect after moving shape within a Base Map
- Coordinates Page vertices do not update when moving shapes within a Group within a Base Map
- Crash after closing when displaying drop-down from Properties control
- Crash after pasting contour layer into base layer
- Crash in notifications when NotificationStatuses.txt has been altered
- Crash reports: thousands of ZIPs in Temp were created when report cannot be sent (connection issue, etc.)
- Crash when drawing filled contours after undo Break Apart
- Crash when Grid Data - Variogram after minimizing window
- Crash when Undo
- Endless Internal Error setting map scaling to 'inf' (axis.cpp, line 133)

- Export KML/KMZ: object IDs for point objects are not exported
- GPX Import Filter wasn't reading the elevation data
- Internal Error after closing a window (gscatch.cpp)
- Internal Error after creating 3D view (memorymappedcache.cpp)
- Internal Error after grouping/ungrouping objects (Scenelist.cpp)
- Internal Error when adding a profile over Z values with high number of sig digs (usertransform.cpp)
- Internal Error when converting a 2-grid vector to a 3D wireframe or 3D surface (iogrid.cpp)
- Internal Error when expanding Map and then delete (polygonnode.cpp)
- Internal Error when gridding data with Kriging (polarvariosurface.cpp)
- Internal Error when importing file with '%' character in filename
- Internal Error when opening a Surfer 7 SRF file with filled contours that have bad header info (contourfill.cpp)
- Internal Error when reshaping a polygon (reshapetool.cpp)
- Internal Error when Undo Order Change or Undo Delete (scenelist.cpp)
- Internal Error when undoing group with color scale after breaking apart layer (scenelist.cpp)
- Internal Error when undoing group, ungroup and reshape (gscatch.cpp)
- Internal Error with Grid Data using Kriging (kriginggridder.cpp)
- Internal Error: Grid Data: when loading settings for pages that don't use the settings
- KMZ import: File is stretched/wrong limits after import
- Objects are not grouping when the Attribute Table is open
- Open Grids: item added for each time you click on an open grid

## **Surfer Beta2 21.0.123 (March 3, 2021)**

### *Fixes:*

- 3D View: VRML Export: surface artifacts existed and blanked/NoData areas were not removed
- Crash after pasting contour layer into base layer
- Pasting text from one base to another twice results in large bounding box and no text
- 3D View: performance improvements so it is faster
- Axes: error opening SRF file which opened without error in previous versions
- Crash in worksheet after getting Invalid row number error
- Crash when using map wizard
- Error: encountered an improper argument saving to default Temp folder
- Error: encountered an improper argument when editing grid from internal storage
- Grid Calculus: error when selecting an existing grid ("Input grid must be at least 3 rows x 3 cols")
- Internal Error in worksheet when using Text to Number
- Internal Error when loading MIF (trgraphics.cpp)

- Internal Error when open an S10 SRF file with inappropriate axis scaling settings in S16 (axis.cpp)
- Internal Error when pressing left arrow key (scenenodetreeectl.cpp)
- Internal Error when saving a grid with 1-grid node dimension (iogrid.cpp)
- Notifications: message text is too small to read on high resolution monitors
- Notifications: users often see "error occurred when we tried to download the latest notifications"
- Save: improve the save process for SRF files to not rely on the Temp folder when resaving

## **Surfer Beta1 21.0.101 (January 5, 2021)**

### *New features and Improvements:*

- 3D View
  - 3D PDF Export: Reduce file size via grid surface 'quality reduction' option
  - 3D Polygon: Tessellate color fills
  - 3D View: 3D Base(vector) data from GPX, SHP, DXF, BLN, STL, other vector formats
  - 3D View: display 3D Polygons, Polylines, Polymesh in 3D
- Automation
  - Add AddPolygon3D() method for 3D polygons
  - ClassedPostLayer: new Class properties (including colormap)
  - Grid exporting/saving commands: add export options string
  - Add Grid Project method
  - GridBlank: use polygon boundary (Assign NoData)
  - GridFunction: add OutGridOptions parameter
  - LabelFormat: DMSFormat and DMS options
  - Add Point Sample method
  - SaveFile [Grid]: parameter for SpatialReferences
- Base(raster): option to ignore the alpha channel during import (display 32-bit BGRA images with or without transparency)
- Contour map: calculate area and volume between contour levels
- DXF Export: option to export LWPOLYLINE with no ZLEVEL (2D flat polylines) (part 1)
- Grid from Contours: list use Z coordinate option on dialog
- Notify user to update graphics driver if we crash/IE for a video driver problem
- Vector processing
  - 3D geometry: warn users why some geoprocessing features don't work
  - 3D Polylines/Polygons: use in grid processing functions
  - 3D Polylines/Polygons: Info: display number of vertices and rings
  - 3D Polylines: Connect, Break, Reshape
  - Add "Convert Geometry" group to right-click menu
  - Import Z-values for points into a ZLEVEL-attribute
  - Properties: Coordinates: display and edit Z coordinates
  - Update "Change Type" to "Change To" for shapes (convert between 2D and 3D polyline/polygon/points)

*Fixes:*

- Base layer: Coordinates: when you move a polygon into base layer, tracker isn't visible
- Coordinates Page marker tracker incorrect after moving shape within a Base Map
- Coordinates Page vertices do not update when moving shapes within a Group within a Base Map
- DXF marker sizes import much larger than in previous versions