

ADE_GP - VERSION HISTORY

- Version 1.0.26** - Outlining counter-clockwise wound polys failed. Polys now rewind when necessary
- Version 1.0.25** - Main Texture Size text boxes disabled when coverage for the assigned texture is defined in Textures_Def.txt.
- Version 1.0.24** - Texture and Lines_Def combo boxes were not enabled/disabled properly. Fixed
- ADE_GP not indicate when it has been shut down other than by user interaction.
- Version 1.0.23** - The GP Editor was not properly restored once minimized.
- Version 1.0.22** - GP group reference locations sometimes incorrectly calculated and group size sometimes exceeded specified size. Fixed.
- Added capability to manually designate group members.
- Version 1.0.21** - The methodology used to address comma as decimal separator was causing errors when Windows used certain non-English languages.
- Changing texture size from the editor when the current size was undefined resulted in a "Maximum Zoom exceeded" error.
- Line type now cleared when changing from a patterned texture to a uniform texture
- Version 1.0.20** - Not released
- Version 1.0.19** - Fixed another cause of "Maximum Zoom exceeded" message (due to corrupted data in GP object data)
- Fix in Version 1.0.17 to detect non-24-bit textures in the Textures_Dpy folder incomplete. Now complete.
- Version 1.0.17** - Fixed cause of potential endless loop in creation of groups.
- Version 1.0.16** - Fixed a comma-as-decimal-separator issue
- Fixed (at least one) cause of "Maximum Zoom exceeded" message
- Added check to detect non-24-bit textures in the Textures_Dpy folder
- Added saving of a list of texture files used
- Version 1.0.15** - P3D layer handler removed (replaced by code upgrade in ADE).

Detect non-24bit textures in textures_Dpy folder and add “beep” on attempting to display from textures comboboxes

Version 1.0.13 – Correct partitioning size for small groups

Version 1.0.11 – Add record of compile parameters in .asm file header
Implement new handler for P3D Layers below 16

Version 1.0.10 - Trap for gp objects requiring edit before compile did not detect U/V set to infinity - which could arise with gp objects created with an early version of ADE_GP. Fixed

Version 1.0.09 - Disallow saving of an object if texture issues remain.
Abort compile if user cancels during silent edit

Version 1.0.08 - Enhancements to Import GPs
Add ability to specify textures as RGBA.
Correct area size issue in compiler
Should now be able to continue after "Maximum zoom exceeded"

Version 1.0.07 - Addition or deletion of multiple vertices in an object was not handled properly. Fixed

Version 1.0.06 - ADE_GP generated a compiler error when the Single Ref. Point, Local elevation option was used. Fixed

Version 1.0.05 - Improvement to reduce autogen suppression

Version 1.0.04 - Special test release

Version 1.0.03 - To correct a situation whereby an attempt to compile GPs with multiple reference points and a group size = 0 resulted in a CTD.

Version 1.0.02 - To correct a situation whereby a CTD occurred when a line style was selected for an undimensioned texture.

Version 1.0.01 - To correct a situation whereby if a mouse click occurred on the editor 's drawing surface before the Display Layer number had been entered, a CTD occurred.

Version 1.0.00 - Initial General Release