Version History - Version 2

Version 2.2.10

- Characters invalid in file names contained in aircraft title not always eliminated when generating static model's file path. Fixed

- Version selection radio buttons now cleared after aircraft selection

Version 2.2.09

- Correct issue re textures not copied to main texture folder when "Save textures to main texture folder" checked

- Correct inability to find FSX/FSX:SE aircraft folders

Version 2.2.08

- Correct .mdl generation coding error introduced in previous release.

Version 2.2.07

- Possible problem with AIFP locating compilers fixed

- Aircraft developer diffuse colors overridden. Fixed

Version 2.2.06

- Detect when no version of FlightSim is found, advise user and shut-down to avoid subsequent resulting processing error exceptions.
- Adapt Registry search to accommodate LM's change with PV4 to item saved in Current_User/Software

Version 2.2.05

- Unable to save static libraries to the default location. Fixed.

- Add P3Dv4 compatibility

Version 2.2.04

- Fix issues preventing display of night textures

- Flightsim does not process .mdl files whose name contains "." other than as a file extension. Replace any "." in aircraft title with "^".

- Provide for use with P3Dv3 and Steam Edition (SE)

- Save textures to main texture folder inoperative. Fixed

- Previous versions did not save model radius in correct location. Fixed (but probably immaterial)

- P3Dv3 – "simobjects" entries in Prepar3d.cfg now ignored if "simobjects.cfg" exists.

- Select Aircraft now initialized to last aircraft top-folder accessed

Version 2.2.03

- Delay tagging textures as used until final pass in BGL re-construction

- Correct operation of M/Ft. radiobuttons on Static Position dialog

- P3Dv2.5 no longer uses the SimObjects statements in Prepar3D.cfg. It uses a new file named *simobjects.cfg* in the *C:\ProgramData* folder

Version 2.2.02

- Libraries intended for FSX and P3D now use .dds textures when available.

- Ensure models are for currently-selected library when entering Make Library immediately after switching SAMM libraries.

- Path to ImageTool now checked to ensure file exists

- Viewer progress messages from MCX .dlls still not turned of in 2.2.01. Fixed.

- Static data output to text file.

- Initialize static library folder location display to the SAMM folder at initial startup

- Avoid endless loop should one of the library save locations be cleared

Version 2.2.01

- Progress messages from MCX .dlls inadvertently left on in 2.2.00. Fixed.

- Viewer did not display textures if additional models for other versions of FlightSim selected.

- Minor improvements in library generation

Version 2.2.00

- Update for P3D compatibility

Version 2.1.09

- Correct an issue that sometimes caused the utility to go into a loop., for example, when attempting to use the option "Engines On".

Version 2.1.08

- Add additional data to the parameters listing

Version 2.1.07

- Further enhance processing of FSX models to minimize occurrences of parts misplaced rotationally.

Version 2.1.06

- Enhance processing of FSX models to minimize occurrences of misplaced parts.

Version 2.1.05

- Correct calculation of size of bounding box for FS9 models with offset animations, so as to avoid suppression of autogen in the immediate area.

Version 2.1.04

- Improve operation with FSX models.

Version 2.1.03

- Fix cause of exception in VISC section when converting very complex FSX models.

Version 2.1.02

- Aircraft models that require textures not saved in the main texture folder (e.g. from the base texture folder of a FSX model) and that do not have a texture.cfg file not handled properly. Fixed.
- Virtual cockpit gauge textures now properly ignored.
- Add check for vertex count > 65535 which caused exception in earlier versions.
- resolved error that caused rudder to be hard-over on some static models.
- User defined parameters now also listed in Listings combobox
- Disable editing of fresnel ramp textures
- Update SAMM to handle models with no ANIB Block
- Fixed issue that caused SAMM potentially not to find .dds textures for FSX models.

Version 2.1.01

- Night textures checkbox enabled when no night textures available. Fixed
- Night textures not saved when available and selected
- Textures now saved properly to main texture folder
- Aircraft models with multiple vertex buffers were not handled properly. Fixed
- A texture indexing problem created by surplus (to the static model) textures fixed.
- Static Name textbox now enabled and allows changes until model is saved
- Certain aircraft indicated more animations available than were included in the model. Fixed
- Fixed problem that caused every other static model in a library to be un-textured.
- Previous setting of Shadow radio-button retained when new model selected.
- Added simulation of global variables.

Version 2.1.00 - Initial General Release

Version 2.0.11

- Correct problem in library XML generation that caused compiler to fail.
- Correct problem that caused an "Associated textures not found" message when attempting to load a previously-converted model

Version 2.0.10

- Correct coding errors causing exceptions.

Version 2.0.09

- Correct error whereby static_cg_height was inadvertently negated when the model was placed and, therefore, was underground.

Version 2.0.02

- Process Visibility tags
- Allow individual control of engines
- Corrected other minor issues

Version 2.0.01 - Initial development release