

Version History

Version 2.1.7.4

- Several minor poly/line editing issues fixed.

Version 2.1.7.3

- Water poly terrains were inadvertently labelled with the name of the texture used rather than their titles from the Terrain.cfg file. Fixed

Version 2.1.7.2

- Implements new shape file generator which allows compilation of freeways (see user manual, Pages 17-18)
- Compiling exclusions sometimes results in an exception being thrown. Fixed
- Individual lines/nodes of hidden features no longer display when the mouse hovers over them.

Version 2.1.7.1

- Detects and warns that due to a deficiency in third-party XML2SHP, TS Pro cannot compile freeways.

Version 2.1.7.0

- Fixes for a variety of recently-discovered “fringe” issues.

Version 2.1.6.11

- Fix issue exporting to FS9 roads using a custom texture

Version 2.1.6.10

- Display of textures – if multi-texture (roads, shorelines, etc.) display “_su” version

Version 2.1.6.9

- Import of stream lines interpreted as shorelines. Fixed
- Mismatch between tooltip and Node Editor display sometimes occurred. improved

Version 2.1.6.8

- Import of FSX flatten incorrectly classified. Fixed

Version 2.1.6.7

- Fix error when checking for updates

Version 2.1.6.6

- Certain PV5 parameters were tested – generating error messages - even when PV5 was not installed. Fixed
- Format of Lat/Lon for new projects definition now in user-specified format

Version 2.1.6.5

- Fixes a few issues with FS9 compiler
- Terrains not having a useable texture (e.g., roads bridges) are no longer listed in the terrain combobox.
- If terrains not having a useable texture are detected at start of compile process, all problematic terrains are now listed as well as being selected

Version 2.1.6.4

- Replacement of terrain when nodes in more than one list failed. Such selections now disallowed if they will be problematic.
- User alerted when a replacement terrain is potentially incompatible with selected list.

Version 2.1.6.3

- Adapt TS Pro for use also with systems where stock data has been moved outside the Flightsim folder

Version 2.1.6.2

- Tooltips did not properly display assigned terrain for polys
- Reducing size of window to near-minimized resulted in exception. Fixed

Version 2.1.6.1

- Exclusions in imported FS9 .bgls not properly initialized. Fixed

Version 2.1.6.0

- Right click on unselected line/node caused exception. Fixed

Version 2.1.5.9

- Entry of > 63 for FS9 Layer in the Editor caused endless loop. Fixed

Version 2.1.5.8

- Color changes not carried over to next re-opening. Fixed

Version 2.1.5.7

- Allow compilation of imported .bgls without triangulation
- Assign specific exclude terrain on creation of node list

Version 2.1.5.6

- Correct issue introduced in 2.1.5.4
- Exclude duplicate exclusion guids from data

Version 2.1.5.5

- Terrain combo-box not refilled after selection of new terrain.cfg file. Fixed

Version 2.1.5.4

- During preparation for export, detect exclusion polys which are not yet assigned a terrain type and issue an advisory message

Version 2.1.5.3

- Exclude Nodes not properly initialized.

Version 2.1.5.2

- At extreme zoom levels (compared to extent of the projects), an overflow exception may be thrown as the mouse cursor passed over certain elements of the project. Fixed

Version 2.1.5.1

- Failed to import certain CVX files. CVX Extractor updated

Version 2.1.05

- Cause of exception following resequencing of data fixed
- Cause of exception when exporting to FS9 fixed
- If airport background image was displayed when last shut-down, it is now displayed upon next start-up
- Several errors in FS9 compiler fixed
- If all profile nodes selected, a right-click triggered an exception. Fixed
- Attempts to compile Exclusion areas resulted in an exception being thrown. Fixed

- Unable to select terrain type with Flightsim running. Fixed
- Zoom now from cursor position
- Guid was suppressed when importing of CVX files. Fixed
- Correct issue whereby airport backgrounds were not properly displayed

Version 2.1.04

- Cause of exception when resequencing data fixed
- Blend, profile and sculpt lists now track resequencing

Version 2.1.03

- Disable context menu item “Add sculpt node at cursor” if no sculpt list exists
- Fill combobox with available terrains when starting Blend Poly

Version 2.1.02

- Stopped check for clockwise/counter-clockwise winding of polys until completion
- Added ability to assign new terrain from the Main Panel
- Added ability to insert nodes in polys with Hot Cursor

Version 2.1.01

- Fix cause of exception when attempting to convert a node into a sculpt node when no other sculpt nodes exist
- Issue warning message on attempt to “AutoBlend” when no blend nodes are loaded

Version 2.1.00 (General release)

- TS Pro now includes “Exclude All” In the Terrain List combobox at all times

Version 0.1.11

- TS Pro did not implement “Exclude All”. Temporarily added to terrain list while a permanent fix is developed

Version 0.1.10

- Reverse the order of hydro-polys vertices on submission to xml2vec.exe so as to comply with Flightsim convention of clockwise order.

- Force QMV15 clipping if project overlaps a QMV15 boundary

Version 0.1.09

- Ability to limit lat/lon of imported data added

Version 0.1.06

- TS Pro timed out as “Not responding” when importing very large files. Fixed

Version 0.1.05

- CVXExtractor went into a loop when called to process certain types of polys. Fixed (calling method changed)

Version 0.1.04

- Attempts to start a flatten appeared instead to create a sculpt list. Fixed

Version 0.1.02

- Version 0.1.01 inadvertently compiled in 64-bit mode. (FSUIPC cannot run in 64-bit mode)

Version 0.1.01

- Adapt Registry search to accommodate LM's change with PV4 to item saved in Current_User/Software
- Sculpt Lists not being set up properly. Fixed

Version 0.1.00 - Initial beta release