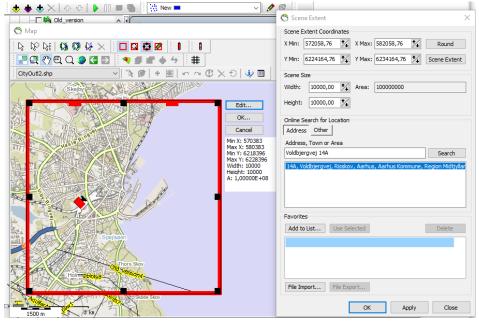


May 18, 2021

New Features

- Map layers can be filtered by type, to make it easy to find the object to add. S GeoScene3D Builder (D:\Rikke\Documents\GS3D_Projekter\DemoSGU\Demo_ready2.gsmod) () File Manager Viewer Toolbox Tools Utilities Blanking Themes Hydro QC and Statistics Simulation Window Help 🔸 🕁 🗙 | 쇼 소 | 🕨 🛯 🔳 💽 Object Based Layer Type The map content is generated directly from the geometry of 3D objects. This layer type is available for object types that are editable or not based on a GeoScene3D dataset. Object Based Finish alable Objects: Interpretation_points (XYZ Points) LayerCQ (XYZ Points) AEM80 (XYZ Points) 1000_2 (XYZ Points) Norandholkog 1000 (XYZ Points) norandmol (XYZ Points) norandmolk (XYZ Points) inadomkulong (XYZ Points) Available Objects: → Jieff Salnity → E Ponts ✓ V E Layers → V E Layers → V E Layers → V E Hala → V E Hala → V E Hala → V E Data → V E Jordiager → V E Jordiager → V E Jordiager → V E Gamera 1 → V E Jordiager → V E \times 1 1 # nne Select All Deselect All (XYZ Points) \sim < Back Next > Einish Cancel Maps **⊼ ↓** 7 **+** + t +++ 4 ¢ ⊅ ⊡Fast \bigotimes J 1.101.929 K X: 697401 Y: 6320011 Z: 46 Height: 37 Dir: 56 Tilt: -48 X: 699606,9 Y: 6321580,4 Z: -8,9 9,8 FPS
- Pictures added to profiles can now easily be positioned anywhere on the profile.
- Worldwide open street maps can be added to a map.
- Worldwide address search has been implemented when moving the scene extent.



- For the danish users 'Matrikel' search has been implemented when moving the scene extent.
- Toolbox: Two aquifer vulnerability maps can be combined to show if one or both aquifers are protected.



Improvements

- The import of interpretation points from a csv-file has been improved by many factors.
- The smoothing of 2D grid in maps is now working properly.

Bug fixes

- A bug in cluster 1D models has been fixed. It was only present when running on selected layers and not all layers.
- Scene extent using favorites bug has been fixed.
- Snap to wells in GeoCloud portals now works properly.