

## New Features of TerraPhoto in Version 010

Date	Version	Description of the new feature
2011-02-22	11.001	<ul style="list-style-type: none"><li>• Support for Fast binary file format.</li></ul>
2011-01-18	10.024	<ul style="list-style-type: none"><li>• Bug fix in rectification. 'Use boundaries' option resulted in a crash when producing 3*8 bit orthos.</li></ul>
2011-01-07	10.023	<ul style="list-style-type: none"><li>• Bug fix in camera dialog. Radius field was hidden when using Zero radius function lens distortion model.</li></ul>
2010-12-28	10.022	<ul style="list-style-type: none"><li>• Creation of shadow maps has been removed from automatic tie point and color point searches. aps before running automatic searches. Run dedicated menu command Utility / Compute shadow maps before running automatic searches.</li><li>• Fix in shadow map use in automatic color point search. Older versions produced some color points also in areas with shadow laser points.</li><li>• Rectify tiles can produce 3*16 bit GeoTIFFs.</li><li>• Support for multiple raw image directories for each camera in the mission definition.</li><li>• Compatibility with PowerMap V8i and PowerCivil V8i.</li></ul>
2010-10-04	10.017	<ul style="list-style-type: none"><li>• Improved algorithm for reading Point Grey raw images (.raw).</li></ul>
2010-09-19	10.016	<ul style="list-style-type: none"><li>• Reports average magnitude and RMS of residuals when deriving a coordinate transformation using two point text files.</li><li>• Basic support for Point Grey raw images (.raw).</li></ul>
2010-08-29	10.015	<ul style="list-style-type: none"><li>• Bug fix in saving color points. Version 010.014 created invalid .cpt files.</li></ul>
2010-08-23	10.014	<ul style="list-style-type: none"><li>• Ability to import Matlab Camera Calibration Toolkit calibration into Define Camera.</li><li>• Load list can read in user defined exterior orientation file formats which may be based on omega, phi and kappa rotation angles. This can read in orientation files from most software packages</li><li>• 64 bit image numbers. More flexibility in extracting a unique number for each raw image from its file name.</li></ul>
2010-08-02	10.013	<ul style="list-style-type: none"><li>• Lever arm and height above ground values are now always treated as meters regardless of active design file unit.</li><li>• Derive command in Define Color Corrections modified to better handle images with mostly very dark or very bright pixels.</li></ul>

2010-06-03	10.012	<ul style="list-style-type: none"> <li>• Automatic update option in color point display.</li> <li>• Bug fix in V8i version. Bug caused crashes when working with tie points.</li> </ul>
2010-05-16	10.011	<ul style="list-style-type: none"> <li>• Tools for converting time stamps between GPS seconds-of-week and GPS standard time.</li> <li>• More compact data format for tie points. Makes it possible to use a larger number of tie points on a large project.</li> </ul>
2010-04-15	10.009	<ul style="list-style-type: none"> <li>• Tools / Solve parameters menu command can now solve calibration values for multiple cameras as one operation.</li> <li>• Bug fix in applying color point corrections for airborne data sets. Bug resulted in corners of images becoming dark.</li> </ul>
2010-04-15	10.010	<ul style="list-style-type: none"> <li>• Support for Netherlands RD/NAP 2008 projection system. This requires x2c.grd, y2c.grd and nlgeo04.grd in \terra\coordsys.</li> <li>•</li> </ul>
2010-03-12	10.008	<ul style="list-style-type: none"> <li>• Bug fix in checking validity of temporary licenses. Bug could occur when two application instances on the same computer checked the license at the same time</li> </ul>
2010-03-08	10.007	<ul style="list-style-type: none"> <li>• Better image selection for detail camera view in editing building vector models.</li> <li>• Fixes rendering tools in V8i version.</li> </ul>
2010-03-02	10.006	<ul style="list-style-type: none"> <li>• Inside fence only option in automatic tie point search for limiting the search area by a fence drawn in a top view window.</li> </ul>
2010-02-18	10.005	<ul style="list-style-type: none"> <li>• Automatic caching of 256*256 pixel subtiles of ECW raw images. Speeds up many operations.</li> <li>• Improved V8i compatibility.</li> </ul>
2010-02-08	10.003	<ul style="list-style-type: none"> <li>• Can use depth maps when extracting color for mobile.</li> <li>• Grey average type color point forcing color correction fixing target to be grey.</li> <li>• Find worst, Find first bad and Find next bad menu commands for finding potentially bad color points.</li> <li>• Test version for V8i available.</li> </ul>