




## GemRack Release Notes - V1.0 Build 1036

The main purpose of this release (on 10-Jun-2019) is to improve the overall program useability and resolve any known bugs.

If you have an active *Support Subscription* we encourage you to install this new release and take advantage of all the latest enhancements and corrections and if you have an expired *Support Subscription* and wish to renew it please contact our office.

This update is available by clicking the pop-up that appears at the bottom of the screen when opening **GemRack** or via the **Menu bar > Help >  Check for Updates** function and following the prompts.

The main changes for this release include:

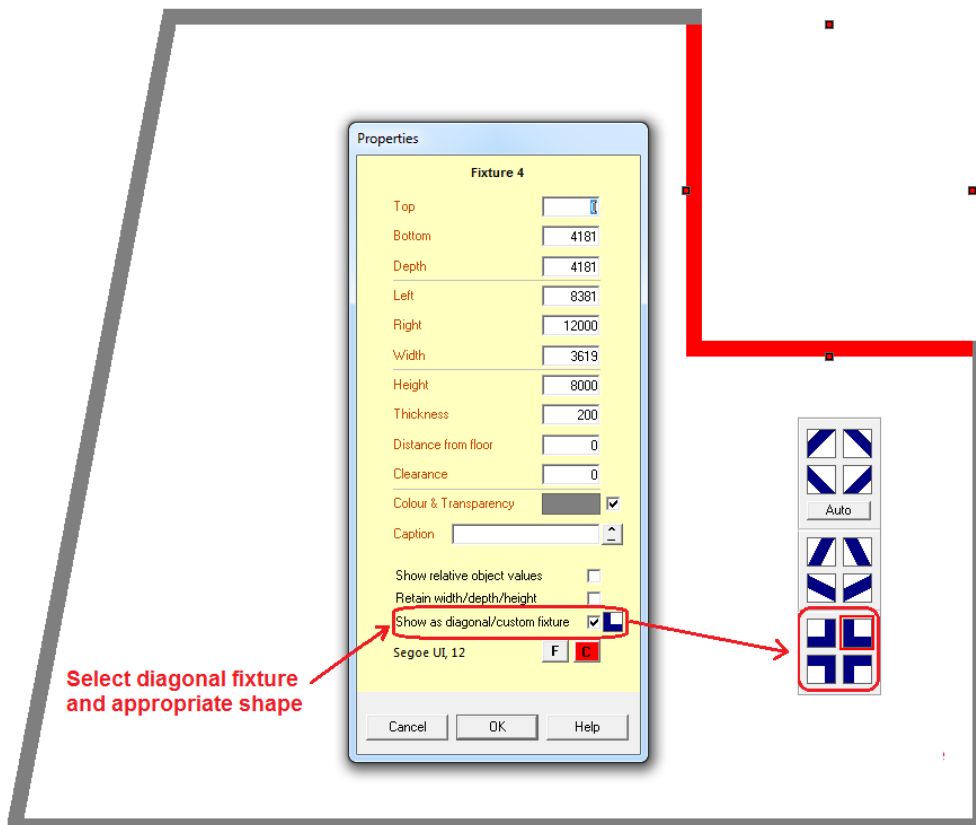
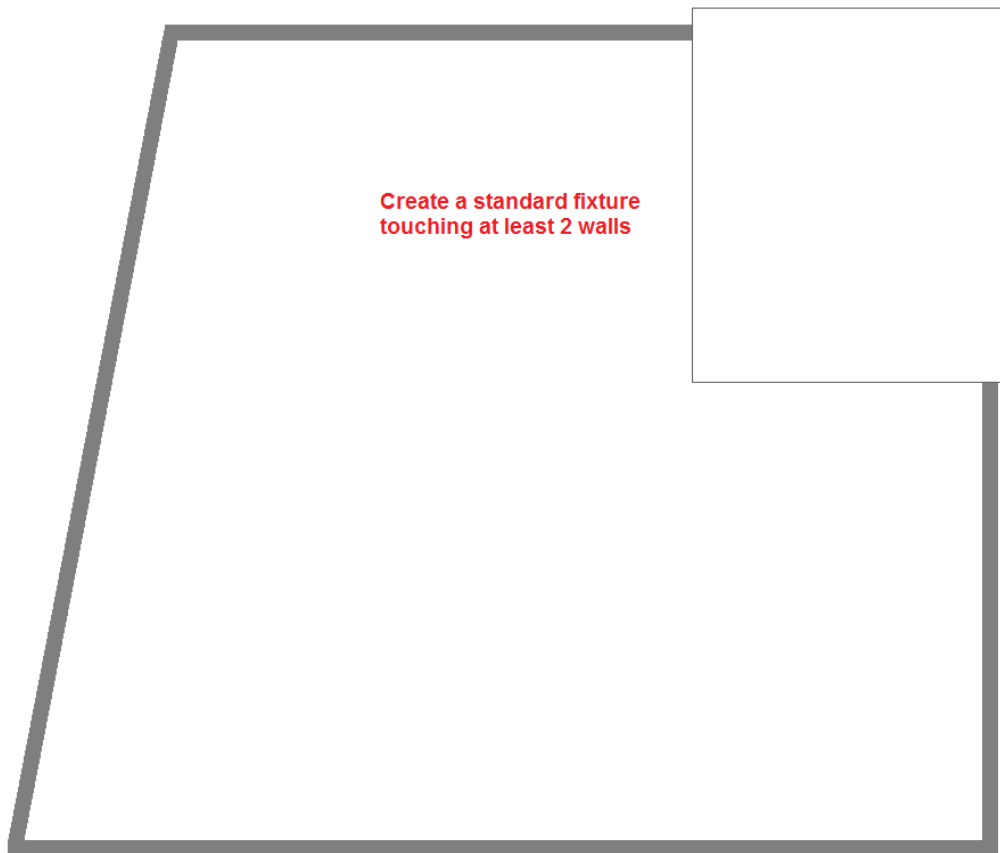
- implemented auto-sizing of legend fonts in drawings,
- enhanced current 'diagonal fixture' feature to include L shapes for each corner,
- improved the way top beam accessories are set/adjusted,
- improved the way pillars are shown in floor plan drawings,
- resolved various bugs such as not showing run numbers in floor plan, copying & pasting between projects, Safety Auditor dialog camera initialising, 3D zoom in 'tablet mode'.

## New Features

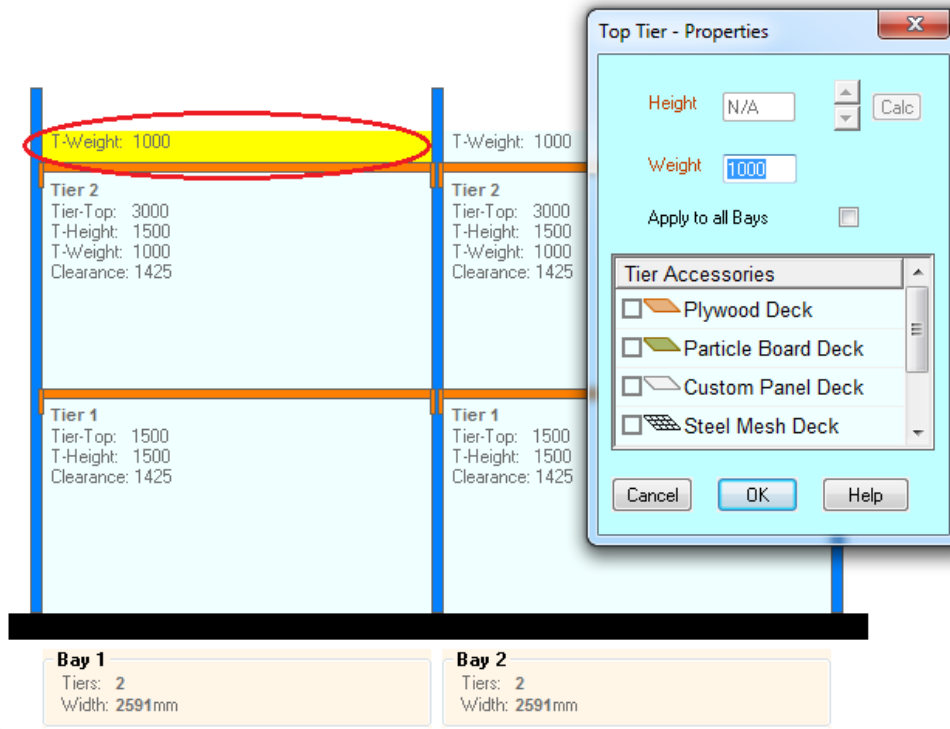
- Implemented auto-sizing of legend fonts in drawings to improve overall appearance & legibility.

## Enhanced Features & Corrections

1. Enhanced current 'diagonal fixture' feature to include L shapes for each corner as part of supporting L-shaped buildings.



- Improved the way top beam accessories are set/adjusted if 'Top beam holds load' is active by allowing user to click the virtual tier above the top beam.



- Improved the way pillars are shown in floor plan drawings when they're located in the middle of runs.
- Support a new pallet size is System Options '1200 x 1000 x 150'.
- Resolved an issue of not showing in floor plan drawings run numbers after implementing the floor plan feature that shows frames and back ties in colour.
- Resolved an issue related to copying & pasting of back-to-back runs (of certain configuration) between projects.
- Resolved a user reported issue related to sometimes the Safety Auditor dialog camera not initialising properly (possibly related to some windows updates).
- Resolved a 3D zoom issue related to using a mouse while running in 'tablet mode'.
- Resolved a user reported issue related to deletion of run end barriers.

To other release notes refer to [GemRack Version/Updates History](#).