




## GemRack Release Notes - V1.0 Build 1040

The main purpose of this release (on 15-Jan-2020) 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:

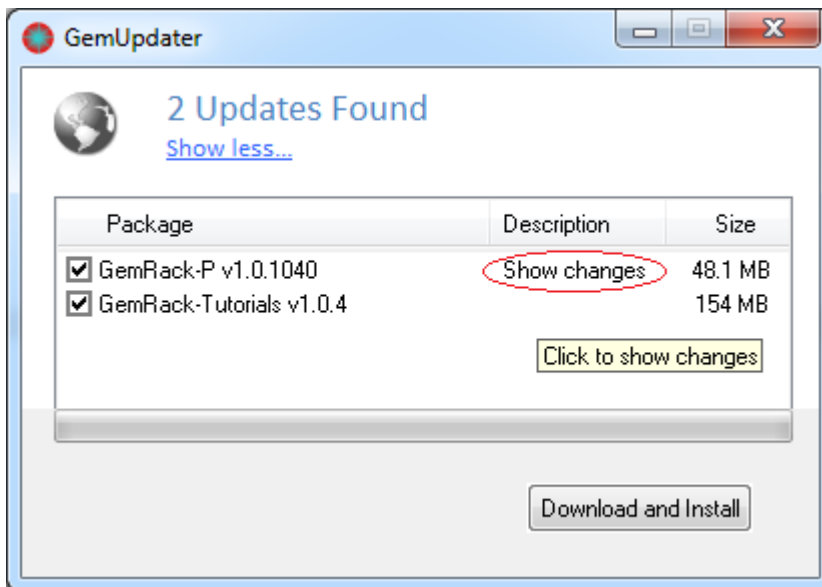
- enhanced *GemUpdater* feature to enable user see the changes in an update,
- changed the way *Apply to all Bays* feature works in *Bay Properties* dialog and
- resolved various bugs related to drawing floor plan elevations, executing many *Undo/Redo* steps, loading of a project with backing mesh, pasting of cantilever runs between projects and rotating of end barrier.

## New Features

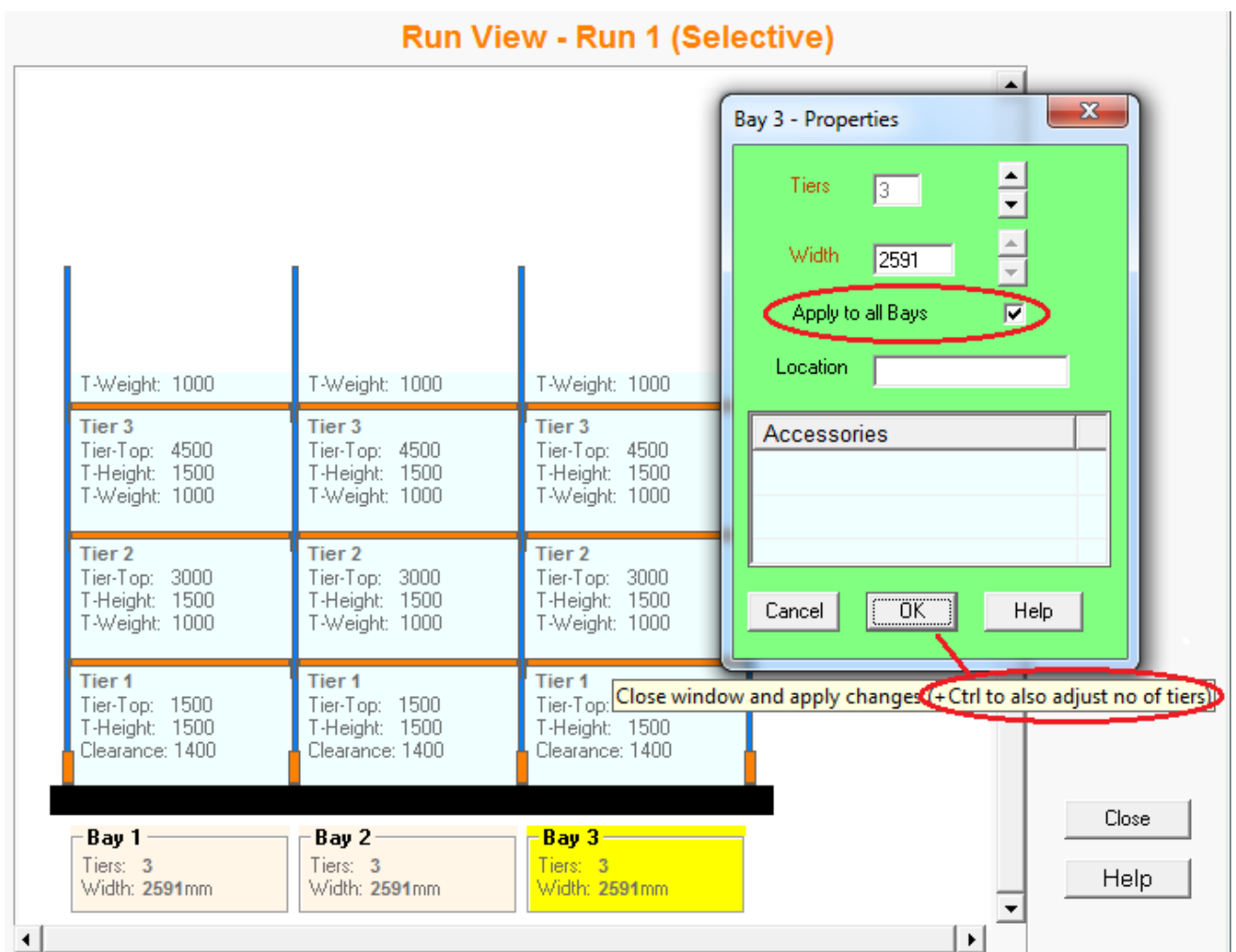
- None

## Enhanced Features & Corrections

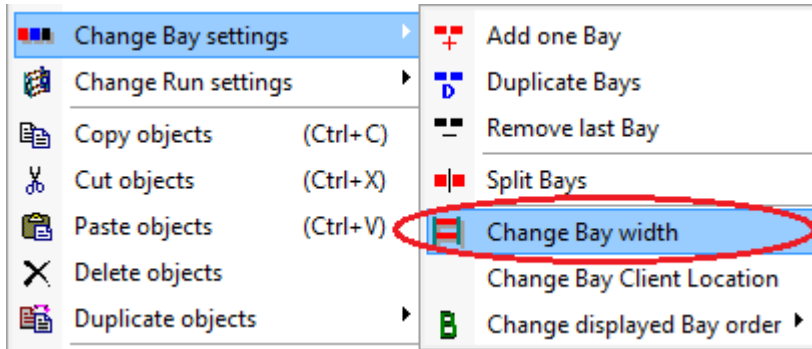
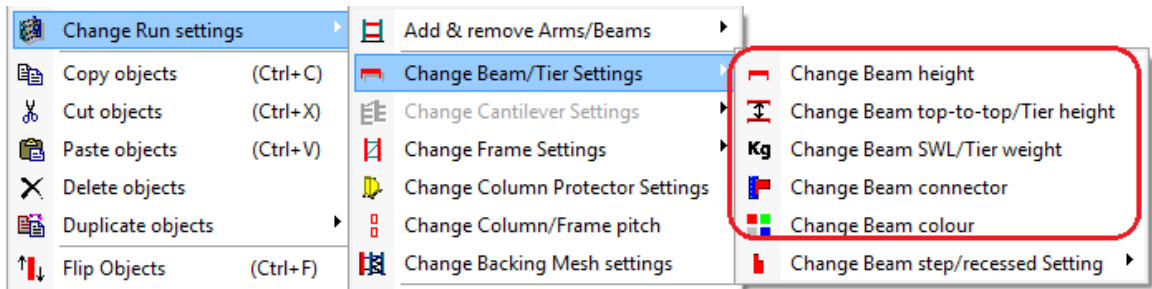
1. Enhanced *GemUpdater* to include a new *Description* column that enables user to click on a cell/link in that column (when applicable) and open a *Release Notes* document (such as this) and see what the changes are before fetching an actual update.



- Modified the way *Apply to all Bays* function works in Run View so that only 'bay width/beam length' is changed in 'other bays', unless user holds *Ctrl* key down when clicking the OK button in which case the 'number of tiers' is also adjusted.



- Modified 'Change Run settings > Change Beam/Tier Settings > Change Beam height, Change Beam top-to-top/Tier height, Change Beam connector, Change Beam colour', 'Change Bay settings > Change Bay width' menu functions to also work for Backing Mesh.



4. Resolved a bug related to drawing floor plan elevations and the pallets on top Beam are not shown when '*Top Beam holds load*' is set.
5. Resolved a number of bugs related to using *Add top tier* menu function.
6. Resolved a bug related to executing many *Undo/Redo* steps whilst also going in and out of Run View many times.
7. Resolved a bug related to some beams in Run View, 3D View and drawings being shown shorter than an actual bay width, i.e. not connecting frame-to-frame.
8. Resolved a bug related to pasting of runs from one project to another when the runs are higher than the ceiling height of the target project.
9. Resolved a bug related to loading of a project with backing mesh where the standoff post widths differ with frame widths.
10. Resolved a bug related to pasting of cantilever runs from one project to another, under certain circumstances.
11. Resolved a bug related to rotating an end barrier with two column protectors joined by a one/two vertical bars, using any of the 'rotate' menu functions.

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