

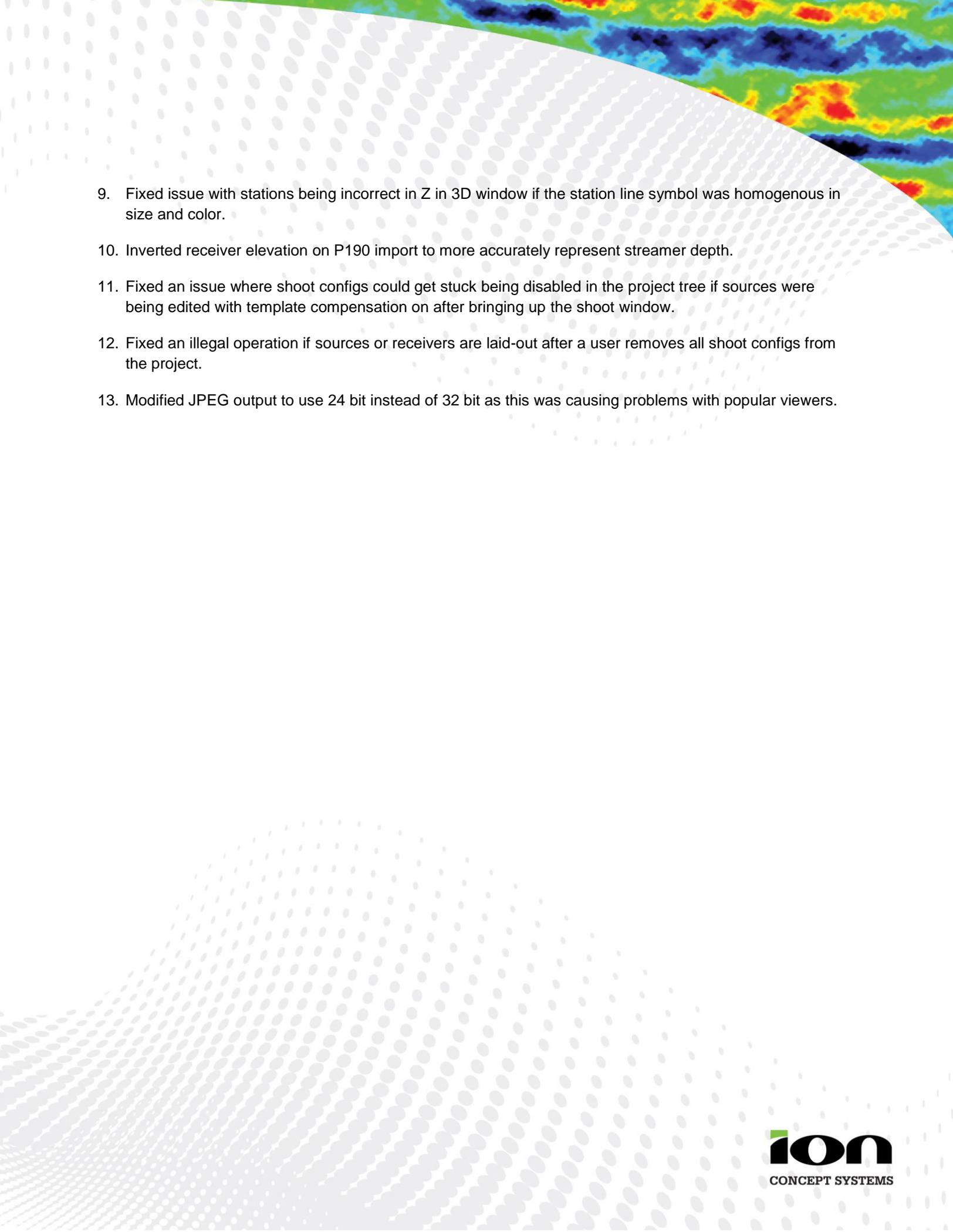
MESA SOFTWARE – VERSION 13.1 RELEASE NOTES

Features

1. Improved unit template performance. Performance increases are more dramatic for very large unit templates, particularly those modeling an OBC geometry.
2. Added marine sail polylines to the marine design window and the P190 import. These lines will be generated from the configuration reference point in the marine design window. These lines will be generated from single or multi-vessel data in P190 files or set to the source locations if no vessel data exists.
3. The land survey statistics dialog can now do numeric sorting on columns where appropriate.
4. Selective Exporting of Exclusions by Layers or Individual Exclusions when exporting to Google Earth KMZ or ShapeFiles.

Fixes

1. Raytracer datasets will now span in 4GB chunks as it was designed to. The original dataset will be called <name>.odb and expanded sets will be named <name>.od# where # is 1 to the number of datasets required. The user only has to load the original .odb file which will automatically link the expanded datasets.
2. Fixed issue with the Raytracer time estimate for marine geometries being vastly understated.
3. Fixed issues with databases with a '.'(dot) in the file name. This would cause the .shotdata(shoot config data) and .unt(unit templates) file to have an improper name and caused issues with the management of temporary fold files. From a user perspective it would appear as if the project was never fired whenever it was opened.
4. Fixed a memory leak in the unit template where clearing existing sources and receivers was not clearing them from memory.
5. Fixed KMZ output color scale having inverted colors. Also set the minimum symbol size to .2mm, as .1mm causes Google Earth to not display them.
6. Fixed record number evaluating to zero when used in spreadsheet formulas.
7. Fixed spreadsheet formulas occasionally evaluating constant operands incorrectly.
8. Fixed memory leaks in both system RAM and video RAM when displaying rays in the 3D window.

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9. Fixed issue with stations being incorrect in Z in 3D window if the station line symbol was homogenous in size and color.
 10. Inverted receiver elevation on P190 import to more accurately represent streamer depth.
 11. Fixed an issue where shoot configs could get stuck being disabled in the project tree if sources were being edited with template compensation on after bringing up the shoot window.
 12. Fixed an illegal operation if sources or receivers are laid-out after a user removes all shoot configs from the project.
 13. Modified JPEG output to use 24 bit instead of 32 bit as this was causing problems with popular viewers.