



RIFT TD VERSION 1.2.3.30

RELEASE NOTES

SEPTEMBER 2009

ENHANCEMENTS

The following enhancements have been incorporated into **Rift TD Release 1.2.3.30**:

- Enable existing User logon during new **Rift TD** installations.
- Enable **Object Snap** on the **DTM Graphic**.
- Set nodes to surface elevation when interpolating nodes along a string.
- Interpolate nodes along a line when importing DXF files.

In addition to the above the following minor enhancements have been made:

- Tab between cells on the **Data Grid**.
- Update graphics when pasting data to the **Data Grid**.
- **“No Data”** will be displayed on the **Data Grid** when no data lists exist for the active data type.
- Various bug fixes and performance enhancements have been implemented.

EXISTING USER LOGON

In previous versions of **Rift TD** the User had the ability to enter Company Logon information to link the installation to an existing company account. This was necessary to enable licence sharing.

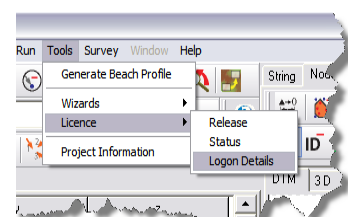
As of Version 1.2.30 existing Users will have the option of providing existing User logon information when registering a new installation. This will facilitate the registration process and ensure consistency for User accounts.

Note that the User is still required to provide new Company (Account) Information or Log onto an existing Company Account.

As with Company (Account) Logon Data, the logon information can be obtained by starting an existing Rift TD implementation registered by the User and clicking

Tools → Licence → Logon Details

An email containing the logon information will be sent to the mail address provided during registration.



OBJECT SNAP

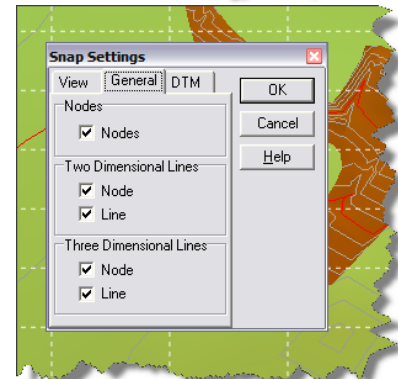
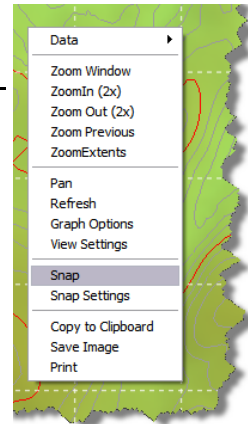
Object Snap has been enabled on the **DTM Graphic**. This allows Users to snap to existing elements when adding new data graphically on the **DTM Graphic**.

To enable **Object Snap**, right click on the **DTM Graphic** and select **Snap**.

Snap settings can be set using the **Snap Settings Dialog**.

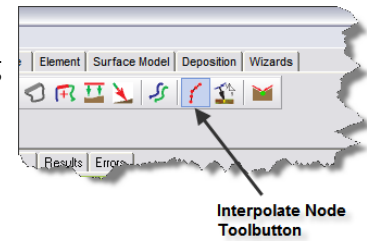
- Right click on the **DTM Graphic** and select **Snap Settings**.
- Set the appropriate settings for each data type.
- Click **Ok** when done.

Rift TD Version 1.2.3.30 supports snapping to nodes, and in the case of lines, snapping to the line.



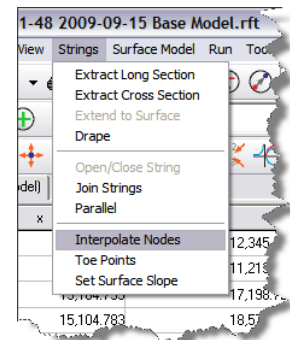
INTERPOLATE NODES SET NODE ELEVATION TO SURFACE ELEVATION

Previous versions of **Rift TD** allowed Users to interpolate nodes along a string, with elevation either being based on the string elevations or set to a User defined elevation. This update allows Uses to specify a surface to be used to obtain elevations.



To interpolate nodes click either the **Interpolate Node Tool-button** or click **Strings → Interpolate Nodes**.

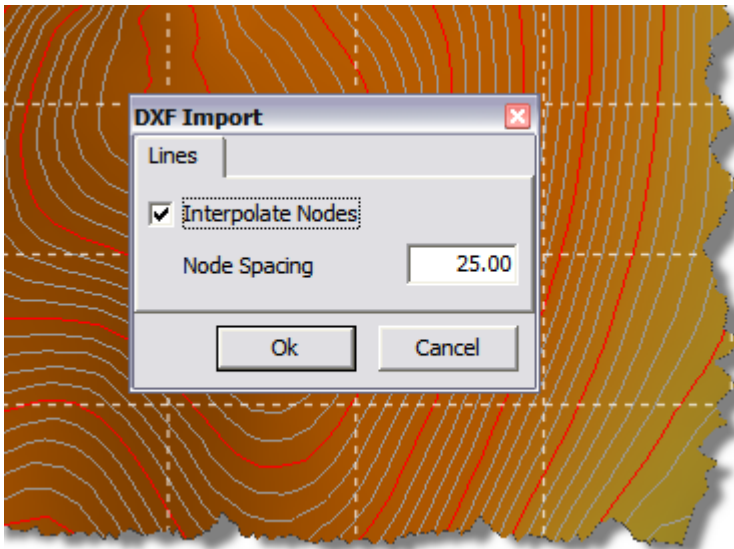
Enter the surface from which the elevations are to be interpolated on the **Interpolate Node Dialog**.



INTERPOLATE NODES DURING DXF IMPORT

When importing DXF files **Rift TD** imports point and line vertices. Where line vertices are not close this can lead to insufficient points in the imported data set e.g. long line segments along embankments etc. Version 1.2.3.30 addressed this by allowing Users to interpolate nodes along lines at a User defined interval.

When importing a DXF file, and on selecting a valid DXF file, the User is presented with the **DXF Import** dialog.



- Indicate whether you wish to interpolate nodes while importing the file.
- Indicate the required node spacing along lines.

Additional nodes will be interpolated where the node spacing exceeds the User specified value.