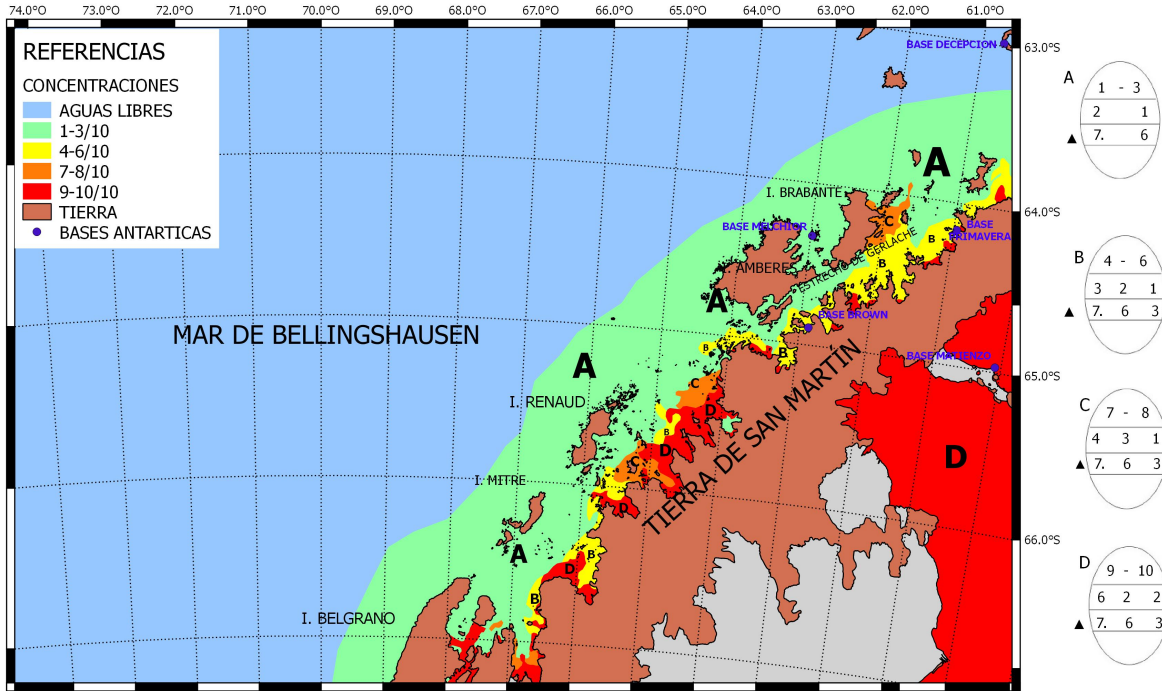




DEPARTAMENTO METEOROLOGÍA
CARTA DE HIELO
ZONA 4: Canales hasta Isla Belgrano
FECHA DE ANÁLISIS: 03/05/2022



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We also fixed a "notification bubbles" bug, and added an Export () method. We fixed and reduced the memory leak issue in the World View. We fixed an issue when using a GPU for ray casting, where black outlines would appear on objects that should be black. Version 3.0.5m On macOS, it's now possible to use Apple's Accelerate framework, which was introduced in macOS 10.12. We fixed an issue where World Properties would sometimes be undefined after the first scene. Version 3.0.4n We fixed an issue where a lost input device (like a touchpad) would result in the camera rotating around its null position. Version 3.0.4m We fixed an issue when using the Rendering Path option to make a water displacement effect using the Vectors Render Path. We fixed an issue when rendering objects that were using a "user defined" blur. We fixed an issue when using the "Clouds" Textures option. We fixed an issue that caused objects to flicker when rendering with motion blur. Version 3.0.3n This release is the first version where the "water reflection" setting is enabled. Version 3.0.3m We fixed an issue where the camera's velocity would sometimes get stuck in a negative value. Version 3.0.2n We've updated the environment maps, so they now provide better lighting for the heightmap. Version 3.0.2m In the 4th Scene option, if you have the "Vectors" Render Path enabled, you'll no longer see the effects of using the "user defined" blur. Version 3.0.1n This release is the first version that supports system screens, like a TV Screener. On macOS, we've improved the "GPU used for ray casting" option to show the option's value in the Settings menu. We also added a "CPU" setting, so if you're not using a GPU, the option will be disabled. Version 3.0.1m We fixed an issue that could cause the camera to be unable to move when using the "Render Path" option. Version 3.0.0n 82157476af

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