

# What's new and fixed in 3Dsurvey v2.8.3

## What's fixed:

- fixed crash when progress is stopped just when it completes
- fixed incorrect time estimation after pause
- fixed "Point ID" option on \*.txt format for point clouds
- fixed cuda error 4 and 30
- fixed contour lines export to PDF for large coordinates
- fixed tripled profile names
- fixed X and Y axis orientation in LandXML
- fixed units in DXF export and layer names
- fixed unwanted rounding of feature points
- fixed transparency with PNG export
- fixed DEM generation in report when DSM has some triangles removed
- fixed issues with non-ascii characters when saving to GeoTIFF
- fixed proper unit handling in CAD tab
- fixed missing \*.koo format for point cloud load/save
- reduced GPU memory usage during dense reconstruction
- fixed issues with unsupported DXF layer names