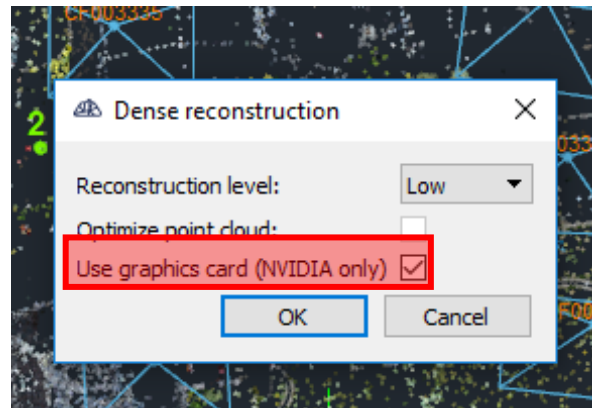


What's new and fixed in 3Dsurvey v2.8.2

What's new:

- **Added option for manual selection of calculation on GPU or CPU**

Users with AMD graphics cards had issues in case the automatic detection of graphics card type was not correct and they couldn't run reconstruction step. Now there is an option to deselect "Use graphics card" and processing gets done on the processor (CPU) only. In that case the algorithm from 2.7.0 version is used.



What's fixed:

- Fixed problem with Bundle Adjustment speed in 2.8.0 and 2.8.1 – now the same speed as in v2.7.0
- After opening an already saved project, only the items that were displayed when project was saved are shown
- Problem with wrong geo-positioning of the GeoTiff files is now solved
- Fixed loading point files with upper case loading files.
- Recalculate orthophoto issue fixed

Known issues:

- Some NVIDIA cards have issues with new dense point cloud algorithm (most problematic are Quadro graphics cards).
- Less powerful Nvidia graphics cards (with less than 4GB Memory) are not able to calculate the Reconstruction on Extreme level – lower the reconstruction level in such cases
- There is no GPU support in dense reconstruction step for AMD graphics cards and Intel integrated graphics cards. Users with AMD graphic cards should deselect option: "Use graphics card" in Reconstruction popup.

