

# Surface Pro 3D Software 2.1R3 Release Note

## New Features and Improvements

- Possibility to add photo to component
- New option to add individual photos to a defect
- Implementation of component properties editor
- Additional large tank and vessel component types
- Added inspection photos editor, allowing fast and easy addition of multiple photos to a project
- New default project settings, enabling easy access for changing default project report properties such as the logo
- Added WebGL 3D model allowing to export the model as a 3D HTML file that can be displayed in any browser
- Added WebGL 3D model attachments to exported PDF report files. New option is to attach one model/scan type to the PDF reports.
- Additional LYFT scan types
- Additional support for large scans
- New simplified user interface

## Resolved Issues

- Corrected photo editing in inspection report editor
- Corrected auto-increment field start index number
- Updated scan report refresh option in inspection report editor
- Corrected 3D zoom-all to leave a margin of 75 pixels
- Corrected 3D viewport legend refresh option after new project created

## Surface Pro 3D System Requirements

- Supported operating systems: Windows® 7 SP1 and all necessary updates, Windows 8, Windows 8.1, and Windows 10 (32-bit and 64-bit editions)
- Processor: Core i5 or better (or equivalent)
- Memory: 4 GB or more (recommended: 8 GB)
- Minimum available disk space: 500 GB
- Recommended network: Built-in network card (USB-to-network adapter also acceptable)
- Display: 13" or larger (recommended: 15")
- Minimum resolution: 1366 × 768 pixels
- For extensive analysis purposes, we recommend using an additional external monitor, 22" or larger with a minimum resolution of 1920 x 1080 pixels