

2.8.6 (10/6/20)

- add: protocol 1 compatibility up to 192k sampling rate
- fix: mic mute state restored on new session
- fix: prevent band change during transmit
- add: extended diversity cat commands to midi2cat
- add: shortcuts for all documents in Start Menu
- fix: LPF/HPF menu missing for model 100D

2.7.0(a3) (3/1/20)

- fix: hang and gain lines returned to GDI+ draw method for rx2
- change: database txprofile and deftxprofile table code duplication removed
- change: removed txtMeterOffset + txtDisplayOffset from setupform, not used
- change: txtOverload on console form now thread safe
- change: cat error now includes cat number in error message
- fix: 60m band selection now works when using extended country. Extended country did not consider region1 default 60m frequency of 5.25MHz inside the 60m band (function BandByFreq)
- fix: filters (and modes) were not being restored from database correctly on startup. Fixes the issue where a filter name was not displayed if RX2 was being shown at startup
- add: version checking for cmaster, wdsp and portaudio dll's added

(3/1/20) (a2)

- fix: path illustrator not working for 100B + 200D radios
- change: change event delayed on comboRadioModel during initialisation. Potential fix for issue reported by wa1oxt and object not set to instance of object inside SetComboPreampForHPSDR
- fix: couple of setupform singleton issues fixed

(3/1/20) (a1)

- fix: only tune outside spectral area was being incorrectly used in keypress shortcut code
- add: up/down/left/right cursors now trapped in main console and can now be used in keyboard shortcuts
- change: setup form object now accessed via a singleton in console.cs
- change: refactored all code relating to right click controls to quickly show relevant setup tab(s), and moved specifics into setupform
- add: code to move from old radiobutton radio selection, to new combobox drop down when importing old DB. Prevents users from importing from 2.6.x to 2.7.0 and wondering why everything is broken
- change: moved assembly version code to Common class, and is now used by console.cs, titlebar.cs and catcommands.cs. Removes multiple implementations