**Reloader’s WorkShop**

**Version 1.1.003**

**Release notes**

* **Target Calculator:** Added the ability to zoom the target image in case it was photographed or scanned too small to be marked effectively.
* **Target Calculator:** Added the ability to rotate or flip the target image in case it was photographed upside down or sideways.
* **Ammo Editor:** Fixed up a problem that was causing the “Reload” flag to be lost when editing an Ammo record.
* **Ammo Test Editor:** Added some code to prevent some fields from being mistakenly greyed out.
* **Version 1.1.002**
* **Target Calculator:** Fixed up a few minor issues with the Target Scanner feature

**Version 1.1.001**

* **Target Calculator:** Added the ability to scan images with scanners that use a Twain driver.
* **Target Calculator:** Added the jpeg extension to the Open Target Image dialog so that iPhone users won’t have to rename their target images to use a jpg extension.
* **Target Calculator:** Fixed the Notes field on the Target Details Editor so that it will accept the Return key to move to the next line of notes instead of selecting the OK Button at the bottom.

**Version 1.1.000**

* **Target Calculator:** The major new feature found in this release is the Target Calculator. It can be used in stand-alone mode from the Tools menu or as a way to capture Batch Test data on the Batch Test Editor. This feature inherently allows you to store and retrieve the target image and data for your batch tests without the need to keep the actual target. A new video tutorial has been added to the Help menu to show you how to use it.
* **Firearms Detail Editor:** You can now have more than one photo of your firearms. This will allow you to include close-up photos to show detail images of your firearms. One of the photos may be designated as the ”Primary” photo which will be used on Detail Printouts. Images are now copied to the Reloader’s WorkShop Data Folder so that even if the original photo is deleted or only exists on a removable device, it will still be accessible. Check out the firearms Detail Editor to see how to add multiple photos.
* **Caliber and Bullet Editors:** You may now use minimum bullet weights as low as 5 grains. This will allow the addition of calibers and bullets such as 17 HMR and other very small calibers.
* **Other fixes and improvements:** Several internal improvements and fixes have been made to resolve various minor issues that have been reported in Version 1.0.

**Version 1.0.007.2**

* **Ammo Editor:** Fixed an issue where the wrong caliber was being displayed under certain circumstances.
* **Ammo Editor:** Fixed an issue that would occur under specific circumstances where an improper ammo record was being created which would cause an exception when attempting to add inventory activity for the ammo item.
* **Powder Editor:** Added code to prevent an exception when an invalid selection is made in the Shape dropdown.

**Version 1.0.007.1**

* **Inventory Activity Editor:** Added code to prevent an exception if no valid transaction types are found to include in the Transaction Type Combo. This is an interim fix…just a Band-Aid for now.

**Version 1.0.007**

* **Batch Editor:** Added a User Batch ID to the Batch Details group so the user can specify his or her own ID for each batch. This is an optional 15 character alpha-numeric field that can contain any type of character; alpha, numeric, special chars, etc…
* **Batch Editor:** Added a “Modified Bullet” checkbox to the Batch Details group so the user can indicate whether the bullet has been modified in some way (i.e. pointed) for each batch.
* **Batch Tab:** Added a User Batch ID column that can be used to sort the list by the user’s custom ID mechanism.
* **Batch Label Printer:** Added the User Batch ID, Modified Bullet, Annealed, and sizing info to the label printer.

**Version 1.0.006.4**

* **Ballistics Calculator:** Fixed an overflow error that could occur when a Ballistic Coefficient of 0.000 is entered for a bullet.

**Version 1.0.006.3**

* **Batch Label Printer:** Fixed an issue where an exception would occur when printing labels for multiple batches with Batch Test Data selected, but not all batches have test data.

**Version 1.0.006.2**

* **Batch Editor:** An additional metric conversion has been added when a range of velocities are displayed under Load Details
* **Batch Editor:** An additional field has been added to indicate whether the cases in a batch have been annealed.

**Version 1.0.006.1**

* **Batch Editor:** Muzzle Velocity under Load Details will now be displayed correctly in FPS or M/S as specified in Preferences.
* **Supplies Tab:** Added some code to prevent a program crash that was happening under very specific circumstances when attempting to add a bullet on the “Supplies Tab”.

**Version 1.0.006**

* **Test Shot Dialog:** Fixed an issue where test shot statistics were being displayed in fps even though metric velocities were selected in preferences.
* **Batch Test Dialog:** Fixed an issue where metric conversions were not being calculated properly for several fields.

**Version 1.0.005.2**

* **Activation Keys**: Fixed an issue with Activation Keys failing validation for names containing a hyphen or ‘&’ symbol.
* **Test Shot Dialog**:Fixed a display issue where fps was being displayed even though m/s was selected in preferences.
* **Batch Test Dialog**: Fixed an issue with entering mill bars for Barometric Pressure rather than in. Hg. Up to 4 digits may now be entered before the decimal.

**Version 1.0.005.1**

* **Charge Editor:** Fixed an issue where only two digits were allowed before the decimal for powder weights.

**Version 1.0.005**

* **Inventory Activity Editor:** You can now specify a date for all types of activities except initial stock.
* **Batch Test Editor:** Environmental Data has been added to the test results data. This information is for display only at this point but will be incorporated into a more robust load evaluation report in a future release.

**Version 1.0.004**

* **System Wide:** Supplies will now be sorted properly on all reports. Previously, supplies would be listed by firearm type first, then manufacturer, causing supplies from the same manufacturer to be separated. In this release all supplies from a particular manufacturer will be grouped together.
* **Inventory Tracking:** You can now set a minimum stock level for all supplies, including ammo. With Inventory Tracking turned on, enter the minimum stock level on the Inventory Activity Editor. If no minimum level is needed, leave the value at zero.
* **Supplies Tab:** The Supplies tab has an additional print option, “Below Minimum Stock Level Only”. When this is checked, the Print button will print a “Supplies Shopping List” containing only those supplies that are below the minimum stock level set for each supply. This list can be taken to a gun show or gun shop and used for purchasing only the supplies you need.
* **Ammunition Tab:** The Ammunition tab has an additional print option, “Below Minimum Stock Level Only”. When this is checked, the Print button will print an “Ammunition Shopping List” containing only ammo that is below the minimum stock level set for each ammo type. This list can be taken to a gun show or gun shop and used for purchasing only the ammo you need.

**Version 1.0.003**

* **Bullet Data:** Some bullets can be used in both rifle and handgun cartridges. They need to be entered twice on the Supplies Tab, once as a handgun bullet, and once as a rifle bullet. This is necessary so that only bullets suitable for the particular firearm type being used are displayed in the dropdown for bullet selection. However, when these bullets are edited, both versions of the bullet should be updated. This release ensures that when a bullet is edited, all versions of that bullet are updated.
* **Batch Labels:** Avery 6464 paper has been added to the available paper types for batch labels.
* **Case Editor:** The Military Crimp flag should now be saved properly.
* **Case Editor:** Primer size has been added to the Case Editor since some calibers have cases that have either small or large primers. 40 S&W and 45 Auto are two examples of this.
* **Supplies Tab:** Cases will now sort properly by Caliber, Part Number, etc.
* **Reports:** All printed reports now include the date and time the report was printed on the first line of the report.
* **Preferences Dialog:** A new option has been added to the Data Entry group, “Auto Check Supplies with Non-Zero Quantities”. This will cause a supply to automatically be checked when its quantity is non-zero. This will allow you to add inventory or pricing info, then click “Hide Unchecked” and have that supply show up in the list without having to check it manually.

**Version 1.0.002**

* **Charge Editor:** Fill Ratios can now be as high as 150%.
* **System Wide:** Any charge that has a Fill Ratio greater than 100% will be designated as a compressed load. Anywhere a compressed powder charge is displayed, it will have a “C” designator right after it.
* **Batch Editor:** You can now specify whether the cases in a batch have been Full-Length Sized, Neck Sized, have just had the Neck Expanded, or none of the above (rifle batches only).
* **Batch Editor:** You can now specify whether the cases used in a batch have had their necks turned (rifle batches only).
* **Batch Editor:** You can now edit certain batch data fields even after a batch test has been entered for the batch. Currently, no batch data may be changed. With this release, batch details **below** the load date and number of rounds (COAL, CBTO, Trim Length, etc.) will be editable once test data has been entered.
* **Batch Labels:** Labels will now display the case sizing and neck turn information as described above.
* **Ammunition Tab:** The header dimensions have been fixed. (“in.” is now displayed for Bullet Diameter, not Caliber).
* **Stability Calculator:** You may now select Bullets with a zero length, but in order to get the stability calculated, you will need to enter the bullet’s length manually.

**Version 1.0.001**

* **Charge Editor:** Fill Ratios now allow 1 decimal place. Note that any fill ratios that you may have entered previously may be lost and will need to be reentered.
* **Ballistics Calculator:** Up to 2000 yards Max Range is now allowed.
* **Ammo Tab:** Units of measure for the Caliber and Bullet Weight columns have been corrected.
* **System Wide:** This release incorporates a new mechanism for certain controls and other internal workings in Reloader’s WorkShop. You may notice that two new DLL’s have been added to the installation directory, CommonLib.dll and RWCommonLib.dll. These files will make it possible to implement some of the design changes that are listed in the “Design Change Requests” forum on the Reloader’s WorkShop Support Forum.