

LKMaps Desktop Version 2.0.0

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Sincere acknowledgement must be given at the start of this documentation to Tonino Tarsi for the incredible amount of work he put into developing LKMaps Desktop. My contribution has been to update a small part of the code to solve a few issues that have crept in over time as the Digital Terrain Model access method and OpenStreetMaps data processing requirements changed.

(To be Continued....)