1. Commit and push all changes to PointoolsVortexAPI
2. Make sure PointoolsVortexAPI bootstraps, pulls and builds locally (i.e. completely clean)
3. PRG build PointoolsVortexAPI on a new version number. Next version is probably 2-0-0-20 (I think).
4. Locally edit Topaz’s LKGSources to pull the new LKG of Vortex (without pushing changes) and do a Pull.
5. Locally edit PointCloudCore to reflect filename changes
6. Do a clean build of Topaz with the new LKG
7. Build installers
8. Make sure Microstation installs and runs and opens point clouds
9. Commit LKGSources and PointCloudCore to Topaz to make it final