



Description of New Features and Bug Fixes at Version 4.02j

			Description
1	New	Ride Height	A new option has been added to the ride height setting that allows both the bump motion and the pitch angle to be defined.
2	New	Ride Height	A number of ride height settings have been added to the 'set ride height' menu to re-set vehicle ride height based on spring properties and/or weight changes.
3	New	Screen Layouts	As well as being able to save a default layout for the screen sizes, positions and graph variables any number can now be saved to files to be recalled on later runs etc. For example this allows the user to have different graph settings for front and rear suspensions.
4	New	Temporary group	A new type of points group has been added that is created by selecting points within a 'picked' screen area. This temporary group is lost when it is switched 'off'.
5	Bug Fix	Default window settings	Previously the default x axis settings were not saved to the ini file even when the 'save windows settings' option was enabled. This has now been fixed.
6	New	Deformed Geometry	The deformed geometry scaler is now saved to the ini file.
7	New	Graph X axis	A number of new options have been added to enable greater control over the settings for the x-axis. These include editing all in one go and setting them all to the defined travel limits.
8	Change	Default Force Set	Previously you could not turn the default (0) external force set to 'off'. This has now been changed.
9	New	Bush Properties	A feature has been added to the bush editor such that a local copy of the defined bush properties are taken when a compliant bush is turned back into a 'rigid'. Such that if the bush is made compliant again during the same edit session, the original values are still held.
10	Bug Fix	Graph Autoscale	The autoscaling routine for the x-y graphs could select the wrong values when using combinations of front/rear and left/right. For multiple graph displays. This has now been fixed.
11	Bug Fix	Anti-dive	The calculation for anti-dive with outboard brakes could give incorrect values for non-steerable rear suspensions. This has now been fixed.
12	New	Graph y-autoscale	A menu option has been added to just autoscale the y-axis values.
13	New	Dragging by part	A new option has been added to the edit menu that allows the user to retain all suspension parts geometry whilst dragging a suspension hard point. For this to work correctly dragging is restricted to the points attached to the body.