# Description of New Features and Bug Fixes at Version 3.01c

|  |  |  | **Description** |
|---|---|---|---|
| 1 | Change | Profile Export | The default profile export type has been changed to the more appropriate type of ASCII text. Previously the default format was Teimorbit. |
| 2 | Bug Fix | 360 Profile Export | When a user chooses to export a profile out for the full 360 degrees rather than just the defined portion of the profile additional data sections are added before the opening and after closing to pad to 360 degrees. Previously on profiles that were already at 360 degrees this generated an error. 360 profiles are now checked for and the additional data padding is not applied. |
| 3 | New | Copy to clipboard | Additional menu options have been added to all text based spread sheets to allow the user to copy the currently selected portion to the clipboard. This is to supplement the existing right mouse cut and paste menu options that are sometimes disabled. |
| 4 | Bug Fix | Export to Excel | A trap has been added to deal with the '******' that can happen when numbers larger than the allowable format are exported. They are replaced with a zero to allow the export to complete. |
| 5 | Bug Fix | Export dp | The number of decimal points used on profile export was one more than that specified by the user, This is now resolved. |
| 6 | Bug Fix | Joggle Points | A possible problem of picking mechanism points when the 'joggle points' are not visible has been identified and fixed. |
| 7 | Bug Fix | Data File Read | A possible problem where an data file load failure would leave the data file open has been identified and fixed. |
| 8 | New | Double Save | A new option has been added that allows the user to save the models from both position 1 and position 2 into the one data file. Se relevant SetUp menu to enable this. Dual model cvt files when loaded are identified and the user given the option of loading both models or just the first one. |