

Version History

Version 1.0.12

- Further modifications to update checker to support updates from new server.

Version 1.0.11

- When a model is saved, SAMM no longer "complains" about missing texture folders if they are not require for the model being saved.
- Earlier versions of SAMM would "complain" if the model name were too long but permitted saving under that name anyway, which would leave the model untextured.
- Future updates transferred to stuff4fs.com

Version 1.0.10

- Saves only those textures that are used by the static model to the scenery \texture folder.

Version 1.0.09

- Allows textures to be optionally saved in the main scenery \texture folder rather than in a sub-folder when placing static models or creating libraries.

Version 1.0.08

- When it encountered certain unusual aircraft design techniques, earlier versions of SAMM sometimes calculated a bounding box size far larger than necessary, resulting in suppression of autogen over a wide area.

Version 1.0.07

- Replace "," decimal separator in non-English regional settings with ".". The fix in Version1.0.06 was inadequate.

Version 1.0.06

- Fix cause of exception when SAMM is unable to locate the stock aircraft folders
- Simplify update checking
- Replace "," decimal separator in non-English regional settings with "."

Version 1.0.05

- aircraft where the "normal=" line in the *model.cfg* file is suffixed with ".mdl" are now handled correctly.
- The operation of the Enable Decal checkbox has been corrected
- Optional night textures may now be selected
- The crash code feature has been reinstated

Version 1.0.04

- .dds textures are treated as substitutes for .bmp textures
- library description file created

Version 1.0.03

- A texture folder is always saved in a new \Models sub-folder
- The Keep Crash code facility does not work and has been removed
- The static models will execute a little faster and require a little less memory.
- Changes in the way the Listings and Tools dialog is opened and closed
- Add ability when creating a library for user to specify that all textures be placed in the main texture folder.
- Bounding boxes now more realistic
- New "trace" facility
- Wing-fold option now enabled when available

Versions 1.0.01 and 1.0.02 not released

Version 1.0.00 - Initial general release