

#### **RELEASE NOTES**

(v4.08.03 – June 20, 2024)

A separate installation guide is available with the installation download link: <a href="http://www.streamnologies.com/icpr4/version.htm">http://www.streamnologies.com/icpr4/version.htm</a>

This minor release includes improvements to existing features and a few bug fixes. *This release includes a database change.* (i.e., If you open an older project, you will be prompted to migrate to the current version. However, after a project has been updated to v4.08.03, or if it was created with this newest database structure, it cannot be opened in an older version. We recommend that you always keep a backup copy of your older project whenever you migrate to the current version.)

# **Bug Fixes**

## **Stage/Area Calculation**

Corrections were made to the automated stage/area data takeoff tool for 1D Stage-Area Nodes and Pond Control Volumes. If your models previously used versions 4.08.00 to v4.08.02 of the stage/area data takeoff tool, we recommend migrating them forward to version 4.08.03 and rerunning the stage/area tool.

Additionally, algorithm changes were made in order to speed up the stage/area data takeoff tool processing. The stage/area results using this new algorithm are nearly identical to the ICPR4 (v4.07.08 or older) algorithm. However, a toggle was added to revert to the ICPR4 method, if desired. This will allow for exact stage/area results for any models that were originally created in ICPR4. (Note: The "ICPR4 method" toggle will be phased out in one year.)

### **Scenario Build - 2D Overland Flow Duplicate Name Check**

During the scenario build process, the 1D computational network names are evaluated for duplicate names. Any basins, nodes, or links with duplicate names are flagged during this precheck. The scenario log now details where duplicates occur so that users can correct the data before proceeding with re-building the scenario. This includes duplicate 1D Node Interfaces as

well as invalid node names or invalid channel link names assigned to 2D features (i.e., pond control volume, channel control volume, or channel features).

### **Custom Report - "Error retrieving simulation time data"**

Previously, this error message prevented users from viewing printable results without adjusting report selections first. We've addressed this issue by bypassing the error message. Now, better messaging is in place to notify users that certain simulations have not yet been executed.

### **Animation Raster Export**

In rare instances and certain grid cell sizes the animation raster exporter experienced delays. We've addressed this issue, and the tool now performs efficiently without any hang-ups or extended processing times.

#### **Direct 3D Error**

Occasionally, if the graphic view sits idle for a long time or the screen goes to sleep the underlying DirectX device becomes inactive and the screen either appears to freeze up or an error message is generated. This release incorporates improved messaging to guide users to simply click the "Refresh View" button in the graphic view toolbar and the DirectX system will re-initialize itself.

## **New Features**

### **Built-in Unit Hydrograph Addition**

StormWise now includes UH100 as a selectable, "built-in" unit hydrograph option.

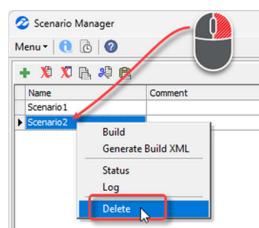
# **Enhancements**

## **Placement of Forms Upon Opening**

By popular request, all StormWise forms will now open centered over the primary application window!

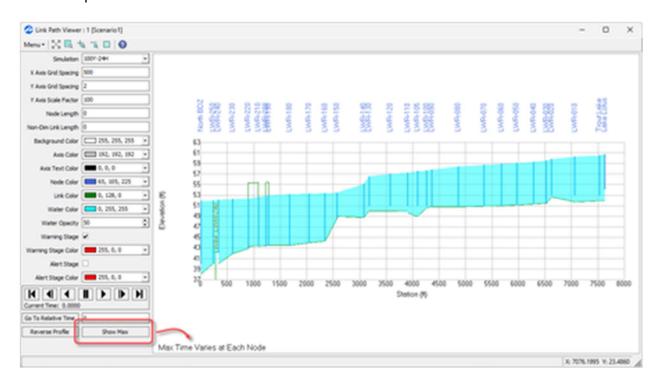
### **Manager Form Improvements**

Users can now right-click to delete records from the Map Layer Manager, Scenario Manager, Background Image Manager, and Surface Manager. This change streamlines the deletion process and is consistent with the Simulation Manager functionality.



### **Link Path Viewer Improvements**

A note was added within the bottom left "Time Indicator" text area to indicate when the user has selected "Show Max". Additionally, upon opening a link path viewer and selecting a simulation, the water level profile now appears at time 0.0001. This can be useful in identifying initial condition problem areas.



### **Renamed Background Image Import Tool**



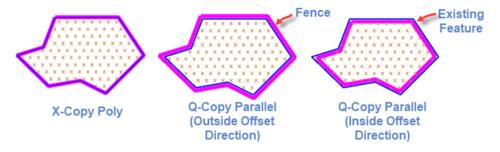
The background image "Import" button was renamed to "Import New" because the tool does not require you to first create a background image record before importing. This is consistent with the surface import "Import New" tool.

### **Viewer Report - Export CSVs**

When exporting any Viewer Report to CSV, the files now default to export to the "Reports" subfolder within the project directory and a default name is also applied. Users can edit the folder or filename as needed.

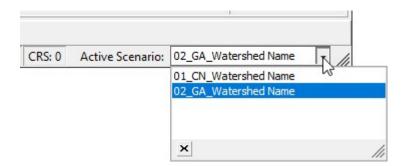
### **Improved Fence Offset**

In the previous release version, users always had to specify an offset distance when creating a selection fence. With this release the offset is optional. Simply press "Q" on your keyboard for the "Copy Parallel" command to create a fence from an existing shape with an offset distance applied.



#### **Active Scenario Label**

The "Active Scenario" selection dropdown is now more clearly labeled on the bottom right of the main program window. Additionally, the display window has been expanded to improve visibility, particularly for long scenario names.



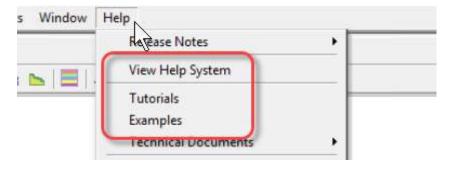
#### **Drape Tool Improvements**

The surface drape command now remains active so that you can press spacebar to continue using the tool as needed. Additionally, the settings persist in the "Drape Options" dialog so you can quickly use the drape tool in successive trials.

Active (spacebar) Command: Drape Surface

# **Detached Help Window Option**

We've introduced an option that allows you to open the Help System as a detached window from the main StormWise program. When accessing the Help System using one of the menu options shown below, you can keep the Help System open and in focus side-by-side with your model.



Please note that clicking inside any data field and pressing F1 will still open the Help System as an attached window to the model.