

Release Notes for Curious World Maps

Version 8.2.3 Release

Issued 4th November 2008

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Tutorial Projects and Images

Tutorial projects and **sample images** which accompany the *Getting Started Guide* are available from the Curious Software website.

[Click here](#) to download.

World Maps 8.2.3 Release

Crash Offsetting Multiple Keys

Offsetting multiple keys would cause crash under some circumstances. This is fixed in 8.2.3

Crash Point Path tool

Adding points with Point Path tool would cause crash under some circumstances. This is fixed in 8.2.3

Albers Projection

Albers projection wasn't shown correctly. This is fixed in 8.2.3

Taiwan Disputed Regions

Taiwan disputed regions weren't shown correctly. This is fixed in 8.2.3

BGRenderer

COM is initialised in Rendering thread so that AVIs can be rendered.

BGRender can load street data

World Maps 8.2a Release

Crash Changing Database

Changing the loaded database would cause crash under some circumstances. This is fixed in 8.2a

Downloads

New Features in World Maps 8.2.3

World Maps 8.2 Release

Proxy Server login details (Mac and Windows users)

Allows Mac users to specify that they should be asked for Proxy Server login details on the first internet connection. Previously this had been a Windows only feature.

Background Renderer

Allows projects to be queued for rendering in the background of the same machine.

Stamp Image on Line shapes

The Texture tab of the styles editor adds new controls that allows an image to be stamped along a line shape, or at the end of a line shape.

World Maps 8.0b

HTTP Proxies (Windows only)

A new toggle in the Proxies page of the Options window allows the user to dynamically specify the username and password when using an authenticating proxy server.

Quick Maps

A new button (near the World Navigator) can be used to quickly set the end frame for a map animation, and add features to the map.

Pack and Go

A new option in the File menu allows the project to be saved with an associated "Contents" folder that contains any referenced images.

Performance

Improvements have been made to the rendering speed of World Maps, particularly for multi-processor computers.

Traffic Travel

New features are incorporated to support Traffic Travel Time graphics.

World Maps 7.25

Find Missing Material

The new menu item Tools/Find Missing Material can be used to locate images that are used by the project, but which are not in their original location.

New Natural Earth Imagery

7.25 supports a new Natural Earth option of imagery at 15m/pixel.

Natural Earth Warnings

Natural Earth warnings. Instead of warning you at start-up about missing installations of Natural Earth there is a button on the Natural Earth tab in the Styles Editor that you can use to check the installations and licenses.

World Maps 7.2

Virtual Earth

Support for imagery from Microsoft's Virtual Earth - both as a new Natural Earth option, and for Bird's Eye overlays. [Click here](#) for an overview and FAQ.

Intel Mac

The Curious products now support Intel Macs in native mode.

World Maps 7.0

Map Database

A new release of the built-in map database based on data from Collins Bartholomew.

Map Projections

The rectangular map projections (Miller, Mercator etc) now wrap across the 180 longitude line.

External Style Sheets

This new feature allows a Style Sheet to be stored on disk instead of in the project. This means that you can have multiple projects that all use the same style sheet. Making a change to the style sheet will be reflected in all the projects that use it.

To make an External Style Sheet: Export the Style Sheet from the Style Sheet Editor, you can choose to link the project's style sheet to the file at this point.

To use an External Style Sheet: Choose Link from the Style Sheet Editor and specify the required Style Sheet.

Imagery

Imagery from Airphoto USA can be loaded directly. This requires an additional feature license.

Curious Multi-Resolution (CMR) files can now be compressed (using JPEG compression) to provide substantial savings on disk sizes.

CMR images can be created from World Maps by rendering multiple tiles. This requires an additional feature license.

Imagery for the whole world is available at 150m in the new compressed CMR format.

Improved error reporting from the Imagery on Demand window.

World Maps 6.2

Imagery on Demand

The Imagery On Demand interface is much improved. The user is presented with a list of available imagery for the current map, and a slider to specify the required scale.

90m DEM

New Curious DEM (relief data) is available for most of the world at 90m resolution (compared to the 800m resolution of the built-in data). This new data is supported by the 6.2 release.

Line Spacing in map details

The line spacing for map details can be adjusted using the new controls in the Style editor's Text tab.

Traffic Chicklets

World Maps 6.2a supports Chicklets in Traffic Producer

World Maps 6.1

Image Manager

Available from the Overlays tab, the new Image Manager helps you organise your geo-referenced imagery so that it is easy to find an image for your map.

The Image Manager includes a button for "Imagery On Demand" - new licensed option that allows you to download geo-referenced satellite images from GlobeXplorer.com

World Maps 6.0

Improved Workflow

World Maps 6.0 utilises a number of caching techniques and support for pre-rendered maps to make it faster than ever to get maps to air.

PreRendered map sequences: To use a pre-rendered map animation - set up your map animation as normal and choose Create Pre-Rendered Map Sequence from the Layer Menu. Render out the map to a QuickTime movie as normal. In a new project, simply load the movie, and World Maps will ask if you want to load it as a map layer. Answer yes, and you will have a map layer that has the pre-rendered base map. You can add details etc to this base-map just as if it were a dynamically rendered map, but you cannot alter the map's view.

PreRendered still maps: It is also possible to create a pre-rendered still map (using Create Pre-Rendered Map Still from the Layer Menu). Using this technique a very high resolution map can be output (by specifying a large output size). If you bring this map into a new World Maps project you can pan and zoom the view on this base-map much more quickly than on a dynamically rendered map.

Street Data

NavTeq USA: the new data supported by World Maps 6.0 is more compact and hence

it loads faster.

Intersections: the search features now support searching for street intersections.

Square ends to streets. Using the option in the Options/Preferences window.

Follow path: text can follow the path of roads - using the check box in the Text tab for the style.

Data: new easier UI to add whole classes of features to the map (e.g. all buildings or all roads)

Tracing: use the Browse Streets to trace a single road. Simply click the start and end points (hold down shift to get a popup with more detail).

Addresses: Enhanced data supports street address numbers (additional license required).

Imagery

New easy mechanism for adding satellite and ariel imagery to your map. Use the Add satellite image button in the Overlays tab. "Imagery on demand" to follow in 6.1

Improved resolution for very high definition satellite images gives more detail than ever.

"Locator" Maps

New, quick way to support pre-rendered "insets" showing location of main map. Create insets using Layer/Create Pre-rendered Map/Locator and put them in the SharedData/Locators folder. The appropriate inset can then be added to any map using the Locator properties for the Map Layer.

All Caps

A new check box in the Text tab of the SType editors allows text to be designated All Caps..

Symbols

Symbols are a quick and easy way to drag and drop commonly used symbols onto a map. Open the Symbols box from the Tools menu, and add commonly used symbols to it. These symbols can then be dragged straight to a map.

3D

Create models directly from Curious CMR files removing the need to use World Maps to export a texture. This feature requires a new 3D option license.

Access the built-in databases from 3D to allow adding of labels. This feature requires the new 3D option license.

Traffic Export

World Maps 6.0 contains support for the new Curious Traffic Producer product. Templates for Traffic Producer can be exported from World Maps allowing Traffic Producer to quickly prepare Traffic broadcasts. For more details please contact

sales@curious-software.com

World Maps 5.5

General Features

Tool Modifiers: There is a new popup available from the View Menu which displays the current tool modifiers.

Motion Paths: The smoothing algorithm for motion paths has changed to give smoother default motion. Smooth and Sharen whole path items have been added to the popup menus for the path editing tools.

Combine CMRs: 5.5j has a new optional feature to allow the combining of multiple CMR tiles into one larger CMR.

Map Data

GeoTiff Export: In 5.5i World Maps supports exporting geo-referenced tiff files as an additional option. Note that only some map projections can be used - including Globe, Mercator, the Stereographics projections and the new Transverse Mecator projection (UTM).

Map Databases: The latest databases of built-in map data are included with the CD installers for this release. As well as general improvements to the map data, a number of specific problems with previous releases have been addressed, and are detailed in [Fixed Problems](#) below.

Natural Earth: Alternative, more detailed, data from Planet Observer is now available for the Natural Earth topography.

Keybars and Timeline

Keybar Folding: additional folding has been added to make it much easier to view the timeline at different levels of detail.

Animation Curves: animation curves of animated parameters can be displayed and edited.

Select Multiple Keys: a number of keys in a particular bar can be selected simultaneously using common keyboard modifiers, and dragged independently of the unselected keys.

Cut/Copy/Paste Keys: individual or multiply-selected keys can be cut, copied, and pasted.

Shape Points: a new mini-keybar display available for shape layers shows keys for all shapes and every point in each shape.

Shapes

Shape Grouping: Shapes can be grouped together into a tree hierarchy in Shape Layers. Selecting a shape group is equivalent to simply selecting the individual shapes which comprise it.

Auto Fix Mode: A new toggle in the Shape Animation tabs allows a key to be added to every point in a shape, and its transformation, whenever any part of the shape is edited. This is most useful when roto-scoping as it ensures that changing a shape on a

New Features in Previous World Maps

particular frame fixes the entire shape so that it cannot be altered by changes on any other frame.

Rational B-Splines: support for B-splines has been upgraded to support rational B-splines. These splines have an infinitely varying range of *pull* values on each vertex, rather than stepping integers, and so provide a much finer grain of control over the final shape.

Enable/Disable Points: each point in a shape can be disabled or enabled at any frame in an animation.

Add Point Tool: holding down a keyboard modifier (by default Ctrl on PC, Option on Mac) when adding points to shapes ensures that they are added equidistant from neighboring points.

Undo: is now supported while creating new shapes.

Motion Paths: A toggle in the Animation tab for Shape layers allows the smoothing of new points in shape motion paths to be turned on or off.

Display

Color Picker: color information for the current pixel is now shown beside the cursor when the color picker tool is in use.

Layer Eye Toggle: the eye icon on each layer, which determines if a layer is displayed, can be toggled without also selecting the layer as the current layer for editing.

Improved Interface: on Mac OS X an improved *Aqua* user-interface has been adopted.

Working with Image Sequences

Auto-Adjust Play Range: when loading sequence material it is now possible to automatically adjust the time slider range to match the material.

Photoshop Image Alpha: when loading an image it is now possible to select an *Alpha Interpretation* of "matted on white" which is most suitable for many Photoshop images.

Default Filename Format for Rendering: a new option in the Options.. window allows the preferred filename format for creation of rendered image sequences to be set.

Text

Text Kerning: a reset button has been added to set kerning back to the default values.

Layer Properties

Transform Reset: a reset button for layer transformations has been added to the Layer Properties tab.

Transform Tool Modifier: keyboard modifiers have been added to the Transform tool allowing quick rotation, scaling, or moving of the pin when not on a handle. The default modifiers are:

Action	PC	Mac
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Grab pin	Alt	Command
Rotate	Alt + Shift	Command + Shift
Scale	Alt + Ctrl	Command + Option

Project Management

Duplicate Layer: a Duplicate Layer option has been added to the pop-up menu available in the layers list, for quick copying of an entire layer.

World Maps 4.5

Performance

There have been a number of key performance improvements to Curious World Maps in version 4.5.

User Interface

Keyboard shortcuts and tool modifiers: all menu options and switches can now be assigned a customizable keyboard shortcut. The modifiers used on all tools can also be customized. Key sets can be saved and loaded. The customization dialog can be found under *View/Options/Keyboard*.

Viewer Pan & Zoom: To activate Viewer Pan & Zoom hold down the Space Bar. Use the modifiers described below for the appropriate action.

	Action	PC	Mac
Pan	Drag in viewer	Space	Space
Zoom In interactive	Drag right in viewer	Space + Ctrl, Shift or ALT	Space + Option, Shift or Command
Zoom Out interactive	Drag left in viewer	Space + Ctrl, Shift or ALT	Space + Option, Shift or Command
Zoom In once	Click in viewer	Space + Ctrl or ALT	Space + Option or Command
Zoom Out once	Click in viewer	Space + Shift	Space + Shift

Interactive slider update: the project view can now be updated interactively as the time slider is moved. Interactive is turned **On** by default for gFx only installations, and **Off** by default for Curious World Maps installations. The behavior can be changed under *View/Options/Display/General*. If interactive update is switched off by default, it can still be activated by holding down Control or Shift (Windows) or Option or Shift (Mac) while moving the time slider.

Bounce and Loop options on playback: playback of either the project view and flipbook can now be looped or bounced.

New user interface model for Properties dialogs: properties dialogs for layers and overlays use a new model based on foldable groups of parameters. Opacity values, and other values set with sliders can also be set numerically. New multi-turn rotation tools are provided for rotation parameters.

Shape Rotoscoping

Scaling and rotating of selected groups of points: a new "Transform Points" tool is provided in all shape editors, allowing multiple points to be shift-selected or control-

selected, and then scaled or rotated about a user-definable pin position. The "Transform Points" mode can be temporarily selected from the Shape Points tool by holding down Ctrl and Alt (PC) or Option and Command (Mac).

Moving scaling and rotating of selected groups of shapes at one time: all shape editors now allow multiple shapes to be moved or scaled at one time. Shapes can be shift-selected or control-selected (PC) or option-selected (Mac), either from the screen or the menu list. They can then be moved together or scaled or rotated about the pin position of any selected shape.

User definable color coding of shape outlines to distinguish shape: each shape can now be given its own outline color for editing. Colors can be set directly in the list of shapes displayed in the menu.

New shape editing modifiers: New tool modifiers are provided to simplify editing shapes.

When creating a BSpline hold down the control key (PC) or Option key (Mac) while adding a point to get a sharp point.

While editing a Bezier or BSpline shape hold down the Ctrl (PC) or Option (Mac) while picking a point, then slide the cursor left to right to set the pull for a BSpline point, or to smooth the handles on a Bezier point.

In the Move Points tool hold down Alt (PC) or Command (Mac) to add a point on the shape's line

In the Add Points tool hold down Alt (PC) or Command (Mac) to move an existing point.

All of the above keys can be changed using the Tool Modifiers options menu.

Text

Mixed fonts, sizes, colors and styles within text items: fonts, and other text properties, can now be changed character by character in a text item, rather than being applied uniformly to the item. The user interface works in much the same way as a word processor : the font properties can be changed as you type, or segments of the item can be selected, and the font changed for that segment only. A shortcut button is provided to select the whole string. Independent color swatches are now provided for the fill color and outline color for characters.

Multiple text items in text layers: Text layers can now contain multiple text items which can be animated independently.

Move multiple items at once: multiple text items can be selected at once, and moved scaled or rotated together. Text items can be shift-selected or control-selected from the list displayed in the menu, or from the screen.

Movement of text items using the page editing tool: a new handle has been added on the left edge of the text editing tool to allow items to be moved directly within this tool, removing the necessity to select the "Move Text" tool for simple moves.

New text layout tools: new options have been added for laying out multiple text items. Items can be aligned vertically or horizontally using their centers or either edge.

Text kerning: full interactive kerning has been added on a character by character level. Kerning can be set visually using an on-screen tool.

Miscellaneous

New shortcut video project sizes: several new project sizes have been added to the shortcut list in the Project Settings dialog, including 648x486 Square Pixel NTSC, 640x480 NTSC DV and the standard non-square pixel 720x486 and 720x576 D1 resolutions.

Autofit of layer to project and project to layer: new options have been added to allow automatic scaling of layers to match the project resolution, and automatic resizing of the project to match a layer's size.

World Maps 4.0

Curious gFx Option: an optional addition to Curious World Maps, as well as a stand-alone application in its own right, Curious gFx adds powerful painting, rotoscoping, image manipulation and animation features, to create a complete mapping and image creation solution in a single integrated package.

Map Layer Overlays: the Map Layer *Contents* panel includes a new *Overlays* panel which contains a set of improved shape tools. In addition to *Bezier* shapes, *B-Spline* shapes are now supported, the points of which have individually configurable *pull* on the shape outline.

Shape Layers: Shape Layers include the additional shape types mentioned above, and a range of powerful new tools for manipulating them. New tools include opening close shapes, dividing single shapes in two, and joining shapes. Shapes have configurable edge softness, editable on a point-by-point basis. The display of shape outlines and handles has become highly configurable. Tools are provided for stepping along the timeline to the next or previous shape-related key.

Shape editing Tools: these tools, previously found in the toolbar to the left of the viewer, can now be found in the *Contents* tab for Shape and Map layers.

Text Layers: text benefits from an improved range of rendering styles, including brushed outlines.

Sequences of Frames: movie layers now support image sequences made up of numbered sequences of individual files, one frame per file.

Image Layers: an alternative to Movie Layers, always show a single frame rather than a sequence.

Looping: control over looping of movie layers has been improved. Movies can auto loop, in which case they start again once the end of the movie has been reached. Alternatively they can be forced to loop over a user-specified number of frames.

File Formats: additional file formats are supported, including .iff, .cin, .dpx

Layer Filters: each layer type has a user-configurable list of filters which can be applied in any order to the image. Filters are arranged in a list and can be added, removed, and re-ordered.

Layer Display: a new icon in the layer stack (an eye) allows individual layers to be turned on and off. The visibility of a layer affects its appearance both when viewing in Curious World Maps and when rendering.

Options: the layout of the *Options...* window available from the *View...* menu has been improved.

World Maps 3.8

High-Resolution Image Combining Option: an optional feature available on the *Tools* menu which allows combining of multiple image files to make a single, large multi-resolution *Curious Multi-Resolution* file. This is ideal for combining a number of geo-referenced satellite images into a single file which can be used in Curious World Maps in an extremely interactive and memory efficient manner. The combining tool also allows for color correction and other adjustments to the source images.

USA Enhanced Topography Option: an optional feature, and the first in a series of high resolution terrain (DEM) data sets released by Curious Software to accompany Curious World Maps. The data set is a 30m terrain data set covering the USA (60m for Alaska), issued in the new easy to use and install CDM format. Data is installed and managed from the *Import* menu.

Latitude & Longitude Lines: the Styles Editor *Options* tab contains new settings which give an increased level of control over the drawing of latitude and longitude lines, including the ability to specify custom spacings.

Scaling in Export Image: a new option has been added to Export Image that allows the project to be automatically resized to produce high resolution output. If you need to produce a very large image at output time, you can choose a smaller project size to make editing much faster. When you want to output the high resolution version choose Export Image. From the Export Image window select Frame Size and specify the required output size. By choosing the option to re-scale layers, the project will be automatically resized to the correct resolution. Choosing the option to re-scale the output image will produce a project sized image that will be re-scaled to the required size - this will result in a lower quality result.

Texture/Image Scaling in 3D Export: when exporting a 3D model and texture it is common to export the texture at a different frame size from the project frame size in order to match the capabilities of the 3D system which is the target. Significant improvements have been made to the performance of such scaling in this release, particularly in cases where a project contains multiple layers.

Settings Directory: Settings files created by Curious World Maps (for example, the directory of installed street data) are saved in a Settings directory which, by default, is located in the software install directory. This location can now be changed from the *Locations* tab of the *Options* window, which is available from the *View* menu.

World Maps 3.67

Video I/O: support for the Leitch dpsQuattrus video I/O card (PC only)

Contacting Curious Software Support

If you believe you have found a problem with this release of Curious gFx, please contact us at support@curious-software.com to let us know.

Updates to Curious gFx containing minor upgrades and fixes for known problems are often posted to the Curious Software website.

Please visit www.curious-software.com regularly to ensure that you are running the latest version.

OpenType fonts (Mac OSX 10.5 only)	Composite glyphs would not be rendered correctly from some OpenType fonts on Mac. This is fixed in 8.0b - under OS X 10.5 (Leopard) only.
Blocking Video Output	When using live video out World Maps would prevent other applications from accessing the video device. This is fixed in 7.25
GeoTiff Export	Whole World unprojected images did not generate correct GeoTiff coordinates on export. This is fixed in 7.2e
Virtual Earth (Intel Mac only)	Virtual Earth did not correctly detect partial tiles on Intel Mac. This is fixed in 7.2e
Producer Output Folder	7.2e includes support for rendering to Producer folders without specifying a date/time folder hierarchy.

Known Issues

Support

Fixed Problems

Crash with CMR	When using a CMR and blurring the edges there could be a crash under some circumstances. This is fixed in 7.2e
Holes in DEM data	Holes of "bad" data in high resolution DEM data would display bad artefacts where the lower resolution data showed through. This is fixed in 7.2e
Proxy Servers	Improved support for systems configured to use Proxy Servers
Texturing (Intel Mac only)	Images used as textures would display incorrectly on Intel Mac. This is fixed in 7.2e
Fixed Help Menu (Intel Mac only)	The Help menu was not displaying correctly on Intel Mac. This is fixed in 7.2e
Crash on start up (Mac only)	On some Mac systems running OS X 10.3.9 the application would fail to start up. This is fixed in 7.2d
DEM files (Intel Mac only)	DEM files did not load correctly on Intel Macs. This is fixed in 7.2d
Slow project load	If movie files are missing that are referenced in a project, it can sometimes take a long time to load the project because of network delays while looking for the files. This is improved in 7.2d.
Virtual Earth Fade Zones	Allow the specification of minimum and maximum zoom levels so that they are not blended with the next levels of Virtual Earth. Use this at the beginning and end of animations where there is a dissolve between significantly different images in Virtual Earth.
Proxy Settings	Fixed connections via proxy servers. Also allow entry of username and password for Proxy Servers (Windows only).
Virtual Earth	Diagnostics button in the Virtual Earth options page. This can be used to check your connection to the Virtual Earth servers.
QuickTime output Gamma (Windows only)	On Windows systems QuickTime movies were rendered with an incorrect gamma setting which resulted in the colors looking washed out. This is fixed in 7.2b. Note that the h.264 codec still renders incorrectly - this is because of a fault in the QuickTime codec.
Virtual Earth	Virtual Earth would not work correctly in conjunction with Natural Earth. This is fixed in 7.2a
Street Browse Tool Crash	The street Browse tool would crash after clicking on the map if a cylindrical projection was used. This is fixed in 7.0a
License Edit (Mac Only)	Clicking the Edit License button was causing a crash on some Mac systems. This is fixed in 6.2c
Imagery on Demand	In 6.2c Imagery on Demand attempts to handle errors on the server more graciously.
3D Export	In 6.2b the base 3D export license allows export of Curious 3D format (.c3d) files.
Locator Maps	With some combinations of positions and frames, locator maps did not align correctly with the main map. This is fixed in 6.2b
User Labels	User added features did not display an "automatic" marker correctly. This is fixed in 6.2a
GeoTiff Export	GeoTiff Export did not correctly set the geo-referencing information in the output file for certain projections under some circumstances. This is fixed in 6.1b
Hang on start-up (Mac only)	If Natural Earth files were installed but not licensed, the Mac version would display a message but then hang on start up. This is fixed in 6.1b
3D Project Settings (Mac only)	Opening the project settings window in 3D Animator would cause a crash on Mac. This is fixed in 6.1b
Crash caused by straps	Some settings of strap styles could cause a crash when off-screen labels became massively scaled. This is fixed in 6.1b
Browse Tools (Mac)	The Browse Tools (e.g. Street Browse) did not work correctly

only)	on Mac OS X 10.3. This is fixed in 1.1b
Crash changing projects	Loading a project that caused the street data to re-load would cause a crash under some circumstances. This is fixed in 6.1a
Crash if Locator files missing	Loading a project that used a Locator file that could not be found would cause a crash. This is fixed in 6.1
Loading Producer Projects	Certain projects saved from Producer versions would not load correctly back into World Maps. This is fixed in 6.1
Crash unloading Street Data	Unloading Street Data that was being used by a map detail would sometimes cause a crash. This is fixed in 6.1
Field Rendering when using pre-rendered maps	Version 6.1 correctly field renders projects that use pre-rendered maps.
3D Export Texture misalignment	The texture and model could be mis-aligned in 3D export. This is fixed in 6.0e
3D Project Controls (Mac Only)	Opening the 3D Project Controls window on Mac caused a crash. This is fixed in 6.0d
Overlay Shapes	It was not possible to set the opacity correctly for Map Overlay shapes or Satellite overlays. This is fixed in 6.0d
Out of Memory in Local Edition	Using World Maps Local Edition would cause Out of Memory crashes. This is fixed in 6.0d
Rectangular Locators	6.0d introduces a new setting to draw rectangular region into locator images.
Field Rendering	Projects made with 5.5 or earlier would default to the wrong field dominance when rendering. This is fixed in 6.0b
Corruption with CMRs (Mac only)	Some CMRs would show corruption when zoomed in very close. This is fixed in 6.0b
Crash when resizing project	Under some circumstances World Maps would crash when resizing a project. This is fixed in 6.0b
Timecode entry (Mac only)	Some issues with entry in timecode fields have been fixed in 6.0b
Crash loading very large jpegs	Loading a very large jpeg image would sometimes cause a crash. This is fixed in 6.0b
Redraw for 16 bit projects	The viewer would not redraw correctly under some circumstances with 16 bit projects. This is fixed in 6.0b
Hide Imported DEM	Selecting the toggle to disable imported DEMs did not cause the map to refresh correctly in some circumstances. This is fixed in 6.0b
Play Controls	Pressing a key or another control did not correctly stop playout under some circumstances. This is fixed in 6.0b
Textures with RGBA	RGBA images used to texture shapes and regions did not render correctly. This is fixed in 6.0b
Text align popup menu (Windows only)	The popup menu for aligning Text items did not work correctly in the Windows version of World Maps. This is fixed in 6.0b
Street Data Permissions (Mac only)	If a user did not have read access to installed Street Data the Street Data Manager Window behaved incorrectly. This is fixed in 6.0b
Negative number for Start At (Mac only)	In the Mac version of Curious World Maps, it was not possible to enter a negative number for the "Start At" field for Movie layers. This is fixed 6.0b