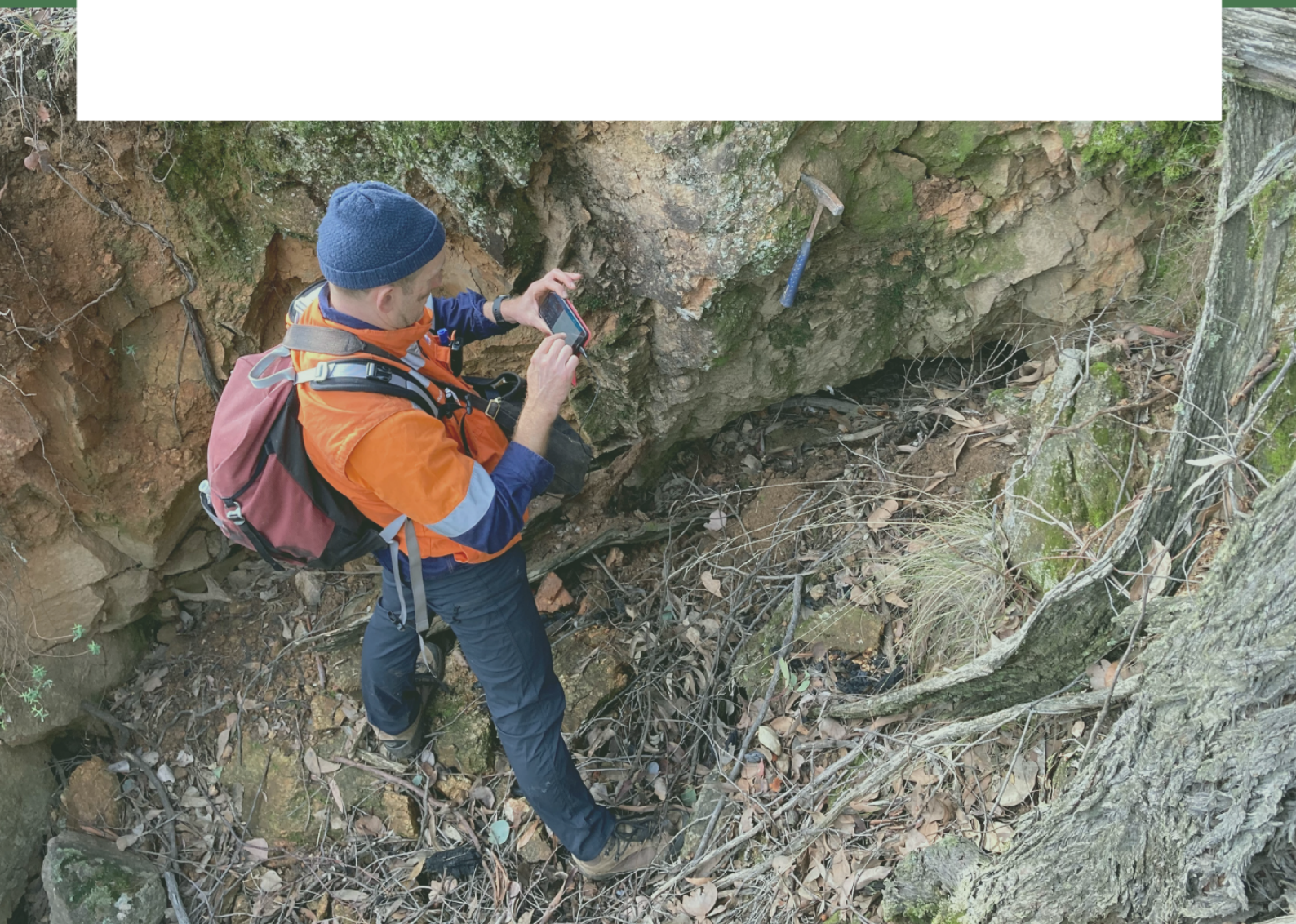
DATAMINE

DISCOVER

Discover for ArcGIS Pro 2.2

Release Notes



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Overview

Built as a plugin to ArcGIS Pro, Discover for ArcGIS Pro is a comprehensive package for the importation, centralisation and analysis of geoscientific data, whether you are conducting mineral exploration, or environmental assessments.

Import drillhole data from numerous different data repositories and seamlessly refresh data as new data becomes available. Create legends to apply to all of your ArcGIS Pro data types: surface, drillhole, line or point data.

Create section templates to manage all of your section data and styling in 2D or 3D to keep all section data in standard formats and styles across your project. Digitise data, register images on section and seamlessly send this to 3D. Import 2D data and 3D data from a wide variety of common mining data formats and visualise all of this data in the Discover 3D environment.

Discover utilises ArcGIS Pro's unique ability to switch seamlessly from 2D to 3D GIS environments. Share data easily with the Web share function, where 2D and 3D scenes can be shared with colleagues within the organisation, as well as the general public.

Technical Support and Further Information

If you are a licensed Discover for ArcGIS Pro user, you can request support via the Support Portal (https://www.dataminesoftware.com/support/) or by emailing support@dataminesoftware.com.

This document includes cumulative release notes since Discover for ArcGIS Pro 2.2.

Release notes for other versions of Discover for ArcGIS Pro are available via the Support Portal.

Discover for ArcGIS Pro 2.2 Update 5 (June 2025)

Defect Fixes

- An issue has been fixed where the **Discover Mobile** setup dialog did not display available raster layers, preventing users from selecting them for mobile projects. The dialog now correctly lists all raster layers, ensuring they can be included during mobile setup.

Discover for ArcGIS Pro 2.2 Update 4 (June 2025)

Scaniverse Import

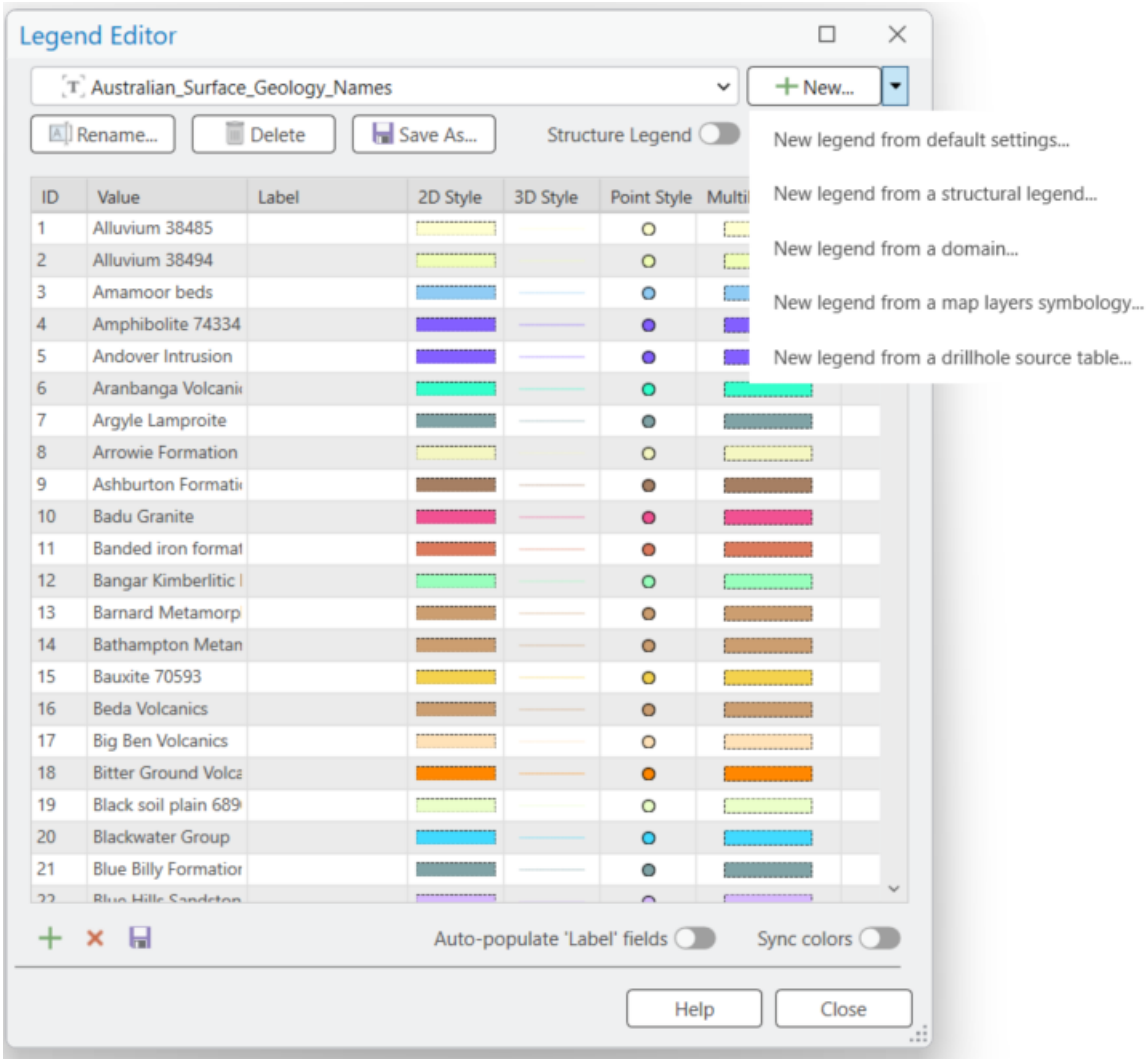
In this release a there is a new option to give you more control over elevation values when importing Scaniverse data, making it easier to align your scans with your local scenes.

When importing Scaniverse files, you can now choose to override the elevation (Z value) specified in the Scaniverse header and instead use the elevation from your output local scene's ground layer. This new checkbox option ensures that your imported scans sit correctly in your project's vertical reference, saving you time on manual adjustments.

Legend Editor

We've made working with the **Legend Editor** even smoother by improving how related dialogs open and align on your screen.

This enhancement applies to the following dialogs: **New**, **New legend from default settings**, **New legend from a structural legend**, **New legend from a domain**, **New legend from a map layers symbology**, and **New legend from a drillhole source** table. By centring these windows, you'll always have a clear, organised view, making it easier to create and manage your legends without losing focus or having to drag windows around.



Section to 3D Image

Previously, when using the **Section to 3D Image** tool, you could only work with one section at a time, which meant repeating the process for each additional section. Now, you can select multiple sections in a single action, similar to how you work with other section tools in the application.

Defect Fixes

- An issue has been fixed in the **Discover Mobile** application where syncing a large project containing a large ECW file via WiFi would cause the sync to fail or crash on both iOS and Android devices. Large projects now sync reliably

over WiFi without causing crashes, and continue to work correctly when using the File transfer method.

- Several issues with the **Raster Layer to 3D** functionality have been addressed to improve usability and output reliability. The tool now respects the specified export location, uses the original image format or exports raster geodatabases to .png as appropriate, correctly outputs to a single mesh when an image is selected, includes clearer help details and tool-tips, and uses a folder selector with individual raster layer names to prevent overwriting when exporting multiple layers.
- An issue has been fixed where **Drillholes 3D** could hang when adding a downhole layer to a newly created local scene due to the tool incorrectly creating a new map instead of using the existing one. The tool now correctly recognises and uses the current local scene, preventing hangs and ensuring smooth layer addition.
- An issue has been resolved where applying a legend from the **Project** or **Global** folders would fail because the legend could not be found due to incorrect handling of the display name. The tool now correctly retrieves and applies legends from all folder locations, ensuring consistent legend application regardless of where the legend is stored.
- An issue has been resolved in **Section Manager** where regenerating a section with the **Reapply section settings** option would overwrite the section template layer, causing any added geometries to be lost. The regenerate process now preserves existing section template data while correctly reapplying the section settings.
- An issue has been fixed where using the **LayerX to Legend** function would fail if a .lyr file was selected instead of a .lyrx file.
- An issue has been resolved in **Point Grid Planner** where the number of lines was limited to a maximum of 100, preventing users from planning larger grids. The tool now supports creating more than 100 lines, as requested, allowing greater flexibility for complex planning scenarios.
- An issue has been fixed where applying a section template with the **Delete existing section layers** option would cause the operation to hang indefinitely. This function now completes as expected, reliably deleting existing section layers and applying the new template without causing the application to freeze.

Discover for ArcGIS Pro 2.2 Update 3 (April 2025)

LiDAR in Discover Mobile

In this release we are introducing a streamlined approach to managing LiDAR data within mobile projects, making it faster and more intuitive for you to view and work with your LiDAR files directly in your desktop environment.

Previously, LiDAR data checked in on the desktop was compressed into a .LIDAR format, requiring manual steps to access and display it. Now, to eliminate repetitive compression and decompression, the storage format in the project's LiDAR folder remains unchanged after check-in, saving you valuable time and effort during your workflow.

A new LiDAR button has been added to the Mobile Project Manager, giving you easy access to all LiDAR images associated with the currently selected or loaded mobile project. When you click this button, a dedicated dialog appears with a data grid listing all available LiDAR images, complete with thumbnail previews and convenient selection options.

Within this dialog, you can adjust the orientation of your LiDAR data (Y up or down), choose from your list of loaded 3D scenes or create a new scene on the fly, and instantly display your selected LiDAR file. When you click apply, the chosen LiDAR file is temporarily decompressed and rendered in your selected 3D scene, allowing you to visualise and work with your data without unnecessary file handling.

This enhancement ensures a smoother experience specifically for LiDAR contained within mobile projects. When syncing LiDAR back to the source, the .LIDAR package is automatically decompressed, giving you the flexibility to handle import and display according to your own workflow preferences.

Drillhole Selection Improvement

You can now more easily manage and work with multiple drillholes at once thanks to an improved range selection feature for drillhole IDs.

Previously, the custom check-box list used for selecting drillholes did not support selecting multiple IDs at once, often requiring repetitive individual clicks. With this update, you can select a range of drillholes in one action, similar to how you'd select multiple files in Windows File Explorer when check-boxes are enabled. This makes managing large drillhole datasets faster and more convenient.

The new multi-select functionality will be available across the **Drillholes 3D**, **Generate Plan**, and **Generate Section** dock-panes, so you benefit from consistent, efficient selection throughout your workflow.

Defect Fixes

- An issue has been fixed where the **Section to Layout** function would cause a crash if the map pane was not present.
- An issue has been resolved where creating a section template using the **Legend to Template** option and then immediately applying it to a section would result in the template not being applied correctly. The template now applies as expected without needing to create an additional section or restart the application.
- An issue has been fixed in **Drillhole Planner** where using the **Populate Z value from Surface** option did not correctly assign ground elevation values when loading points from a point layer. Now, when this option is enabled, the Z values are properly populated from the selected surface, ensuring accurate collar elevations in the planned drillholes.
- An issue has been resolved in the **Outcrop** tool where images rotated during outcrop creation were not displaying with the correct rotation and dimensions in a 3D scene. The tool now maintains the correct rotation and preserves the proper height and width, ensuring that outcrop photos display accurately in 3D views.
- An issue has been fixed where recreating a project in ArcGIS Pro after deleting a previous project that included external data in the drilling map would result in an error.
- An issue has been fixed in the **Discover Mobile** application where imagery checked out with transparency settings would display with incorrect colours. The imagery export now preserves the correct colours and transparency, ensuring that maps appear as expected on mobile devices.
- An issue has been resolved in **Downhole Data** where the Data Handling Options dialog for both **Linegraph** and **Bargraph** was unresponsive, preventing users from confirming their settings. The **OK** button now functions correctly, allowing users to apply data handling options without needing to close the dialog manually.

Discover for ArcGIS Pro 2.2 Update 2 (March 2025)

Georeference an Image in 3D

The 3D **Georeference Image** workflow has been improved by making the coordinate entry process more interactive and intuitive.

Previously, the coordinate entry dialogue for adding control points was modal, which prevented you from zooming or panning the map while entering coordinates. In this release, the dialogue is non-modal, allowing you to move around the map freely while refining control point positions. This change improves accuracy during georeferencing.

Point Grid Planner

A new **Clear Line** button has been added next to the **Add Control Point** button, allowing you to remove the currently defined line without restarting the tool or reselecting **Create Line**. The button has a red cross icon for easy identification.

Rasters

Rasters now include a **Classify** grid tool for raster data, offering a faster and more intuitive way to categorise grid values for visual interpretation.

This tool allows you to define classification ranges directly within your raster dataset, enabling clearer differentiation of zones based on value thresholds. It is particularly useful for geophysical or geochemical data, where clearly defined value bands are essential.

Structural Symbols

This release includes updates to existing structural symbols, improving consistency and clarity in your visual outputs. The enhanced symbol designs are more visually distinct and better aligned across different structural types.

Discover Mobile

This release expands the mobile check-in/check-out workflow to support LiDAR data, making it easier to manage and transfer high-resolution 3D scan data in the field.

To accommodate LiDAR **.OBJ** files, the mobile GeoPackage format has been updated with a new dedicated LiDAR table. This table enables you to store zipped LiDAR datasets, including all required components such as **.OBJ**, **.MTL**, and **.JPG** files directly within the project package, streamlining data exchange across devices and environments.

The table includes three fields:

- **Name**—Stores the name and path of the zipped LiDAR dataset.
- **Data**—Stores the **.ZIP** file containing all necessary **.OBJ** assets.
- **Thumbnail**—Stores a **.JPG** preview of the dataset for quick reference.

Defect Fixes

- An issue has been fixed where in the **Legend to Domain** feature, the domain was created successfully, but corresponding legend values were not added.
- An issue has been fixed where in the **Grid Contour** tool, selecting a band within a multi-band grid caused the coordinate reference system (CRS) to be read incorrectly, resulting in a silent failure.
- An issue has been fixed where running the **Downhole Clip** tool resulted in the output table being added to the project but not immediately available for use in other tools.
- An issue has been fixed where imagery with transparency masks displayed incorrectly when checked out to **Discover Mobile**. Transparent areas appeared black, and red or white areas were converted to blue.
- An issue has been fixed where deleting a section layer from the **Catalog** in **Section Manager** did not remove it from the map window.
- An error could occur when applying a **Section Layout from Template**, with messages such as **Invalid mapframe** and inconsistent behaviour. The handling of layout templates has been improved to ensure consistent and reliable application of templates across different sections.
- An issue has been fixed where creating a solid or surface using the **Model from Selection** or **Model From Template** options could result in output

features being generated in the wrong coordinate reference system (CRS). The process now correctly standardises the output CRS using WGS84 Mercator for **Model from Selection** and the drillhole CRS for template-based models.

- An issue has been fixed where entering decimal values in numeric fields for **Raster Contour** settings, including **Interval** and limit fields, would incorrectly display the value.
- Previously, when creating a raster using the **Triangulation** method from a shapefile input, the output raster lacked a spatial reference because the projection information was not correctly retrieved from the shapefile. This issue has been fixed so that all output rasters are now correctly projected, regardless of the input source.
- An issue has been fixed where using the **3D Georeference Image** tool with image filenames containing spaces caused the process to fail. Spaces are now supported in **.OBJ** filenames.

Discover for ArcGIS Pro 2.2 Update 1 (February 2025)

Discover Mobile

Project Types

This update enhances cross-platform consistency by standardising how project types are displayed in the **Mobile Manager** dialogue. The **Mobile Manager** now shows project types, such as **Mobile**, **Basemap**, or **Drillhole** in the same format as the MapInfo version.

Picklists and Legends

This release introduces support for updating picklists and legends in **Discover Mobile**. When you are working in the field, you can add new values via the mobile app and sync them seamlessly back to Discover for ArcGIS Pro.

The updated workflow begins on the desktop, where you associate a picklist or legend with a specific table field. A new validation option in the **Table Validator** lets you control whether entries can be added to that picklist in **Discover Mobile**. This validation is field-specific, giving you precise control over which fields can accept new values.

When the mobile project is checked out, validated fields with editable picklists allow you to select an existing value or add a new one directly on the mobile device. Any new values are instantly added to the local picklist and become available the next time you access that field.

When the mobile project is checked back in, Discover for ArcGIS Pro compares the mobile picklist or legend with the desktop version. If differences are found, you're prompted to choose whether to overwrite the existing desktop list with the mobile version or retain the original. This gives you full control over how field-driven updates are managed, supporting flexible data capture while preserving data integrity.

Support

This release introduces a new in-product support feature that allows you to create support tickets directly from within Discover for ArcGIS Pro.

Defect Fixes

- Previously, the **Section Manager** prevented multiple selected sections from being fully deleted. While maps were removed, the section records remained in the **DHP_SectionLines** table and in the **Section Manager** pane. This issue has now been fixed.
- An issue has been fixed where project-based legends were not applied correctly in **Downhole Data** tools such as **Trace Shade**.
- An issue has been fixed where georeferenced images added using the **3D Georeference Image** tool displayed at the correct Reduced Level (RL) in 3D views but incorrectly in section maps.
- An error has been fixed where drillhole tools could not be run immediately after using the **Import Drillhole Project** function.
- An issue has been fixed where using the **Refresh Drillhole Data** function caused the topography layer to disappear from the drilling plan map.
- Previously in **Drillhole Planner**, importing drillholes from a CSV file did not apply the survey values, resulting in all holes being displayed as straight with no azimuth or dip. The survey data is now correctly imported and applied, accurately reflecting hole orientation.
- An issue has been fixed where downhole data displayed incorrect Z values in plan maps when the project depth unit did not match the coordinate reference system (CRS) unit and **Clip to Elevation was enabled**.

Discover for ArcGIS Pro 2.2 (December 2025)

New Licensing Icons

Licensing icons have been updated in the **Discover** ribbon.

Option		Description
	Licensing	Display the drop-down menu of licensing options.
	Modify License	Modify the type of license in use. Selecting this option will deactivate your current license and return it.
	Return License	Return or deactivate your standalone license.
	Generate Offline License	Convert your cloud license to offline mode for use without an Internet connection.
	Return Offline License	Return your offline cloud license to the license pool.

Reproject Voxel

A new **Reproject Voxel** tool has been added to the **Discover** ribbon. This tool allows you to reproject NetCDF voxel model files into a different coordinate system, making it easier to align 3D data with your project's spatial framework.

Option		Description
	Reproject Voxel	Reproject a NetCDF voxel model.

Dip and Dip Direction from a Line Tool

The new **Add Dip and Dip Direction from Line** tool in the **Modelling** ribbon allows you to calculate structural orientation data directly from 3D line features, using the same core methods as the established **String to Plane** tool in Studio.

This tool lets you select a line feature class and specify target columns to store the calculated dip and dip direction values. For each selected line, the tool fits a best-fit plane and derives the average dip and dip direction, streamlining structural analysis.

Two plane-fitting methods are supported: **Projected Areas** and **Least Squares Fit**. Both methods are part of the core C++ Earthworks engine. **Projected Areas** provides a straightforward geometric approach, while **Least Squares Fit** uses matrix calculations to determine the optimal plane orientation.

This addition enables more automated and accurate extraction of geological orientation data from line features and serves as a foundational tool for workflows involving structural interpretation and model refinement.

Option		Description
	Dip & Direction from Line	Generate the dip and dip direction fields values from a best fit plane defined from points within a line.

Georeferenced Images

Colour Picker

The background transparency feature has been enhanced for georeferencing images. When setting a background transparency, you can now select from a range of pre-defined colours or use the **Eyedropper** tool to select a colour in the image.

3D Image Registration

A new enhancement allows you to register an image in 3D space using just three points, offering a quick and intuitive way to position imagery within your 3D scene.

This tool is particularly useful when integrating scanned maps, cross-sections, or interpreted imagery with your 3D data. By selecting three known reference points on the image and matching them to their corresponding 3D coordinates, you can accurately anchor and orient the image in space.

Option		Description
	3D Georeference Image	Georeference an image in 3D with control points.

2D and 3D Tools for Plan Views

The following tools have been upgraded to support plan views: **Feature to Section**, **Section to Image**, **Section to Layer**, **Solid from Template**, **Surface from Template**, **Apply Template**, **Voxel to Section** and **Table to 3D**. These updates provide a more consistent and flexible experience when working with spatial data in various orientations.

You are no longer limited to cross-section views. Each tool now recognises and handles plan orientations, allowing you to generate, visualise, and transform data from a top-down perspective as effectively as from vertical sections. This is particularly helpful when interpreting surface data, integrating mapping layers, or building models from horizontal datasets.

Legends

Coded Value Domains

Previously, coded value domains with numeric fields were automatically displayed using a **Numeric Range** legend, while those with text fields used a **Text** legend. This behaviour led to inconsistent data representations and made it difficult to clearly convey the meaning of coded values, especially when numeric codes were linked to descriptive labels.

Now, all coded value domains are displayed as **Text** legends, regardless of whether the domain field is numeric or text-based. This change ensures that value/description pairs are always clearly presented.

Convert Legend to a Structural Legend

A new option has been added to the **Legend Editor**, allowing you to convert an existing text-based legend into a structural legend format. This option is available only for text legends, ensuring it applies correctly to relevant coded value domains.

After converting a legend, you can access the structural symbol selector by double-clicking the **2D Style** cell.

System-generated structural legends remain locked to prevent symbol edits, preserving data integrity. However, you can still adjust the colour and size to match your visual preferences or presentation needs.

Table Validation Rules

This release adds support for storing table validation rules directly within your ArcGIS project, making it easier to manage and share validation set-ups across your team. Table validation rules are now saved in the project directory **Discover\tablemetadata.db**. When you share a project, the associated validation rules are shared, too.

At the same time, the global copy of the validation rules in the configuration folder remains in place. This ensures backwards compatibility and allows you to continue applying organisation-wide validation where needed.

Import Datamine Block Models

This release improves the import process for Datamine block models. You now have more control over which bands to load, significantly optimising memory usage and performance.

Datamine block models may contain a large number of bands. Loading all bands by default can lead to memory constraints, particularly with the limitations of **.NET** and **NetCDF** handling. To address this, the import tool now pre-loads the list of available bands when a block model is selected, allowing you to choose only the bands you need for your workflow.

Machine Learning Tool

This release introduces a new **Machine Learning** tool in the **Discover** ribbon. This tool supports **Principal Component Analysis (PCA)** and **K-Means Clustering** for point feature classes and multi-band rasters.

PCA is a linear dimensionality reduction technique that reveals dominant patterns by projecting your data onto a new coordinate system. The result is a set of principal components, each representing a portion of the data's variance. The tool now includes a **Variance Explained** table alongside the PCA-transformed output, helping you understand how much information each component retains. A **Cumulative Percentage** column allows you to quickly determine how many bands to keep, typically enough to capture 75% to 95% of the total variance, balancing the preservation of meaningful information with noise reduction.

After simplifying your dataset with PCA, you can apply **K-Means Clustering** to group similar records into distinct clusters. The tool assigns a cluster number to each record in a new field, allowing you to visualise the results on a map using colour schemes. This workflow is especially valuable for identifying spatial patterns in data.

Option		Description
	Machine Learning	Perform Principal Component Analysis (PCA) and clustering on data.

Discover Mobile

This release introduces the much anticipated functionality to manage raster and vector data separately in **Discover Mobile** projects.

You can now create a standalone raster-only project using the new **Shareable Raster** project type. This method allows you to load either just vector data or both vector and raster data into **Discover Mobile**, depending on your needs. It is especially useful for working with large raster datasets.

Surface from Selection

A new **Surface from Selection** tool is now available, allowing you to create mesh surfaces directly from selected lines within a **3D scene**.

This feature complements the existing **Surface from Template** workflow by providing a more intuitive and streamlined way to generate surfaces from 3D polylines.

Polyline Section Buffer

Previously, when creating section buffers from polylines, the outer corners at inflection points appeared pointed. This often resulted in an inconsistent envelope width around angular turns, where the buffer would widen noticeably at corners, potentially affecting interpretation and downstream analysis.

The drillhole tools have been enhanced to support rounded corners in polyline section buffers, aligning the **Discover for ArcGIS Pro** version with the behaviour already available in **MapInfo**.

Clip View to Section

A new control has been added to allow you to override the default section envelope width. This gives you greater flexibility when generating and customising drillhole sections.

Rasters

LiDAR LAS

You can now create rasters directly from LIDAR LAS files, making it easier to convert high-resolution point cloud data into usable surface models.

Vectorize

A new **Vectorize** tool allows you to vectorize raster surfaces by converting grid cells into vector polygons.

Contours

The new **Contour Raster** tool allows you to generate vector contours from any supported surface grid type.

These tools can be accessed in the **Raster** ribbon.

Option		Description
	LiDAR LAS	Interpolate a raster from a LiDAR (.las) file, while filtering on a LiDAR classification code.
	Vectorize	Create polygons from raster.
	Contour Raste	Create contours from raster.
	Generate Offline License	Convert your cloud license to offline mode for use without an Internet connection.
	Return Offline License	Return your offline cloud license to the license pool.

Extrude Features

A new **Extrude Features** tool has been added to the **Modelling** ribbon, enabling you to generate 3D objects by extruding 2D features vertically or along a specified path.

Clip 3D View to Section - Viewpoints

The **Clip 3D View to Section** tool now includes expanded **Section Viewpoint** options, giving you greater control over how sections are visualised in the **3D scene**.

These new options make it much easier to understand spatial relationships and structures within the section, particularly in complex geology.

Defect Fixes

- An issue has been fixed where section tools were not working when projection and depth units differed.
- An issue has been fixed where the section geoprocessing tools were attempting to initialise and load section lists even when none were available.
- Previously when renaming sections in a drill project, metadata could become inconsistent with renamed scenes and ESRI components. This issue has been fixed so that all metadata and related components now update correctly.

- An issue has been fixed where in the **Drillhole Planner**, deviation values for **Lift**, **Drift**, and **Distance** defaulted to *null* and were ignored unless manually set to zero. These fields now default to zero. Additionally, when a deviation is applied in the **3D scene**, the previous drillhole is now automatically removed so that manually running **Manage Preview** is no longer required.
- An issue has been fixed where attempting to **Append Drillholes Data** to a project after the source Excel or Access file was deleted caused ArcGIS Pro to crash.
- Previously, when both a section grid and a plan view were created and displayed together, the RL (reduced level) values shown on the section layout did not align correctly with the scale bar. This issue has been resolved.
- An issue has been fixed where **Drillhole Validation** did not report trenches with an end-of-hole (**EOH**) length greater than the collar length when using bearing segment data.
- An issue has been fixed where importing a **MapInfo** drillhole project did not correctly recognise the specified downhole unit settings, such as depth units defined in feet.
- An issue has been fixed where **Table Validation** did not correctly interpret numeric default values when regional settings used commas instead of points as decimal separators.
- Previously, when checking out a mobile project, **DateTime** fields were not retained correctly and appeared as *NULL*, especially when regional settings formatted dates differently. This issue has been resolved.
- An issue has been fixed where drillhole traces were not being generated in the **Plan** view or **Section** view, despite valid survey data and correct field mappings.
- An issue has been fixed where the **Create Contour** and **Create Vector** tools did not function correctly with **MRR** raster files, although they worked as expected with standalone **ERS** files.
- When creating a mobile project with feature classes that included non-English characters in their names, a *Bad request (400)* error displayed during checkout. Mobile projects now support feature class names with non-English characters.
- Several geoprocessing tools that included a **Use the selected records** option were displaying errors when the input was a feature class browsed from a geodatabase rather than a feature layer in the map. The tools now correctly handle both input types.
- An issue has been fixed where editing drillhole data appeared to succeed, but the validation process did not run and changes were not applied.

- Creating a raster using the **Inverse Distance Weighted** method could fail when many input fields were selected. The tool now handles larger numbers of input bands.
- An issue that affected creating a **Mobile** project, where only the first ring of a multipart polygon was written to the mobile project's **GeoPackage** has been fixed.
- An issue has been fixed where drillhole lengths were incorrectly calculated for trench surveys using **Bearing & Distance Segments** mode, resulting in trench features being generated at double their actual length.
- An issue has been fixed where the **Feature To Section** tool was creating polygons with negative areas during projection, which caused errors when attempting to merge features.
- An issue has been fixed where the **Downhole Clip** tool would freeze when processing large multipatch features. Performance improvements have been made so that the tool now handles large multipatch inputs efficiently.
- An issue has been fixed where importing **Scaniverse** files caused a crash when header information was missing from the input.
- An issue has been fixed where in the **Section Template Manager**, attempting to add the field type **Long** caused the field to silently fail and disappear from the template.
- Previously, when importing a **Micromine** wireframe and selecting a spatial reference, the resulting multipatch feature class was created with an unknown coordinate system. This has been fixed so that the selected spatial reference is now correctly applied to the output multipatch feature class during import.
- An issue has been fixed where the **Solid from Template** tool failed when the **models.gdb** database did not exist in the project, which could occur in workflows such as imports from MapInfo.
- An issue has been fixed where in the **Section Template Manager**, the first template created in a project was always saved as type **Point**, even if another geometry type such as **Polygon** was selected.
- Previously, when opening a mobile project, two map windows were unintentionally created, one displaying all objects correctly and a second blank window. This issue has been fixed.
- An issue has been fixed where using the **Section Image to 3D** tool with a plan section caused a crash.
- An issue has been fixed where the **Apply Structural Legend to Layer** tool in **Rake** and Movement mode only allowed selection from structural legends.

- An issue has been fixed where deleting a mobile project did not remove the associated folder of clipped files in the Discover or Mobile Projects directory.
- An issue has been fixed where the **Section Template** symbology was not being applied to feature classes when generating a section, as the associated layer files were no longer linked correctly.
- An issue has been fixed where the **Use grid layer colors** option in the **Grid Contour** tool did not work if the source raster was part of a group layer, such as surface topography.
- An issue has been fixed where saving a text legend as a local legend would incorrectly save it as a project legend, making it uneditable.
- An error occurred when checking in a mobile project created under the Portuguese (Brazil) regional setting, due to Geospatial Data Abstraction Library (GDAL) using local decimal separators in **DATETIME** fields, which are not compliant with the GeoPackage standard. This has been corrected so that **DATETIME** values are now written using standard formatting regardless of the regional settings, preventing check-in errors in **Discover Mobile**.
- An issue has been fixed where **Outcrop Mapper** projects created on desktop were failing to drape surfaces and returning a catastrophic error, and changes to attributes such as capture status were not being saved or reflected correctly.
- An issue has been fixed where the control pinning on the **Surface to Image** dialog in the **Raster** toolset was broken, causing layout issues when resizing the window.
- Overwriting a section after modifying its parameters could result in duplicate entries appearing in the section list. This has been fixed so that when a section is overwritten, only a single updated entry is maintained in the list.
- An issue has been fixed where **Trench** drillholes are always setting the survey **Z** value to *0* instead of using the topography.
- An issue has been fixed where applying **Downhole Data** in a drillhole project caused the collar layer labels to stop scaling correctly when zooming in or out.
- An issue has been fixed where using the **Solid from Template** tool with the default **new scene** option did not add the resulting feature class to the newly opened scene.

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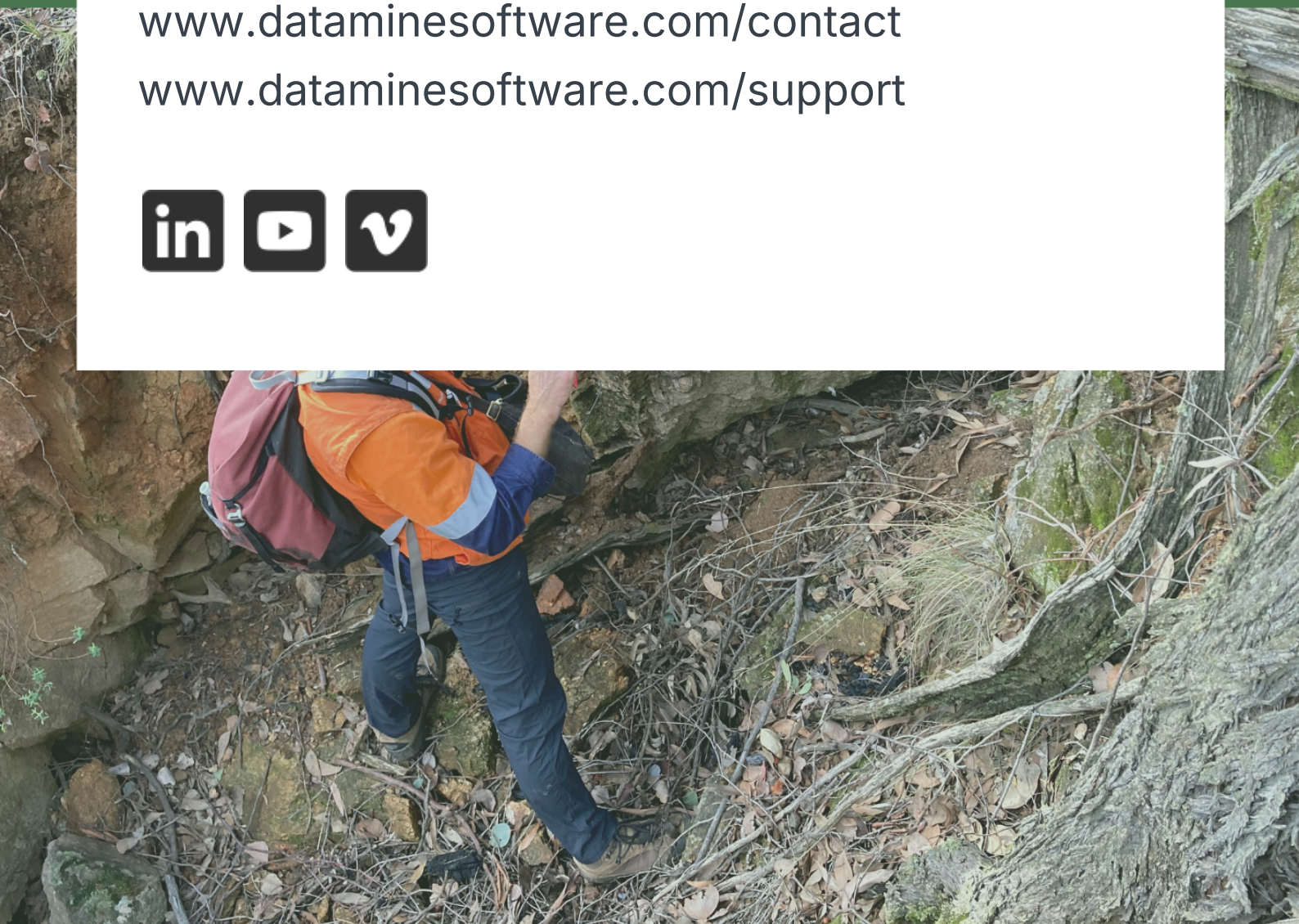
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