

ShipWeight 14.61 – Release Notes

New features and improvements

- **Customizable MON import:** Select which MassTrack fields to map to ShipWeight custom codes.
- **Enhanced 3D visualization:** Transparent display mode, highlighting of selected objects, axis labels, and item information displayed directly in the window.
- **Print function from 3D view window:** Print and preview the current 3D view.
- **Easier import mapping:** Single-click field selection, clearer project-specific field titles, and automatic removal of already mapped fields from the available field list.

Bug fixes

- **Instance items:** Corrected calculations, totals and display of instance items in the main and Item windows, 3D View, Weight Correction, Weight Distribution, Compare, Code Summary, Gyradius, Code Envelope, Plot Plan, and the Weight & CoG Item Listing report.
- **WBS calculations and updates:** Corrected minimum values, weight group status icons, and updates to parallel WBS structures after item changes. Resolved long delays when applying code definitions linked to a secondary WBS.
- **Read-only items:** Prevented editing, cutting and deleting read-only subproject items.
- **3D View:** Fixed crashes when creating or selecting objects, improved selection and zooming, and corrected CoG sphere display, coordinate orientation, object geometry, transparency, weight unit conversion and view menu checkmarks.
- **Data File Import:** Corrected header row handling, UniqueNo handling when importing to Playground, and preview progress window behaviour. Field titles now use project definitions and are protected against editing.
- **Project creation:** Fixed crashes and error messages related to subproject settings.
- **MON import:** Corrected the title assigned to the COR code.
- **System Definition:** Fixed an error message when copying an existing system.
- **Compare:** Corrected item value column alignment when comparing custom codes.