

Partner Software Release Summary - version 4.26

The 4.26 release contains a number of changes, primarily relating to Milsoft's WindMil v8.6.1 release and our MultiSpeakStaking integration. Additionally 4.26 marks the first release of our implementation of Distribution Inspection on Partner Mobile. As such there are many improvements and changes relating to Distribution Inspection to support its use in a mobile environment.

New Features:

- The Partner Map Viewer now supports system-wide display of Meters instead of Feet for measurements.
- Sweeping changes and improvements to the Multispeak Staking interface to support features of Milsoft Windmil mapping 8.6.1+
- Updated embedded user manuals.
- Field Design copy actions now can use unit-level info fields.
- Added support for Distribution Inspection on Partner Mobile
- Added desktop support for Distribution Inspection synchronization using Partner Passport accounts over web services
- Added on-site timestamp for Mobile Outage
- Added Lat/Lon projection support to Mobile Outage interface to allow for mapping systems that differ in projection from the OMS.

Bug Fixes:

- Fixed an issue where staking linestyles would display as jagged lines in certain projections
- Fixed an issue where creating ROW records from trace could place records on lines with a length of 0
- Fixed an issue where the DI reinspection dialog would skip identical created_at records.
- Fixed typo in Inspection PDF Export.
- Fixed an issue where Staking sheet urls would not work if the job number contains a space.
- Fixed an issue where DI, ROW, and DA sync could fail if it contained null attachments
- Fixed an issue with database backup routine that could leaving hanging processes that would cause post config changes to fail
- Improved Partner Passport Desktop login to better handle casing and whitespace in email addresses
- Fixed an issue where ROW groups would not display correctly after reissue

- Fixed an issue where Partner Passport password reset functionality would fail if the machine's local time was not accurate.
- Fixed an issue during staking report generation that could cause reports to fail to generate if a large number of units are at a location
- Many other minor bug fixes and improvements