

## RAMMS : : ROCKFALL CHANGELOG

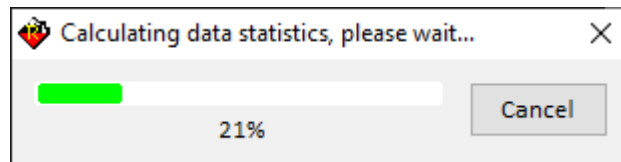
### V 1.8.26 [2024-07-10]

- **Bugfix: Nr of available CPUs:** When starting a scenario, RAMMS suggests an optimal nr of CPUs to use. These numbers were too high, as twice the nr of available CPUs on the system were used. Resolved.
- **Bugfix: Web Update:** In version 1.8.25 and earlier, the Web Update feature did not work, due to a wrong url-string. Resolved. From version 1.8.26 on, Web Update should work.

### V 1.8.25 [2024-07-01]

- **Improvement: Preferences:** The 'Additional Preferences'-File is now saved in the Windows-User-Directory.
- **Improvement: Statistics Data:** Up until now, the trajectory information was cached in an internal binary RAMMS format, such that opening an existing scenario takes less time. However, the statistical analysis was recalculated each time, see Figure below. **Improved:** The statistical analysis is now also cached in an internal format, and opening an existing scenario will take much less time.

Beware: If two or more scenarios are opened together, or if a scenario is filtered (e.g. by a rock-name), then neither the cached trajectory data nor the cached statistical data can be used, and all the trajectories have to be parsed and the statistical analysis has to be calculated again.



- **Bugfix: Release Points:** There was a problem when assigning not enough release points to very large polygon shapefiles. **Resolved:** If this is the case, RAMMS will make sure that there is at least one release point within very small release polygons. The total nr of release points will thus be increased accordingly.
- **Bugfix: Shapefile File Tree:** When adding the same folder with shapefiles twice, the shapefiles were listed twice in the file tree. **Resolved.**
- **Bugfix: Trajectory Impact-Analysis from Shapefile** → Doing a trajectory impact-analysis of 4 or less trajectories resulted in RAMMS crashing. **Resolved.**

V 1.8.20 [2024-05-28]

- Official release of the new RAMMS::ROCKFALL “**SCARRING**” Module.
- **New Feature: New Tree/Forest Approach** → See manual about details.
- **New Feature: New Scarring Approach** → See manual about details.
- **New Feature: Rockfall Nets** → See manual about details.
- **New Feature: Rockfall Dams** → See manual about details.
- **New Feature: Rockfall Galleries** → See manual about details.