# bonzai3d 3.2 Release Notes
build #8867

Transformation tools

Transform Texture Map Control is a new option for all of the transformation tools (**Move, Rotate, Independent Scale, Uniform Scale, Mirror,** and **Transform**). When this option is on, an object's texture map control is transformed with the object. This option is on by default and represents how texture controls were handled in prior versions. When this option is off, the texture map control is not transformed with the object. This can be useful, for example, when scaling an object where the texture scale is important, such as a brick pattern.
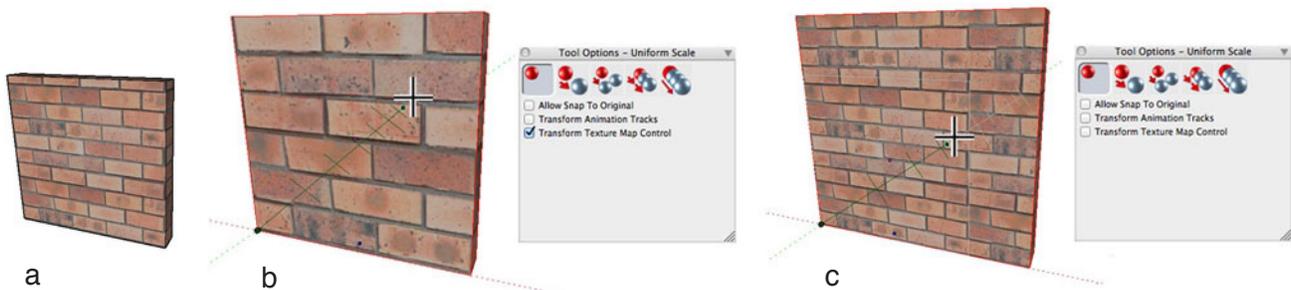
Example of Transform Texture Map Control scaling option, (a) original object. (b) object scaled with Transform Texture Maps on, and (c) with Transform with Transform Texture Maps off.

Hidden Line

The quality and performance of the **Hidden Line** renderer has been improved. **Hidden Line** is no longer recalculated when printing or exporting.

Improvements of note

Memory Management on Windows has been improved which improves stability over long periods of use.

By popular request, the **Use Material Average** is now the default option for new projects. This can be changed in the **Object** tab of the **Project Settings** dialog.

Auto Save does not work on a new project until it is saved the first time (i.e. has a name and location). As this has confused some users, a warning is now presented when auto save is on and the file has not yet been saved the first time.

Some users have reported problems with registering their software and requiring multiple registrations. After registering, the software quits to properly complete the registration process. **Network** licenses now work correctly under certain conditions that didn't work before.

The performance of **Components** has been improved, especially for components with materials that contain texture maps. Components that are saved with the **Keep Textures** option off no longer cause duplicate materials to appear in projects that use these components.

Layer Overrides are retained properly after edit.

Older form•Z **Draft** symbol libraries can now be converted into components.

Cropping images in **Material Options** is now supported.

The **RenderZone Decal** tool dialog is now stable.

Editing a **Window** or **Door Component** in place now works correctly.

The degree symbol is now correct in Russian.

The project window size is no longer influenced by the location of the **Reference Plane Tools** or **Snap Tools** palettes.

The buttons in the **Turn Table** tool now display correctly when the **Turn Table** is stopped.

Quit is now disabled when in **Cone of Vision** as it could lead to unsaved files.

Initialize / Generate Radiosity no longer leads to a blank screen.

Objects no longer remain selected when making **Layers** ghosted or Invisible.

Reference Planes now work correctly with scenes.

Move Copy Make Component with a **Group** now works correctly.

New Clipping Plane From View, no longer aligns only on the reference plane axis.

RenderZone no longer renders surfaces in **Mixed Objects** as 1 sided (inside out)

Ghosted or invisible **Components** set in the **Objects Palette** no longer become visible on reload.

Print from Metric with margins now prints correctly.

Additional stability and performance improvements….