

Dispatcher.NET Change Log

Version 1.2.0 (02-03-2024)

- Created new installer project (DOTNETDN-351).
- Re added Run8 IP Address setting (DOTNETDN-348).
- System Summary Upgrades (DOTNETDN-310).
 - System Summary now auto refreshes every 30 seconds.
 - Added the ability to switch to a train's layout.
 - Added the ability to transport to a train.
 - Track Warrants now appear under the "Authorities Tab".
- Added build information for debugging (DOTNETDN-357).
 - You may be asked to send this when troubleshooting. This can be accessed by clicking on the version number located on the bottom of any Dispatcher Window.
- Fixed various bugs from previous update (DOTNETDN-347).
 - Fixed bug that would cause turnouts to not update properly from Run8.
 - Fixed bug with incorrectly linked signals on some crossovers.
- Fixed bugs with layout scrolling (DOTNETDN-350).
 - Fixed a bug that would cause the scroll bars to vanish if layout tab headers spilled into two rows.
 - Fixed memory leak when re sizing the window.

Version 1.1.1 (01-21-2024)

- Added first multiplayer feature (DOTNETDN-326).
 - Signal request icons now propagate across users when connected to a Run8 server.
- Updated WebBrowser settings (DOTNETDN-325).
- Fixed a bug that would cause extreme lag when logging out of layouts (DOTNETDN-339).
- Fixed a bug that could cause turnouts and crossovers to turn all green if position was changed from Run8 (DOTNETDN-323; BR #161).
- Fixed bugs on West Coast (DOTNETDN-343).
 - Broken crossover at Commerce.
 - Broken crossover at Bowles.
- Fixed various small crashes (DOTNETDN-342).
 - Crash when loading System Summary.
 - Crash when clearing Track Authority.
- Updated tracks with missing track names (DOTNETDN-341).
- Removed the ability to connect to remote Run8 instances (DOTNETDN-340).

Version 1.1.0 (01-12-2024)

- Added Fast Routes Phase 1 (DOTNETDN-18).
 - Still a work in progress.
 - Currently they are directional, meaning there is a key for each direction.
 - E will enter Fast Route mode to clear right facing signals.

- Q will enter Fast Route mode to clear left facing signals.
 - Turnouts must be manually aligned before clearing a route, automatic positioning will be added in phase 2.
- Added new Route Launcher (DOTNETDN-32).
- Added Selkirk Receiving Yard (DOTNETDN-299).
- Signals and Turnouts will now update from Run8 automatically (DOTNETDN-270).
 - This runs every 30 seconds, as running constantly causes too much lag.
 - This can be manually run at any time by pressing F12.
 - Sometimes signals will revert to stop if you happen to request them as the sync is running. We are working on a fix for this.
 - Fixed bug that would cause signals to get set before turnouts when loading routes.
- Added the ability to rearrange layout tabs (DOTNETDN-298).
 - Option A: Click and drag on the tab header.
 - Option B: Left CTRL + Left/Right arrow keys to move tabs quickly.
 - Fixed bug that would cause tab header name to revert when window is reloaded.
- Added information label to show how many trains a signal is fleeted for (DOTNETDN-283).
- Added new Crossover variant (DOTNETDN-300).
- Signal context menu now stays open after fleetting it to save clicks for entering fleet for count (DOTNETDN-297).
- Various performance improvements (DOTNETDN-322).
- Improvements to NorCal Routes (DOTNETDN-302).
 - Fixed alignment at Norden.
 - Fixed alignment at Sunset Whitney.
 - Fixed signals at East Roseville.
 - Fixed misnumbered block at Emigrant Gap.
- Re-added the ability to unlock turnouts (DOTNETDN-253).
- Removed OTTO mode, replaced with the ability to 'login' to each route independently (DOTNETDN-317).
 - To login/out of a route, right click on the layout tab header.
 - Signals and turnouts will be updated from Run8 in real time on routes that you are not logged into.
- Updated siding length text (yellow text above sidings) with accurate measurements from in game (DOTNETDN-304).
- Updated Track Tag Train Delay Codes (DOTNETDN-312).
- Updated Device Blocks (DOTNETDN-313).
- Fixed crossovers getting out of correspondence (DOTNETDN-229).
- Fixed a bug that could cause a crash if invalid characters were entered into the Fleet for Train text box (DOTNETDN-282).
- Fixed a bug that would cause trains to not paint a green path ahead of them (DOTNETDN-289).
- Fixed a bug that would cause a crash if an item in the System Summary was clicked before it was fully loaded (DOTNETDN-286).
- Fixed a bug that could cause a crash when flagging trains past a signal (DOTNETDN-288).
- Fixed several bugs that could cause a crash when throwing Crossovers (DOTNETDN-284).

- Fixed broken signal at CP SK (DOTNETDN-292).
- Fixed a bug that could cause a crash on startup on routes that have bridges (DOTNETDN-293).
- Fixed broken signals at D Yard (DOTNETDN-319).
- Cleaned up old code from almost a year ago (DOTNETDN-295).
 - Improved performance for loading routes.
 - Improved performance for throwing turnouts/crossovers.
 - Fixed issues at Folkston.
 - Fixed various typos and copy paste mistakes ([DOH!](#))
 - Fixed bug that would cause Run8 connection status text to flash.
 - Fixed signal issues at Antelope and Roseville.
 - Replaced turnout type at Beaver Street to better align track ends.
 - Added restricting only signal at Grand Junction.
 - Fixed incorrectly placed signals.
 - Improved Baldwin Crossing.

Version 1.0.2 (12-17-2023)

- Fixed swapped turnouts at CP Quartz and CP Vincent (DOTNETDN-246).
- Fixed cross threading error with train tags (DOTNETDN-249).
- Fixed block length calculation (DOTNETDN-243).
- Fixed a bug that caused device blocked signals to set their protected track to unknown (DOTNETDN-266).
- Fixed a bug that would cause signals at interlockings to run time forever if the route request was cancelled (DOTNETDN-267).
- Added missing milepost to West Crossover Fullerton Junction (DOTNETDN-228).
- Improved Jacksonville Terminal Layout (DOTNETDN-254).
 - Added missing turnout at Grand Junction.
 - Fixed flipped crossover at Grand Junction.
 - Reorganized layout.
- Added South Fork Secondary Layout (DOTNETDN-224).
- Added NS Track Warrants (DOTNETDN-225).
- Added Auto Crash Telemetry (DOTNETDN-252).
- Removed Run8 Port setting due to confusion (DOTNETDN-269).

Version 1.0.1 (12-10-2023)

- Added free window resizing (DOTNETDN-236).
- Added hotkeys to open/close System Summary and Communications window (F1), (F2)
- Fixed a bug that would cause a crash when creating Track Warrants (DOTNETDN-239).
- Fixed an issue that caused a windows ding to be played when interacting with some textboxes.
- Fixed a bug that caused the confirm layout close dialog to display the wrong layout name.

Version 1.0.0 (12-08-2023)

- Fixed a bug that would not allow the EBCS R Yard to align in Run8.
- Fixed some signals on West Coast that would not request properly.

- Disabled the ability to unlock turnouts from Dispatcher.NET due to a bug that went undiscovered until now (4 hours before launch). This will be addressed ASAP.