V7.2.2 20240511  
1. Platform:  
1.1 Fixed the issue of abnormal treedb file generation when CBH were not extracted, with viewing attribute table crash.  
2. Forestry:  
2.1 Fixed the issue of failure when using treedb as seed points for segmentation.  
2.2 Fixed the issue in aerial forestry seed point editing where the profile range could not be drawn after closing and reopening the profile.  
3. Buildings:  
3.1 Fixed occasional crashes when selecting images during model texture photo editing and corrected the abnormal texture color saving.

V7.2.1 20240429  
1.Platform  
1.1. Fixed an issue in the registration function where the Z-axis value automatically changed to 180° .  
1.2. Fixed a software crash issue when performing rotation and translation operations.  
1.3. Fixed an abnormal EDL effect issue after exiting the registration function.  
1.4. Fixed an issue where using the profile tool in the registration function also displayed the source data in the profile window.  
1.5. Fixed an issue where area attributes were lost in vector files after boundary extraction.  
1.6. Fixed a software crash issue caused by closing the pop-up prompt before customizing the deep learning classification connection port.  
1.7. Fixed a problem where RGB range 0-255 \*.pcd files resulted in abnormal point cloud color display.  
1.8. Fixed occasional crashes when loading \*.shp, \*.gpkg files, or saving \*.gpkg files.  
1.9. Fixed a shortcut key failure issue after multiple selections with the vector editing tool.  
1.10. Fixed a discrepancy issue between displayed categories and rendered settings in classification editing.  
2. Terrain  
2.1.O ptimized the accuracy of section mileage to support decimeters.  
2.2. Fixed an issue where the drainage line analysis function did not generate reports in folders with special characters.  
2.3. Fixed occasional crashes after closing the function window following a preview in the drainage line analysis function.  
2.4. Fixed an issue in the contour connection function where same-side contour connections occurred.  
2.5. Fixed a failure in generating contour lines during batch processing.  
3. Forestry  
3.1. Fixed occasional crashes when importing treedb.  
3.2. Fixed an issue where user-defined attribute field selections did not take effect when importing single tree attribute files.  
3.3. Fixed a problem where CSV seed point/single tree attribute files selected multiple skip lines.  
3.4. Fixed a problem when conducting forestry regression analysis and selecting square plots, output pixel size is adjusted to match the length of the square plot.  
3.5. Fixed CSV output from treedb sorted by TreeID.  
4. Mine  
4.1. Optimized memory usage for surface reconstruction to prevent high memory consumption, peak memory usage has been reduced by more than 50%.  
5. Building  
5.1. Fixed an issue where existing wall textures were lost during building model texture mapping.  
5.2. Resolved occasional crashes in building editing.  
5.3. Fixed an issue where line style settings did not take effect in building editing.  
6. Power Lines  
6.1. Fixed a classification failure issue in the power line module after online software updates from V7.0 to V7.2 caused by cuda environment conflict.

V7.2 20240301  
1.Platform  
1.1. Added model vertex texture rendering.  
1.2. Optimized vector data generation and loading efficiency.  
1.3. Fixed occasional rendering issues of LiBIM.  
1.4. Fixed the issue of exporting E57 data with point cloud data attributes containing space.  
1.5. Fixed the issue where imported point cloud couldn't be selected in simple mode.  
2.Data Management  
2.1. LiBIM supports exporting Cityjson format V2.0.  
2.2. Optimized line smoothing efficiency, supporting gpkg and dxf.  
2.3. Optimized vegetation index calculation efficiency.  
2.4. Fixed the issue where custom coordinate transformation formula deletion failed.  
2.5. Fix the decimal parameter setting issue in above-ground point classification.  
2.6. Fixed the issue where LiBIM exporting obj and other formats resulted in texture loss.  
  
3.Classification  
3.1. Fixed default settings issue in the deep learning classification interface.  
3.2. Fixed the failure of point cloud data with additional attributes for tiling by line.  
  
4.Forestry  
4.1. Fixed the issue where adding existing biomass model resulted in other species.  
4.2. Fixed biomass unit error.  
4.3. Fixed a crash issue when importing non-comma-separated CSV data in biomass estimation.  
4.4. Fixed the issue where enabling color optimization result in incorrect tree IDs.  
4.5. Fixed the issue where parameters based on trunk segmentation category were not effective.  
  
5.Terrain  
5.1. Fixed the issue of contour category errors under specific conditions and parameters.  
5.2. Fixed the crash of section analysis  
  
6.Building  
6.1. Improved texture mapping for LiBIM based on large-scale DOM.  
6.2. Fixed the issue of abnormal texture display after editing LiBIM textures.  
6.3. Fixed the issue of incorrect roof identification result of building attributes calculation.  
6.4. Fixed occasional crashes during texture scaling in the building texture editing.  
  
7.Mining  
7.1. Surface reconstruction and Triangulation Modeling(Poisson) support maintaining vertex colors.  
7.2. Fixed the issue of surface reconstruction failure of duplicate points.  
  
8.Power Lines  
8.1. Fixed the international authorization code failure issue for power line classification.