



Release Notes

Uinta™ Data Collection and Mapping Software Version 2.5.0 for Windows, Android, & iOS

These notes provide important information for Juniper Systems' release of Uinta version 2.5.0 for Windows, Android, and iOS.

Documentation and software updates are located on the Juniper Systems website: <https://junipersys.com/support/uinta>

New Features

- Added ability to reorder visible reference layers to improve visibility.
- Added the Archer 4 GNSS expansion as a location source with the ability to use NTRIP/RTCM correction service.

Updates

- Windows only—Updated from Bing maps to Stadia maps as the tile imagery provider.
- Android only—Added the ability to save an Uinta project database (.db) to the device.

Fixes

- Restored the labels for select lists.
- Resolved an importing error when using *Map to Existing* with a GeoPackage file that contains select lists.
- Enhanced GeoPackage export to include Uinta metadata and optimize compatibility.

- Fixed an error that prevented searching a project's records and then sorting the results.
- Resolved an issue that prevented importing a large Shapefile as a reference layer.
- Improved the database import to allow databases with orphaned attachments to be imported.
- Fixed an issue that caused unexpected behavior when revoking a user's access to a cloud project.
- Fixed an error that could corrupt the reference layer metadata when switching between two open projects.
- Resolved a potential to crash when panning and selecting points in large projects.
- Android only—Fixed an error that prevented capturing data while Uinta is minimized on an Archer 4.
- Android only—Fixed an issue that caused local projects to disappear from the projects list.
- Made other minor changes to improve the performance of Uinta.