

Added:

- Totally new draw engine (WPF). Faster and more powerfull. Defined as a plugin, which requires ".Net framework" version 3.5 SP1 or higher. Original draw engine ("basic engine") is still available.
- WPF draw engine : Zoom feature.
- WPF draw engine : Full "fluid" rotation, using slider or mouse directly.
- WPF draw engine : auto hide too small folders, in order to speed up the build of the graph.
- WPF draw engine : New Print feature (in File menu).
- New "native" scan engine on Windows : faster and more accurate (up to 6 times faster).
- "Drag & drop" capable (from Windows explorer)
- Auto check (after startup) if a new version is available. Check can be done manually via the "Help" menu. Auto check can be disabled in the Options menu.
- Partially compatible with Linux and Mac (basic draw engine only), thanks to Mono (<http://www.mono-project.com>).

Improved:

- Design refactored, mostly with the WPF draw engine.

Fixed:

- Bug on "Text Density" : value loaded from a previous saved state was wrong.
- Wrong message when folder deletion failed.
- Some minor bugs...