## Version 8.5.0

## **Revisions in this Release:**

- · Weather in Schedule/Calendar views will now show Commute base weather on days off (if set) with fallback to Domicile
- · Improve airport selection and default list to recent
- Improve Flight Info lookups in Leg Editor Resources area for FlightAware and FlightStats
- Move Sync menu item into Notifications section (top portion)
- When adding new duty the leg editor will now automatically open to create your first duty event.
- Airport Info view has more details about the airport, airport notes you can enter, and a new map view of the airport.
- Access by 3D Touch on Leg View airport rows or swipe left on airport rows and tap Info.
- Extended 3D Touch and row swipe actions to Leg Editor Payroll, Aircraft, and Position rows. Airport, Crew, and Notes already have this feature.
- Improve sync error messages when account issues are present
- Fix issues with Weather Map layout on iPhone X
- · Improve duty editor validation text colors as a yellow value may persist when times are valid
- Fix a condition where hotel transportation alerts may be repeated
- Improve performance and accuracy of Calendar Sync and avoid duplicates
- · Improve commute flight listing to avoid duplicate entries
- Improve performance in Search view
- Add airports: GOBD/DSS and TKG
- · Fix a condition where excessive leg notes could cause sync to fail
- · Improve error information when invalid data is entered in an input field
- Fix a condition where the notification bar would not dismiss
- Improve support for bold and large text sizes
- Improve text autosizing in Calendar view when text overlaps
- Don't show row right arrow in legality when there's no duty and the row shouldn't be tapped (Legality Status)
- Improve weather map radar image updating and allow user's to refresh with Tap to Refresh option
- · Improve weather radar images with higher resolution images
- Don't show sick and vacation on Weather Map timeline
- · Improve leg auto-forwarding with airports
- · General bug fixes and performance improvements