



**Site Profiler® Version 1.3**  
**Release Date April 5, 2002**

## **New Features and Enhancements**

**External Web Integration:** Site Profiler 1.3 features a new plug-in for integration with external SQL databases. This feature allows information submitted on Web pages to be fed into the Site Profiler risk assessment algorithm to add/enhance risk influencers. Data may be input or output through this plug-in, allowing the creation of dynamic web pages using data from Site Profiler as well as feeding data to Site Profiler.

**Better Photo Integration:** Site Profiler 1.3 includes better integration of digital photos into the site analysis and assessment workflows. Photos can now be linked with buildings, areas, and people.

**Cleaner, More Stable Web Export:** The Web Export from Site Profiler 1.3 now produces better HTML pages, including digital photos for buildings, areas, and people (if identified by the user) and more useful information. This process is also more stable, with no erroneous assets listed.

**Stability & Performance Enhancements:** Site Profiler 1.3 is more stable and performs better than ever before. Numerous stability and performance improvements combine to amplify the speed and reliability with which your clients can complete their analyses.

- New buildings created using the “Place Another” option now appear in the left-side toolbar
- The bottom-left status bar is now properly reset after closing an opened file
- The left-side Threat and Mitigation Function toolbar headers now redraw after closing and opening/creating another file
- Generic buildings can now successfully be deleted from both the 3D world and the entire system
- File folders associated with buildings now appear and disappear properly, depending upon whether the user has exported to the Web.
- Toggling of text labels and file folders is now more refined, with per-building control over whether labels are drawn
- The system no longer crashes when users choose to run a model execution, but do not click to place the weapon before selecting other 3D controls
- A crash no longer occurs when the user creates and queries new Assets or Threats immediately after opening a densely populated database
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