



## 64-BIT WINDPRO

### Purpose:

This document describes how the 64-bit windPRO behaves differently from the 32-bit windPRO (versions prior to 3.4)

### Summary:

- 64-bit windPRO can use more of the available physical memory in your computer. It has no influence on calculation speed
- For projects **created** in a version **prior to windPRO 3.1 Service Pack 2**, minor shifts in **coordinates** (< 100 cm) may occur. This is an important point which we recommend you read in the detail below.
- Some restrictions in the feature for **manual georeferencing** of maps.
- The module **3D-Animator** is no longer supported.
- If you participated in the **TR10-Pre-Beta**, please **deinstall** your 3.4 version before installing the new one.

### 1. INTRODUCTION

windPRO has been developed as a 32-bit Windows application for years. This has given the software a few technical limitations. Most notable it that it has limited the amount of memory a running windPRO application can allocate for data like objects, maps and calculations. Even if the user's physical computer has, for example, 8 GB of memory, windPRO would only be able to utilize somewhere between 2 and 3 GB of memory.

As of version 3.4, windPRO is a 64-bit application. The limitation of memory has been removed and windPRO can now fully utilizes the physical memory of the computer. However, the computational performance remains unchanged.

Besides the memory improvement, the switch from a 32-bit application to 64-bit has a number of consequences.

### 2. HARDWARE & WINDOWS

As of version 3.4 windPRO will only be available as a 64-bit Windows application. This means only 64-bit computers will be able to run windPRO 3.4. But with the introduction of Windows 7 back in 2009, virtually all machines are now 64-bit.

If you run windPRO on a 32-bit computer today, you will need to upgrade to a 64-bit computer in order to run windPRO 3.4

### 3. CHANGES IN WINDPRO

With the change to 64-bit, several components have been discarded or replaced. This may affect your projects created in earlier versions.

#### COORDINATE SYSTEMS

The Earth's tectonic plates are constantly moving. This means the position of e.g a turbine is actually changing ever so slightly over the years. Historically, windPRO has disregarded these continental drifts to ensure object coordinates don't change when upgrading to a newer windPRO versions.

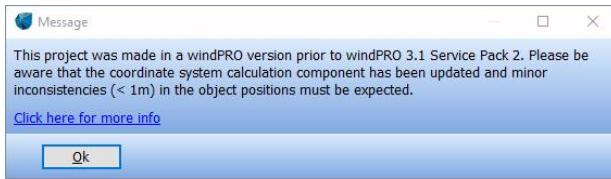
However, switching to 64-bit meant replacing the underlying engine responsible for coordinate system conversions. Projects originally created in windPRO 3.1 Service Pack 2 will have no compatibility issues when being opened in windPRO 3.4

However, projects created prior to windPRO 3.1 Service Pack 2 will be upgraded to use the new coordinate system engine when opened in windPRO 3.4.

If the project is very old, the tectonic plates will have moved further since the project was created. Therefore, minor changes may occur in the object coordinates (<100 cm).

## 64-bit windPRO

In any case, you will be informed when opening an old project in windPRO 3.4:



When working with older projects that could be highly sensitive to these kinds of minor changes, we recommend keeping the project in windPRO 3.3.

Please notice that it is the version of windPRO used to create the project originally, not the version used for the last save. (Hint: consult the Project History in the menu)

### BACKGROUND MAPS

The MapDef tool for georeferencing your own maps, no longer supports resizing, cropping and brightness adjustment. These features are available in many free image tools and the focus in handling maps in windPRO has changed in favor of available on-line maps, where these features are not needed.

The support for CD-ROM IT-maps from Danish KMS has been removed. Newer and better maps are available as [WMS Maps](#) and [Dynamic Maps](#).

### 3D ANIMATOR

With the change to 64-bit, the 3D Animator is no longer supported. Projects containing VR objects will open just fine in windPRO 3.4, but the 3D Animator will be inaccessible.

### FOR TR10 BETA-TESTERS

If you have participated in the TR10 beta test, you will have an older windPRO 3.4 32-bit version installed on your machine. In order to upgrade to the final windPRO 3.4 64-bit version, you must uninstall the 32-bit version of windPRO 3.4.

You can of course keep all older versions of windPRO (like **3.1**, **3.2**, and **3.3**)