

Release Announcements

All new releases are announced here.

GRIDit 2026.1

- Available: 21 May 2026
- Layer access can be restricted per layer. [See documentation](#)
- Added [volume calculation tool](#)
- Renamed waypoint tool to "[Markers](#)"
- Improved performance of raster layers (display each tile as soon as available)
- New [user manual](#) + improved documentation
- Added *Uploaded by* field to files
- Added basic authentication for [WMS/WFS APIs](#) (for ArcGIS)
- Minor improvement to contour lines
- Bug fixes + minor improvements

Previous Releases

GRIDit 2025.3

- Monopile profile tool renamed to cable protection system (CPS) profile tool
- Added tool to export multiple layers
- Added support to import the following file types:
 - Geopackage (one feature data set only)
 - ESRI File Geodatabase (one feature data set only)
 - Compressed xyz files (.zip)
- Project's vertical reference system is visible to user and can be set by contributors and admins
- Radial profile tool: added a rotation offset to the tool and monopile heartline to the depth profile
- Added information field to layers (editable with markdown), all users can view a layer's information
- Reordered the tool buttons for easier user navigation
- Improved polyline visualization with a highlight

GRIDit 2025.1

- Added Radial Profile tool
- Added Burial Assessment Difference to Burial Assessment tool
- Calculate raster tool to calculate the difference between two raster layers
- Added support to import the following file types:
 - Shapefiles (zipped shp / .dbf / .shx / .prj files).
 - xyz files (.pts / .txt / .xyz files)
- 3D visualization of a Cloud Optimized Pointcloud
- Improved user interface layout
- Map Profile tool - create multiple profiles at once
- Depth profiles can now be generated for any line the user draws
- Data portal proof of concept
- Store media file in GRIDit and link to a feature (note: this will use up much of the free storage quota. Above 5GB for all projects is paid)
- Editing and deleting attributes in feature table is possible (if user has access)
- Styles can be re-used across multiple layers (user can copy paste style)
- Layer styles can be imported and exported
- Vector features can be clustered to reduce clutter

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