Known issues:
- the XYView has north/south reversed so that maps will just be flipped over when loaded into Quake (just a small issue and it doesn't really matter too much)
- Direct3D has a limit on the number of polygons it can handle, it crashes when trying to view VERY large maps and it has trouble with weird shaped brushes.
- The texture viewer doesn't quite display the proper palette
- some menu items are greyed since they are not supported now (undo, print, etc..)

Updates:
v1.0:
- QuMa is unleashed on the world .
- fixed menu items that were grayed out when not in XYView
- added comments to the entity dialog box. This way there is some help for novice map creators in finding out what each entity does
- just realize there is no way to tell what texture a brush has!!! now its displayed in the status window
- fixed some crashes when loading a bad WAD file
- fixed garbage whitespace characters when saving map files (it didn't bother anything but was ugly when viewed in a text editor)
- can now load and save groups of brushes independently of map files - loading centers group on z-viewpoint
- arrow keys in XY view move brush selection by 16 if snap to grid on, by 1 otherwise
- XY view displays classnames next to the entities brushes
- updated classname list to include registered version entities
- entity dialog now is extensible (via text file) & displays classname dependent flags
- removed entity browser (it kinda sucked)
- add support for automated stair creation
- fixed cut/paste so it pastes where cursor is located
- can use 'm' key to go immediately to world entity map when in XYView

v b5:
- can scale brushes by arbitrary factors along X, Y, and Z axes
- context menu "connect entities" functions correctly (creates a tag t1, t2, t3, etc. if neither entities have predefined target names)
- view now centers on maps when loading and on command
- can center view on camera position (handy if the camera gets lost off screen)
- fixed entity->properties not loading all options when opening dialog
- double-click on entity properties in Q-View brings up edit dialog
- minor toolbar additions (rotate backwards, scale up and down and tool tips)

v b4:
- Copy/cut/paste is functional
- Open file erases old map instead of placing on top of new map
- can rotate brushes around X and Z axis (Y rotation is just a combination of X and Z) - angles for rotation set in Brush->Rotate
- fixed some memory leaks (still a few in there but are minor)
- rearranged the main menu
- fixed map auto resizing to only resize if new brush is off edges of current map

v b3:
- can now turn camera-view off to work on very large maps
- entity selection by selecting its brush
- entity properties shown in q-view listbox upon selection
- use '-' key to subtract a brush from the current entity. Can be used to punch holes in other brushes. This makes creating doors and tunnels very easy.
- entity direction shown for entities with an "angle" key