

Version 4.3.2

Features

- Add ability to define initial illumination intensity for each channel
- Add ability to specify initial z stage range from within the .ini configuration file
- Add ability to specify circular buffer size from within the .ini configuration file
- Optional MicroManager log generation
- Optional automated generation of hardware list configuration

GUI

- Fix styling issue of disabled label widgets
- Fix misleading calculation of number of slices for cameras with a slow interface

Bug fixes

- Allow to flip image in the horizontal, vertical and both directions
- Fix system local issues
- Fix crash caused by incorrect parsing of an objective's parameters inside of the acquisition procedure.
- Fix crash caused by incorrect specification of a device's dependency upon selection of the device
- Fix crash caused by OpenCL typing issues when the CPU is being used
- Fix OpenCL issue of red tinted viewport when using certain Intel's GPU (e.g. Intel HD Graphics 4000)
- Fix incompatibility issues between versions 1.2 and 2.0 of OpenCL
- Fix calibration procedure memory leaks
- Improve handling of a device initialisation to remove need to reset Visionary upon initial device configuration
- Fix check for data indice correctness
- Fix wrong pixel bit depth specification in metadata of a processed image

Behaviour

- Turn off the light switched on in expert mode on moving to other modes
- Prevent user from starting acquisition without selecting channels first. This would otherwise cause a software crash