

## Version 2024.1.2 (June 2024)

## **N**EW FEATURES AND ENHANCEMENTS

- New auto-calibration feature offers hands-free correction for camera rotation and establishes lens calibration
- New Scan Repair for continuing incomplete slide scans and replacing problematic image tiles
- Added the ability to Live Zoom or zoom in on the live-camera feed
- Slide scanning workflow now includes the option to employ "Stitching" for improved alignment of adjacent images
- Added the ability to conduct Parcentric Parfocal calibration of just a single objective
- Slide Scanning added a new filter for background subtraction
- New ability to set the rotation angle in 3D view
- Biolucida integration
  - New image browser
  - o Improved Biolucida connection interface
- Added support for the new MBF Bioscience Vesalius Spinning disk confocal structured illumination device
- Added support for Aura Light source and the 89 North LDI
- Can now save a file containing a single color channel from a multi-color channel image
- Added support for 12-bit OME-TIFF files

## **ISSUES RESOLVED**

- Fixed problems with embedding scalebars in large images
- Slide Scanning: fixed failure event that occurred with certain file extensions
- Fixed an issue with creating a new lens from the scaling of an image
- Scaling information is now required when opening images
- Image adjustments now reflected in projection images
- Fixed issue with Ludl Mac6000 stage controllers
- Fix issue with square contours
- Fixed issue with loading image at original Z position
- Fixed issue with properly updating color swatches in the multi-channel setup dialog
- Fixed the potential loss of registration between tracing and slide when vibration is present during Slide Scanning Workflow
- Fixed issue with image organizer improperly displaying Y and Z information
- Smart optimization is no longer on by default; it can be accessed in Image Preferences



- Fixed issue with older MBF TIFF files
- Improved support for the Photometrics/BSI camera
- Fix issue with offline licensing continuing to ask for license code

