



# Stereo Investigator

Release Notes

Version 2018.2.1 (06/12/2018)

## NEW FEATURES & ENHANCEMENTS

- Movie production in 3D: Redesigned and expanded functionality.
- New probe: Orthogonal intercepts probe added; use to estimate membrane thickness.
- Area Fraction Fractionator probe: Added Measure Line button.
- Cycloids for Sv probe: Excel Export function added.
- Mouse wheel: Function toggles between zooming and focusing depending on cursor location.
- Tracing: Tracing commands in ribbon bar now disabled during Joy Track mode.
- File>Help>Resources: Added link to [stereology.info](http://stereology.info).

## ISSUES RESOLVED

- Image stack module: Confocal authorization used to check image stack authorization.
- Multichannel acquisition: Saving/loading/deleting Multichannel presets.
- Point Sampled Intercepts probe: Excel Export does not work.
- Random number generator: Functionality restored.
- Area Fraction Fractionator probe: Restored Randomize grid rotation.
- Weibel probe: Export to Excel button does not work.
- Optical Fractionator workflow: SRS preview doesn't work.
- Splicing: Crash when splicing data; reset thickness selections to prevent crash.
- Opening images: Crash when launching 3D window after closing and reopening images in the main window.
- Markers: Markers deleted using marquee select do not stay deleted; Issues with selecting markers when using Display Flanking in Serial Section Manager.
- Probe: Unable to use measure line multiple times in a row with Area Fraction Fractionator.
- 3D editing: Crash when editing a 2D tracing in 3D.
- 3D snapshot: After taking a snapshot, image disappears in 3D window or quad view doesn't show or current zoom level not preserved.
- Tracing: Crash when going from tree mode to contour mode; Show/Hide Tracing menu option not synched between 2D and 3D; Removed Colocalize Markers functionality.
- Turboscan: Compiler didn't not display without video authorization.
- VSI: Some VSI files didn't open when using File>Open stack.
- STL: No file is created when exporting an STL.