

IMAGEVISION History

ImageLab Technology

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COLLABORATORS

	<i>TITLE :</i> IMAGEVISION History		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	ImageLab Technology	April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGEVISION History

1.1 The ImageVision History Documentation.

IMAGEVISION Release 1

History Documentation English

Version 1.0.0

- Initial public version.

Version 1.0.0a

- Update to public version.
- Bugfixes in Graphics Engine.
- Tutorial Chapters in Help Documentation updated.
- Installation Script updated.

Version 1.0.0b

- Update to public version.
- Filefilters are made optional.
- Fix in Graphics Engine fade.
- Larger Cell support added to Decrunch Cell.

Version 1.0.0c

- Update to public version.
- Improved wipe handling in Graphics Engine.
- Decreased memory requirements in Graphics Engine.
- Added 'out of memory' handling in Graphics Engine.
- Module player moved to user int.
- Mousepointer on/off toggle fixed.
- Enhanced runtime timing in Slide Icon.

Version 1.0.0d

- Update to public version.
 - Added different mouse pointer resolution support in runtime mode.
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- User info fix in about when switching screenmode.
- Improved memory handling when low on memory.

Version 1.0.0e

- Update to public version.
- Tutorial Chapters updated.
- Slide runtime breakmode added.

Version 1.0.1a

- Update to public version.
- Added 'Load ASCII Text' feature to GFX Editor.
- Enhanced error handling if Overscan prefs is misaligned.
- Bugfix in Slide runtime if MouseClick and SoundSync were combined.
- Linebreak in GFX Editor fixed if text were justified.

Version 1.0.1b

- Update to public version.
- If no picture is given in Menu or Slide Icon a blank black HiresLace picture is used.
- In GFX/Click Editor menuchoice Project/New a confirm requester is shown before deleting.
- If the screens is rearranged during runtime display is restored correctly.
- If picture is larger than 704x550 clipping is applied both in editor & runtime.

Version 1.0.1c

- Update to public version.
- SSA animation playback is now supported in a limited way.

Version 1.0.1d

- Update to public version.
- Fixed mouse coordinate reading during runtime when using GFX card.

Version 1.0.1e

- Update to public version.
- SSA animation playback fully implemented.

Version 1.0.1f

- Update to public version.
- Internal cleanup.

Version 1.0.2a

- Update to public version.
- Four new wipes added in Wipe requester.
- Added duplicate picture in GFX Editor.

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