IMAGEVISION History

ImageLab Technology

COLLABORATORS			
	TITLE : IMAGEVISION History		
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WRITTEN BY	ImageLab Technology	August 25, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

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.

· 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 justificated.

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.

Version 1.0.2b

· Update to public version.

· Added NTSC and DblNTSC support in runtime mode.

· Added locale support.

· German version available.