Living Image®

Release Notes
Version 4.5.2

1. Purpose

This document provides a brief overview of improvements made to Living Image 4.5. The improvements made include a number of bug fixes. The release notes for Living Image 4.5 cover new features and fixes in that release, and are installed separately with the software. Release notes for prior minor releases are available with those releases. This minor release serves as an update for Living Image 4.5 on all IVIS instruments and analysis workstations.

2. Bug Fixes

Living Image 4.5.2 includes a number of bug fixes, which are listed here.

- Fixed an issue in Spectral Unmixing that could cause the display in the Composite tab to show only a portion of the image after viewing the Colorize tab.
- Fixed an issue that could cause Living Image to crash when opening the Image Layout window.
- When docked, the tool palette fills the available space in the window without forcing a minimum height on the overall window.
- Fixed multiple issues with window layout and rendering on OS X.
- Fixed an intermittent issue on OS X that could cause FLIT or DLIT reconstructions to hang when doing one-click reconstruction.
- The emission filters used for Quantum Dot 805 can now be changed in the Control Panel if the ones picked by the Imaging Wizard are not what the user wants.
- Fixed an issue that could cause the door on a Spectrum to become unlocked between images during acquisition of a batch sequence. If the door was opened under these circumstances, the motion safety mechanism was not engaged and the stage could move with the door open.
- Resolved an issue with surface topography for FLIT and DLIT that could disable the ability to crop an image when generating the surface topography if the user had previously performed a one-click reconstruction.
- The FLIT tool palette is not enabled for transillumination acquisitions with fewer than 4 source locations. The Imaging Wizard will not allow a new FLIT acquisition to be set up if fewer than 4 source locations are selected.

- If auto-focus fails to detect the subject height or detects a height that could cause interference in the selected field of view, the user is given the option to cancel further acquisition before the stage is moved to the selected field of view.
- Fixed an issue that prevented some DICOM files from opening properly from the Volume Data Viewer.
- If an old version of the NIDAQ library is detected on a Spectrum controller, Living Image will report a failure to load the acquisition module instead of reporting a tampered license error.
- Other minor fixes.

3. Known Issues

Known issues are detailed in the Living Image 4.5 release notes, which are installed with the software. Please see that document for more information.

4. System Requirements

PC:
Windows 7 32-bit
    2GHz Core 2 Duo or higher processor recommended
    4GB RAM

Windows 7/8* 64-bit
    2GHz Quad Core (i5, i7) processor
    8GB RAM recommended for IVIS Spectrum CT data analysis

Mac:
OS X* 10.8 to 10.10
    2GHz Core 2 Duo or higher processor recommended
    4GB RAM or higher recommended for IVIS Spectrum CT data analysis

Note: Support for Mac OS X 10.7 and earlier has been discontinued in Living Image 4.5.

* Windows 8.1 and OS X are supported for the analysis module only. A Mac computer equipped with an ATI Radeon video card or certain Intel Iris Graphics chipsets is required for 3D Multi-Modality support on OS X.

5. Video Card Requirements

3D Multi-Modality tools require that the graphics processing unit (GPU) meet the minimum specifications shown below. If the appropriate license is not installed or the GPU does not meet these specifications, the 3D Multi-Modality tools will not appear in the tool palette.

Specification	Description
OpenGL Version Requirement*	OpenGL 2.0 and above
OpenGL Extension Requirement*	GL-EXT-Texture3D

Graphics Card Memory:	Recommended: 1GB (Dedicated)
Consumer Graphics Cards (Desktop/ Mobile, Windows/Mac)	Supported: – NVIDIA® GeForce® 8 Series and above (8, 9, 100, 200, 300 and 400 series) – ATI Radeon™ HD 4000 Series and above (4000 and 5000 series) – Intel HD 3000 and above and Intel Iris/Iris Pro Graphics (Mac) Recommended: – Desktop - NVIDIA GeForce GT 240 and above – Mobile - NVIDIA GeForce GT 230M and above
Workstation Graphics Cards (Desktop/ Mobile, Windows/Mac)	Supported: – NVIDIA® Quadro® NVS Series and Above (NVS & FX series) – ATI FireGL™ V5600 and Above (FireGL, FirePro & CrossFire series) Recommended: – Desktop - Quadro FX 1800 and above – Mobile - Quadro FX 880M and above

*If these specifications are not met, the 3D Multi-Modality tools will not appear in the tool palette.