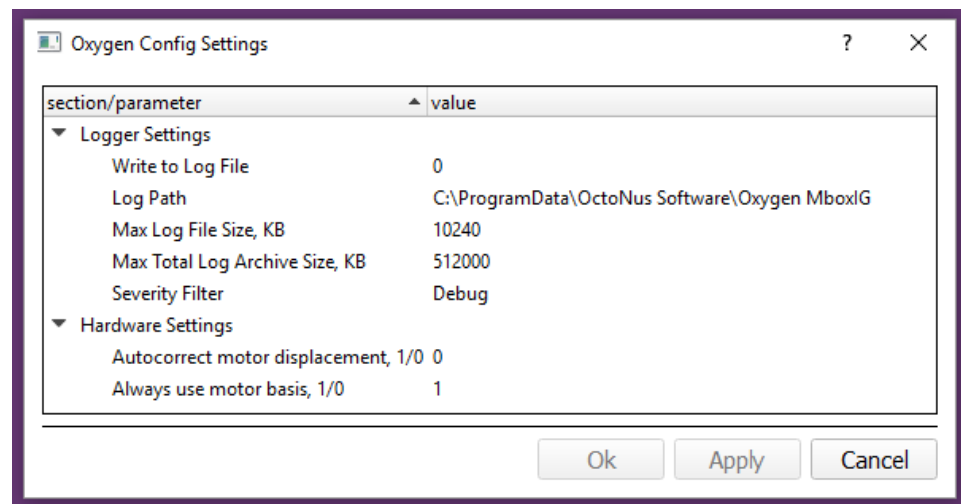


# 2016.08.11 - Oxygen Immersion 3.20.16.2017

## Key changes and fixes

⚠ Improved drawing speed of Live Image on 4K 3D TV

⚠ Motor-Encoder displacement limits extended, high displacement does not prevent scan, basis built by motors by default, motor displacement can be corrected automatically by encoder (off by default). Behavior can be changed in Oxygen Config Settings dialog (available with /AlignmentMenu option via menu command Settings/Internal configuration), config options: **Autocorrect motor displacement**, **Always use motor basis**



+ MoveAssist panel [new buttons](#) for [Rear](#) and Darkfield lights; IG mode switch

+ optional [statistics collection](#)

## Other changes and fixes

(-) Zoom change repeated up to 3 times on failure

+ Log window added, "Debug" messages filtered out by default

⚠ use stencil buffer by default for 3D TV - it keeps color of drawings

+ Pear and crosshair switching button for 3D TV

(-) use "Gamma" tone mapper by default (if available)

+ Encoder freeze icon

+ encoder freeze status detection, switching to motor coordinates for basis calculation in such case

⚠ extra 360 deg rotation on setting some Rx values

+ compact version of Zoom & Focus panel

⚠ check if AE settings button present

(-) reduced widths of the bottom panels

+ widened MBox Assist panel to accommodate for new buttons

+ config.xml introduced for storing settings, default location is "%ProgramData%\OctoNus Software\Oxygen MBoxIG"

⚠ Wrong order of anamorphic vertical stereo pair

(-) allow photo and 3D views in side view

+ Per-monitor High DPI Aware flag

⚠ color Jpg image load

+ skip hardware initialization if .ini is absent, and skip message dialog

+ FPS value on Camera pane

- + online motor-encoder displacement correction for all axes except Rx
- (~) motor-encoder displacement and Rx init check moved to Hardware tab
- + new state icons for displacement status
- + implemented background motor-encoder displacement check
- ! use left camera alignment for left image
- (~) WinXP platform toolset
- + AE settings button, better layout(~) evict photo items on cache capacity update
- + detect encoder presence on startup and use corresponding motor index
- + store motor index to Photoltem, use for basis rebuild
- (~) increased allowed encoder error twice from it's precision
- ! Retry up to 3 times to set position by encoder if first attempts failed
- ! wrong hysteresis compensation direction
- (~) use configuration with encoders by default when no hardware
- ! on photo change other views basis was not updated or updated improperly MBOX-355