QuimP2 Change Log

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1 QuimP10b

1.1 07-01-2011

1.1.1 Fixes

- BOA - now checks the scale of the image and utilises it to output all measurements in microns (if the time interval < 0, it is set to 1).

1.1.2 Known Issues

- NONE

2 BOA

2.1 BOA Version 3.1. 1-07-2010

2.1.1 Fixes

- Nodes always drawn white on cell paths

- Zoom now works with single cells

- Node pixels size is now scaled according to the size of the image - no more disappearing nodes

- Paths are now displayed optionally

- No more 'preview' button. What was the preview is now saved as the final result. Hence, BOA is not re-run when clicking 'save'.

- Re-wrote 'cut loops' function to be faster, and included a method to cut any intersects within the final contour.

- BOA output now has labelled columns and comments (preceded by a hash)

2.1.2 Known Issues

- Nodes of interacting chains can eclipse each other when drawing.

- Interacting chains become warped due to them being frozen during close cell proximity.

2.2 BOA Nest Version 1.0. 15-05-2010

2.2.1 Fixes

- User can now make several selections and add them to the ROI manager. All selections will be tracked at once.

- Multiple chains can now interact to prevent them crossing one another

- Re-structured drawing of the contours. Now faster and more predictable.

2.2.2 Known Issues

- Drawing black nodes on white areas means that white nodes get covered in black if nodes overlap, and so both pixels appear to vanish. Temporary fix->draw all pixels white.

- zoom functionality no longer works as multiple chains now involved.

- When imageJ downscales images to draw them to screen nodes can become invisible. Temporary fix-> draw pixels 2x2. Need to set node size to the zoom level of the image.

2.3 BOA + Version 2.1. 28-01-2010

2.3.1 Fixes

- Fixed infinite looping when node resolution equals zero. Limit is now 1 pixel.

- Exception stacks now print to the IJ results window when asked to save the cause of a crash.

- Debugged the zoom functionality

- Fixed window positioning. Windows are now sized and positioned according to the screen resolution.

- Fixed cell selection when using rectangular selection.

- Fixed drawing of the snake. Pixels are now drawn black if in white regions.

- Increased the drawing resolution of the trace during contraction (draws every 10 iterations)

- Re-written node distance correction for more evenly spaced nodes

- Fixed a bug that left some nodes hanging after final scaling

2.3.2 Known Issues

- NONE

3 ECMM

3.1 07-01-2011

3.1.1 Fixes

- Now includes a visual output

- Lowered res of visual output to reduce memory requirements.

- Fixed a bug with the tracking of node co-ordinates that caused them to leave the range 0-1 (coords were not being reset correctly)

3.1.2 Known Issues

- A large stack can still cause a too much memory to be used for the visual output.

4 ANA

4.1 07-01-2011

4.1.1 Fixes

- Measurements of total fluorescence/area where wrong as imageJ was using a bounding box rather than the specified polygon. Now fixed.

4.1.2 Known Issues

- NONE

5 Q Analysis