

When you open a stack from hard-disk, give it some time.

If you jump right in and start clicking before the stack is fully loaded you may get errors. This usually happens when loading a timepoint with the 'Stack' button in the main hyperstack window. It also happens when opening two timepoints from the Find Points interface.

Selected objects including nodes, edges and slabs are not masked based on the visible imaging plane, they are visible in all imaging planes.

This can be confusing.

Creating slabs on tubes that are coming in or out of the imaging plane can be a nuisance.

The slabs visually overlap. You will get the hang of it.

Saving a hyperstack can be slow.

The program saves all timepoints every time you click 'Save'.