

ICON™ 4.5.4 Release Notes

New Features

- Automation routines now support actuator control. The following actions may now be automated:
 - Move an actuator to a specific position.
 - Move an actuator to a specific position at a specific speed.
 - Move an actuator to a relative position.
 - Move an actuator to a relative position at a specific speed.
- Automation routines now support some programmatic actions:
 - Define a variable. Variables can be set later and checked as part of condition statements.
 - Delay execution for a period of time.
 - Break and Continue statements.
- An automation design tool. Users can use the tool to create and modify their own automation routines.
- Support for the laser rangefinder plugin. The laser rangefinder plugin is also included with the installation.
- Support for orientation sensor devices.

Additional Changes and Bugfixes

- Data from plugins now properly includes unit values, allowing conversion during the export process.
- Fixed frame conversion issue on recording with SD video.
- Miscellaneous bugfixes and performance improvements increasing the stability of the application.

Known Issues, Limitations, and Restrictions

- None

Patches

4.5.1

- Updated user access management to better handle changes in domain states.

4.5.2

- Added support for upgrading from ICON 4.4 to ICON 4.5 to the installer.
- No changes to the application were made in this release (no update required).

4.5.3

- Improved prerequisite handling in the ICON installer.
- No changes to the application were made in this release (no update required).

4.5.4

- Resolved an issue causing the database to overflow during long duration jobs.
- Resolved an issue with gamepad control resulting in unintended camera movement.
- Added some new parameters for use in automation routines.

System Requirements

- **Supported operating systems:** Windows™ 10 (Professional recommended)
- **Processor:** Sixth generation Intel® Core i5 or greater
- **Graphics:** Intel® UHD 620 or greater with Intel® Quick Sync enabled, DirectX 11 or higher compatible
- **Memory:** 8 GB
- **Minimum available disk space:** 500 GB
- **Minimum resolution:** 1920 × 1080 pixels