ICON™ 4.9R5 Release Notes

New Features

- Track movement can now be automated to move a vehicle in a straight line without turning.
- Added support for new serial number format.

Additional Changes and Bugfixes

- Added support for grouped actuator control.
- SQL reporting tools are now installed as part of the in the installation.
- Resolved an issue that caused video recording to lose frames, resulting in incorrect durations.
- Resolved some issues that caused licenses to occasionally become corrupted (see known issues).
- Resolved an issue that allowed the gamepad to operate devices before they were initialized.
- Added features to improve crash logging.
- Miscellaneous bugfixes and performance improvements increasing the stability of the application.

Known Issues, Limitations, and Restrictions

- Licensing information may become corrupted if power is lost during ICON's start-up process or while viewing licensing information in the backstage. For best performance, ensure ICON is closed before shutting down or unplugging the controller.
  - If the license becomes corrupted, reactivating the license will resolve the issue. This will require connecting to the internet or using the offline activation method.
- Vehicle operation controls may very rarely become unresponsive after prolonged operation. Pressing the "Restart Communication" button (Backstage -> Configurations) or restarting ICON will resolve this issue.

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