

CoreChopper - Updates and Fixes**V1.00 - Initial Release****V1.10 - Added 32-bit output option and select all rectangles as default.****V1.20 - Added 'Vsplit' function for subdividing long core images.****V1.30 - Added Report Loading, Sorting, Auto Depth and extended depth-range editing functions.****V1.31 - Bug fixes - rearrangement of screens.****V1.32 - More bug fixes plus two-digit output of metric data.****V1.33 - More bug fixes - better interaction between main and sub depth tables.****V1.34 - More bug fixes - Filename and path split for easier viewing.****V1.35 - More bug fixes - re-arrangement of front screen buttons for consistency, flexible sorting.****V1.36 - Parsing depth ranges from filenames.****V1.37 - Updated ImageMagick libraries.****V2.00 - New design and using faster Qt Image libraries.****V2.01 - Added CGM output and root filename override facility.****V2.10 - MAJOR RELEASE - Improved accuracy, variable rectangles per job, pasting depths from clipboard, horizontal images, fast fitting of cores.****V2.11 - Added IP Report option and re-enabled VSplit function****V2.12 - Added WL<->UV toggle**

CoreChopper is built using the ImageMagick processing library. Available from [Image Magick](#) and libraries supplied by Qt and Bugless.