

## Software Release Notes – Release 1.4.2

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Welcome to the release notes for Fire in the OR™! Below is a list of new features, improvements, fixes and known issues with version 1.4.2, released on January 18, 2019. These notes cover all changes between version 1.2 and 1.4.2.

### New Features

- Guided introduction for getting into virtual reality (VR)
  - Desktop sequence for preparing and putting on the headset
  - In-headset sequence for adjusting the headset and picking up the controllers
- Automatic logout after user is inactive for six minutes in kiosk mode
- Added skips in the tutorial to let experienced users get through it faster

### Improvements

- Operating room layout updates!
  - Room is smaller, changed layout of tables, removed one table.
  - The change allows user to complete the experience with no teleporting.
  - User attention is better managed, leading to less confusion.
- Teleport removal!
  - Teleporting has been completely removed from the app.
  - The scrub room layout has been updated to account for the teleport removal. The room is smaller, and all interactable objects have been placed within arms-reach of the user.
  - The teleport section from the tutorial (and all other mentions of teleporting) have been removed.
  - The teleport button has been removed from the controllers and the button icons were updated accordingly. Now the entire trackpad is the “Use” button.
- Users no longer have to click once to grab an object and then click again to release it.
  - Users now click and hold the trigger to grab objects.
- The tutorial has been streamlined to be quicker and exercises have been redesigned to help users understand their VR environment better.
- User now moves directly from Tutorial to Fire Triad module.
- Improved controller detection at login
- Fire triad module update
  - Users now select which category of the fire triad they’d like to identify.
  - Entire module was streamlined, and VO updated to accommodate the new changes.
  - Board elements and laser pointer on controller changes color based on which category of the triad you’re doing.
  - The boards only show the correct and missed items now. Incorrect items are still marked with pins as before.

- Combined the ESU and electrosurgical pencil for selection purposes in the Fire Triad module
- Saline bucket pours more easily.
- Health Scholars One now shows three possible learner states:
  - Not attempted
  - In progress
  - Complete
- Changed some of the flow and tasks in the tutorial to make it shorter and help users to understand that they can move around in the VR world.
- User interface improvements
  - In the fire triad module, guidance system now only points to the pins for the incorrect items.
  - Pins and their textboxes now grow based on distance from the user, making the pins that are farther away easier to click and read.
  - Added an outro screen to the end of the application with VO to better let users know that they have successfully passed the course.
  - Objects can no longer be pushed through other objects.
  - Information display boards moved to the wall directly in front of users in the Fire Triad and Head/Neck Fire modules.
  - Information boards have been reorganized and redesigned to make them easier to read and understand.
  - Improved the ability to click pins that are partially occluded by other pins.
- Accepting terms and conditions for brand new users has been removed.

### Fixes

- Fixed issue with menu items that sometimes made them hard to click.
- Fixed issue where objects could go through OR walls if thrown very hard.
- Fixed issue with the login screen that would result in users in certain situations getting stuck.
- Fixed issue in tutorial that caused users to get stuck.
- Users can now pick up the towels if they put them in the saline bucket.
- Using the Tab key will now correctly cycle through the available buttons on a given window.
- Using the Enter key now causes the Submit button to submit on the login screen.
- Fixed an issue in which the Electrosurgical Unit wasn't selectable in the Fire Triad module.
- Fixed an issue in which the drapes weren't always grabbable during the Head/Neck Fire module.
- Pins will no longer 'dance' when you hold the controllers between you and the pin.

### Known Issues



- During the grab section of the tutorial, if you pick up and immediately drop an object, it can cause the TV monitor not to fade out properly and then cause the TV monitor to be stuck for the rest of the tutorial.
- During the grab section of the tutorial, if you hold your controller close to your head and pull the trigger, it sometimes gives you the incorrect negative feedback.
- During the application introduction after the user is asked to pick up the controllers, the application may not recognize that user has picked up the controllers if they don't move the controllers around enough.