

Release Note

Date: 20220415
version: pls refer to the FW info list.
mdk: aea8a85a

- 1, merge no gamma detector update vslam static libs
2, optimize sbgm calib and mesh generate
3, fix uvc fe res switch, same process with hid switch cmd
4, fix Multiple resolutions of fisheye are not correctly recognized on Windows

FW info:

framework\_tofedge\_12shr\_disable\_vslam\_for\_rgbd\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20220415\_24|develop|b18d30d
framework\_tofedge\_12shr\_disable\_vslam\_for\_rgbd.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_23|develop|b18d30d
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_36|develop|b18d30d
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_35|develop|b18d30d
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_60hz\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_32|develop|b18d30d
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_60hz.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_22|develop|b18d30d
framework\_tofedge\_sgbm\_vga\_50hz\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_38|develop|b18d30d
framework\_tofedge\_sgbm\_vga\_50hz.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_37|develop|b18d30d
framework\_tofedge\_sgbm\_vga\_60hz\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_34|develop|b18d30d
framework\_tofedge\_sgbm\_vga\_60hz.img
VERSION: V1.04P31||ma2085|V1.00|20200415\_24|develop|b18d30d

Release Note

Date: 20220407
version: pls refer to the FW info list.
mdk: e611beb

- 1, fix fisheye Y8 send issue over UVC after enable switch fisheye resolution
2, fix mismatch of resolution between vslam and sgbm
3, fix rgb resolution frequent switching to cause usb disconnect
4, fix bug, module crash if first enable rgb and then enable tof on viewer.
5, fix tof glimmer bug, 3 boarder into shave.

FW info:

framework\_tofedge\_12shr\_disable\_vslam\_for\_rgbd\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200407\_33|develop|95687bf
framework\_tofedge\_12shr\_disable\_vslam\_for\_rgbd.img
VERSION: V1.04P31||ma2085|V1.00|20200407\_23|develop|95687bf
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200407\_36|develop|95687bf
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz.img
VERSION: V1.04P31||ma2085|V1.00|20200407\_35|develop|95687bf
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_60hz\_8m.img
VERSION: V1.04P31||ma2085|V1.00|20200407\_32|develop|95687bf
framework\_tofedge\_sgbm\_feswitch\_1280\_800\_60hz.img

VERSION: V1.04P31||ma2085|V1.00|20200407\_22|develop|95687bf  
framework\_tofedge\_sgbm\_vga\_50hz\_8m.img  
VERSION: V1.04P31||ma2085|V1.00|20200407\_38|develop|95687bf  
framework\_tofedge\_sgbm\_vga\_50hz.img  
VERSION: V1.04P31||ma2085|V1.00|20200407\_37|develop|95687bf  
framework\_tofedge\_sgbm\_vga\_60hz\_8m.img  
VERSION: V1.04P31||ma2085|V1.00|20200407\_34|develop|95687bf  
framework\_tofedge\_sgbm\_vga\_60hz.img  
VERSION: V1.04P31||ma2085|V1.00|20200407\_24|develop|95687bf

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## Release Note

Date: 20220322  
version: pls refer to the FW info list.  
mdk: de35fc0

- 1, enable cam sync mode and app power manager
- 2, add new HID command
  - 1.(0x02 0xAB 0xCE)to set fisheye fps
  - 2.(0x02 0x1A 0x97) to control vslam mix mode
  3. usb HID interval optimize to 0.5ms
- 3, add timestamp debug switch option (tof/rgb/fe/imu)
- 4, ov9282 1280x800 setting update to 1lane.
- 5, integrate sony tof submodule
  - 1.support IQ/M2/edge mode.
  - 2.new FW for framework: RGBD with 12 shave
  - 3.fix sony tof aec issue when switch tof mode
  - 4.support QVGA mode.
- 6, dailybuild add RGB 8M FW

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## FW info:

framework\_tofedge\_12shr\_disable\_vslam\_for\_rgb\_8m.img  
version is: V1.04P31||ma2085|V1.00|20220322\_33|develop|345da05

framework\_tofedge\_12shr\_disable\_vslam\_for\_rgbd.img  
version is: V1.04P31||ma2085|V1.00|20220322\_23|develop|345da05

framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz\_8m.img  
version is: V1.04P31||ma2085|V1.00|20220322\_36|develop|345da05

framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz.img  
version is: V1.04P31||ma2085|V1.00|20220322\_35|develop|345da05

framework\_tofedge\_sgbm\_feswitch\_1280\_800\_60hz\_8m.img  
version is: V1.04P31||ma2085|V1.00|20220322\_32|develop|345da05

framework\_tofedge\_sgbm\_feswitch\_1280\_800\_60hz.img  
version is: V1.04P31||ma2085|V1.00|20220322\_22|develop|345da05

framework\_tofedge\_sgbm\_vga\_50hz\_8m.img  
version is: V1.04P31||ma2085|V1.00|20220322\_38|develop|345da05

framework\_tofedge\_sgbm\_vga\_50hz.img  
version is: V1.04P31||ma2085|V1.00|20220322\_37|develop|345da05

framework\_tofedge\_sgbm\_vga\_60hz\_8m.img

version is: V1.04P31||ma2085|V1.00|20220322\_34|develop|345da05

framework\_tofedge\_sgbm\_vga\_60hz.img

version is: V1.04P31||ma2085|V1.00|20220322\_24|develop|345da05

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Release Note

Date: 20220307  
version: V1.04P31||ma2085|V1.00|20220307\_24|develop|b951088  
mdk: 992006  
FW name: framework\_tofedge\_vga\_sgbm.img

- 1, enable APP\_POWER\_MANAG, fix usb crash when switch rgb resolution
- 2, ov13855/ov13850 fps support 5-30 fps on mx platform
- 3, fix sony tof aec issue when switch tof mode
- 4, merge sony tof submodule, support IQ/M2/edge,

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Release Note

Date: 20220221  
version: V1.04P31||ma2085|V1.00|20220221\_20|develop|02dfc65  
mdk: 16deaaa  
FW name: framework\_sgbm\_vga\_60hz.img

- 1, remove old generate mesh func
- 2, fix sgbm 720p/vga dewarp switch
- 3, fix issue: Resolution switchable version, frame rate is too low when sgbm runs vga resolution
- 4, enable lrcheck in SGBM enable version.

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Release Note

Date: 20220125  
version: V1.04P31||ma2085|V1.00|20220125\_20|develop|31fcd9c  
mdk: bb45072  
FW name: framework\_sgbm\_vga\_60hz.img

1. fix 3 cam sync rgb timestamp error
  2. add 3 cam sync policy for framework
  3. fisheye support multi resolution: 640x400, 1280x800
  4. vslam detector stuck fix
  5. fix mag raw data issue
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