

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

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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 sbgm
- 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

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

FW info:

framework_tofedge_12shr_disable_vslam_for_rgbd_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

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,

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.

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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