

Release Note

Date: 20220603  
version: pls refer to the FW info list.

- 1, fix 12 shave edge mode,image drop frames.
- 2, Sony tof: m8 opt process time: 78ms->28ms
- 3, fix stereo cfg.calib.width init and reconfig stereo in fe switch mode
- 4, fix sdk cannot get sn or download tool cannot get version after bootup
- 5, disable imu pull, to fix imu rate cannot reach 1000fps.

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FW info:

framework\_tofedge\_sgbm\_feswitch\_1280\_800\_50hz.img  
VERSION: V1.04P31||ma2085|V1.00|20220603\_35|develop|bde8dda

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Release Note

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

- 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

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FW info:

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.img  
VERSION: V1.04P31||ma2085|V1.00|20200415\_35|develop|b18d30d

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Release Note

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

- 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.

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FW info:

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.img  
VERSION: V1.04P31||ma2085|V1.00|20200407\_35|develop|95687bf

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Release Note

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

- 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\_rgbd.img  
version is: V1.04P31||ma2085|V1.00|20220322\_23|develop|345da05

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

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Release Note

Date: 20220307  
version: V1.04P31||ma2085|V1.00|20220307\_24|develop|b951088  
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  
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 Ircheck in SGBM enable version.

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Release Note

Date: 20220125  
version: V1.04P31||ma2085|V1.00|20220125\_20|develop|31fcd9c  
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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