

=====

=
Release Note

Date: 20240805

version: V1.04P31|2085V5|V1.00|20240805_26|develop|fac5301

framework: fac5301

mdk: 45c9eb04

image: 2085V5_fe_downsample_50hz.img

1. Update ST480 algorithm library and optimize accuracy
2. Update ov9282 IMU offset and integrate the latest settings from the vendor
3. Optimize the MX UART API
4. Fix the SGMM flicker issue
5. SGB adds MED filter and Ircheck med
6. Add a new dtp configuration to ov13850
7. VSLAM library update, adding float point coordinates operation
8. Optimization of Sgbm decision-making.
9. Add macro SGBM_dePTH_DECH to control the output size

=====

=
Release Note

Date: 20230719

version: V1.04P31|2085V5|V1.00|20230719_26|develop|586b47f

framework: 586b47f

mdk: c5f53bc

- 1, fix viewer open but uvc still not ready issue
- 2, add hid command to set imu ODR
- 3, update fisheye 720p set aec timing
- 4, add flag to output dewarp for deepblue project
- 5, add dewarp feature mask
- 6, add msensor: st480 driver support
- 7, s80r: fisheye vsc&rgb uvc working
- 8, update imu offset for 2085v5
- 9, vslam optimize
 - 1, Noise calculation
 - 2, Move coord to cmx heap
 - 3, change ctile from cmx_other to ddr direct bss
 - 4, Update thresh table
 - 5, add initTH_set to set init_min_threshold
 - 6, fix open guvcview ,debug_buff show

7,add new aec ctrl channel ,support 1us accuracy

8,Fix dewarp extrinsic

=====

=

Release Note

Date: 20230214

version: V1.04P31|2085V5|V1.00|20230214_26|develop|4027518

framework: 4027518d

mdk: 100dfc0

- 1, fix DS 720p timestamp err
- 2, add usb restart hid command
- 3, modify imu def ODR to 500hz
- 4, fix 2085 v5 imu500 downsample offset
- 5, assign values of nb_features before return
- 6, enable mx ae auto & manual
- 7, 2085v5 adjust imu_offset

=====

=

Release Note

Date: 20221027

version: V1.04P31|2085V5|V1.00|20221027_26|develop|564f835

framework: 564f8359

mdk: 79b1829d

- 1, add cougar2085v5 downsample 58fps
- 2, New detector strategy
- 3, fix downsample fisheye_58hz set imu_offset to 0
- 4, update couagr2085v5 imu 500hz offset
- 5, fix TOFIR lablize have line bug
- 6, vslam: Fix model type and delete useless model type
- 7, vslam:Disable slam process in slam_handler_c.c when in host only mode
- 8, vslam:Fix crash matching
- 9, vslam:fix reset bug jump
- 10, vslam: Fix crash 2085 v4
- 11, vslam: UPdate library which causes problem with L1C cache

=====

=

Release Note

Date: 20220823

version: pls refer to the FW info list.

mdk: c21e2cc

- 1, fix sgbm fe_switch/fix res get ucm calib
- 2, New calibration model add.
- 3, fix 2085v5/2085v4 imu_offset to 0
- 4, support gamma simd opt
- 5, Develop fix port unplog
- 6, vslam optimize:add new function model
- 7, downsample enable fe switch
- 8, Allow DS downsample to work without SGBM
- 9, fix tof img glimmer and valsm cmx overlap bug and common Lut into shave
- 10 fisheye downsample feature optimize.

Release Note

Date: 20220518

version: pls refer to the FW info list.

mdk: 29e8cbdd

- 1, merge no gamma detector
- 2, optimize sbgm calib and mesh generate
- 3, fix uvc fe res switch, same process with hid
fix stereo objpipe.erase, when there are more than one pipeline for one obj
(eg:lr_check=true) will goes wrong
- 4, fix fe res switch hold vslam and release
- 5, fix fisheye multi resolution compitable on win10
- 6,fix 12 shave edge mode,image drop frames.
- 7, ony tof: m8 opt process time: 78ms->28ms
- 8, fix stereo cfg.calib.width init and reconfig stereo in fe switch mode
- 9, fix sdk cannot get sn or download tool cannot get version after bootup
- 10, disable imu pull, to fix imu rate cannot reach 1000fps.

FW info:

framework_tofedge_12shr_disable_vslam_for_rgbd_8m.img

version: V1.04P31 || ma2085 | V1.00 | 20220518_24 | develop | 96d8fb8

framework_tofedge_12shr_disable_vslam_for_rgbd.img

version: V1.04P31 || ma2085 | V1.00 | 20220518_23 | develop | 96d8fb8

framework_tofedge_sgbm_feswitch_1280_800_50hz_8m.img

version: V1.04P31 | |ma2085|V1.00|20220518_17|develop|96d8fb8

framework_tofedge_sgbm_feswitch_1280_800_50hz.img

version: V1.04P31 | |ma2085|V1.00|20220518_18|develop|96d8fb8

framework_tofedge_sgbm_feswitch_1280_800_60hz_8m.img

version: V1.04P31 | |ma2085|V1.00|20220518_15|develop|96d8fb8

framework_tofedge_sgbm_feswitch_1280_800_60hz.img

version: V1.04P31 | |ma2085|V1.00|20220518_16|develop|96d8fb8

framework_tofedge_sgbm_vga_50hz_8m.img

version: V1.04P31 | |ma2085|V1.00|20220518_20|develop|96d8fb8

framework_tofedge_sgbm_vga_50hz.img

version: V1.04P31 | |ma2085|V1.00|20220518_19|develop|96d8fb8

framework_tofedge_sgbm_vga_60hz_8m.img

version:V1.04P31 | |ma2085|V1.00|20220518_14|develop|96d8fb8

framework_tofedge_sgbm_vga_60hz.img

version: V1.04P31 | |ma2085|V1.00|20220518_07|develop|96d8fb8

=====

Release Note

Date: 20220409

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|20220409_24|develop|95687bf

framework_tofedge_12shr_disable_vslam_for_rgbd.img

version: V1.04P31 | |ma2085|V1.00|20220409_23|develop|95687bf

framework_tofedge_sgbm_feswitch_1280_800_50hz_8m.img

version: V1.04P31 | |ma2085|V1.00|20220409_17|develop|95687bf

framework_tofedge_sgbm_feswitch_1280_800_50hz.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_18 | develop | 95687bf

framework_tofedge_sgbm_feswitch_1280_800_60hz_8m.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_15 | develop | 95687bf

framework_tofedge_sgbm_feswitch_1280_800_60hz.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_16 | develop | 95687bf

framework_tofedge_sgbm_vga_50hz_8m.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_20 | develop | 95687bf

framework_tofedge_sgbm_vga_50hz.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_19 | develop | 95687bf

framework_tofedge_sgbm_vga_60hz_8m.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_14 | develop | 95687bf

framework_tofedge_sgbm_vga_60hz.img
version: V1.04P31 || ma2085 | V1.00 | 20220409_07 | develop | 95687bf

=====

Release Note

Date: 20220322

version: pls refer to the FW info list.

mdk: de35fc0

- 1, 2085V5 code bringup based on project requirements.
- 2, The basic functionality of fisheye/rgb/tof/imu works fine.
- 3, enable cam sync mode and app power manager
- 4, integrate imu driver: ICM426XX (spi 1000HZ)
- 5, 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
- 6, add timestamp debug switch option (tof/rgb/fe/imu)
- 7, add mag sensor driver ak09918
- 8, ov9282 1280x800 setting update to 1lane.
- 9, integrate sony tof submodule
 - 1.support IQ/M2/edge mode.

- 2.new FW for cougar2085V5: RGBD with 12 shave
- 3.fix sony tof aec issue when switch tof mode
- 4.support QVGA mode.
- 10, update imu fe timeoffset
- 11, dailybuild add RGB 8M FW

FW info:

framework_tofedge_12shr_disable_vslam_for_rgbd_8m.img
version: V1.04P31 | |ma2085|V1.00|20220322_24|develop|345da05

framework_tofedge_12shr_disable_vslam_for_rgbd.img
version: V1.04P31 | |ma2085|V1.00|20220322_23|develop|345da05

framework_tofedge_sgbm_feswitch_1280_800_50hz_8m.img
version: V1.04P31 | |ma2085|V1.00|20220322_17|develop|345da05

framework_tofedge_sgbm_feswitch_1280_800_50hz.img
version: V1.04P31 | |ma2085|V1.00|20220322_18|develop|345da05

framework_tofedge_sgbm_feswitch_1280_800_60hz_8m.img
version: V1.04P31 | |ma2085|V1.00|20220322_15|develop|345da05

framework_tofedge_sgbm_feswitch_1280_800_60hz.img
version: V1.04P31 | |ma2085|V1.00|20220322_16|develop|345da05

framework_tofedge_sgbm_vga_50hz_8m.img
version: V1.04P31 | |ma2085|V1.00|20220322_20|develop|345da05

framework_tofedge_sgbm_vga_50hz.img
version: V1.04P31 | |ma2085|V1.00|20220322_19|develop|345da05

framework_tofedge_sgbm_vga_60hz_8m.img
version:V1.04P31 | |ma2085|V1.00|20220322_14|develop|345da05

framework_tofedge_sgbm_vga_60hz.img
version: V1.04P31 | |ma2085|V1.00|20220322_07|develop|345da05

=====
=

