

Version:20220321

Description:

1. Added RGBD viewer (no 3d display yet)
2. Modify the default configuration parameters of sgbm:

```
static struct xv::sgbm_config global_config = {
    1, //enable_dewarp
    1.0, //dewarp_zoom_factor
    0, //enable_disparity
    1, //enable_depth
    0, //enable_point_cloud
    0.08, //baseline
    96, //fov
    255, //disparity_confidence_threshold
    {1.0, 0.0, 0.0, 0.0, 1.0, 0.0, 0.0, 0.0, 1.0}, //homography
    1, //enable_gamma
    2.2, //gamma_value
    0, //enable_gaussian
    0, //mode
    8000, //max_distance
    100, //min_distance
};
```

3. Added tof qvga resolution switch

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Version:20220305

Description:

- 1.vga tof mode: IQ|DF:

```
Freq: 5-30
mode: IQ|DF
FPS: 5-30
```

Note that due to performance impact, the fps setting item is not output in some modes according to the actual setting mode,

the fps in the following table shall prevail:

```
IQ DF:30FPS
IQ SF:30FPS
M2 DF:4.5FPS
M2 SF:13FPS
M2 DF:3.5FPS
M2 SF:7FPS
```

- 2.Android version

- 3.Fisheye resolution VGA/720P switch, need to match the firmware after version 20220305

- 4.rgb frame rate switch, needs to match the firmware after version 20220305

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Version:20220220

Description:

1. Add resolution switch;
2. change the default settings of sgbm:

```
1.baseline 0.11285 => 0.08
2.mode 1 => 0
3.max_distance 5000 => 8000
4.fov 69 => 96
5.confidence 255 => 230
```

3. Add the minimum distance setting of vga tof to modify the rendering method; (color map)

4. Add radiobutton (hidden), release it when both firmware and sdk are ready;

5. Optimize sgbm real-time depth data UI interface;

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Version: 20220125

Description:

1. Add sgbm viewer;
2. Add vga tof viewer;
3. Optimize the device control that is the actual switch control of the camera by clicking the switch;