

Version: V3.2.0-20220408

Description:

1. Added independent switches for slam and stereo
2. android viewer display scale optimization
3. rgbd switching stability optimization

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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|M2 |edge

 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.Andoroid 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;