Version: V3.2.0-20220408
Description:
1. demo api new functionals:
        tof all modes: resolution, 3 working modes, frame rate
        fisheye resolution switch
        tof point cloud
        sgbm point cloud
        rgbd
2. Fix the bug that the rgb resolution switching probability is stuck
3. ros tof point cloud
4. ros sgbm point cloud
5. Change the default mode of tof to qvga edge mode in ros wrapper
6. Automatic conversion of tof qvga calibration parameters

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Version: V3.2.0-20220321
Description:
1. Added tof qvga
2. arm64 ros support:
  a) Fix the bug that arm64 uvc and vsc cannot coexist
  b) Modify sgbm initial config to improve sgbm image quality
3. Added vga tof point cloud data:
  a) Interface:tofCamera()->depthImageToPointCloud(..), called in tof image callback, please refer to the relevant sample code for details;
  b) Test demo:all_stream "" "tof_point_cloud:1" , the point cloud file is saved in the running directory
4. Added sgbm point cloud:
  a) Interface:sgbmCamera()->depthImageToPointCloud(...), called in sgbm image callback, please refer to the relevant sample code for details;
  b) Test demo: sgbm_demo, the point cloud file is saved in the running directory
5. Change the default configuration parameters of sgbm of xvsdk:

```
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
};
```

6. Package the sdk api documentation into the installation package
  a) linux path: /usr/share/doc/xvsdk/index.html
  b) android path: xvsdk_xxx_adnorid/doc/index.html
  c) windows path: <xvsdk_install_path>/doc/xvsdk/index.html
7. Fix the bug that sgbm cannot work in the demo-api test program
8. android libc++ static library integration
9. Gesture function integration (android only), requires corresponding hardware support, if you need this function, please contact xvisio support
10. The eye control function is integrated (only android), and the corresponding hardware support is required. If you need this function, please contact the xvisio support

11. Fix vsc fisheye firmware not working after hotplug

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Version: V3.2.0-20220304
Description:
1. vga tof mode settings:
   Freq: SF|DF
   mode:IQ|M2|edge
   FPS: 5-30
   Note that the fps setting item is not output according to the actual setting mode in some modes due to performance impact,
       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. vga tof Andoroid version
3. Added tof filter file settings
4. Fisheye resolution 640*800 /1280*800 switch
5. python wrapper
           a) Complete basic functions: 6dof, 3dof, rgb, tof, sgbm.
           b) only windows .
6. ros wrapper adds sgbm
7. arm64 ubuntu18
8. Fix log error such as hid/flash
9. Fix vga tof single-frequency dual-frequency switching automatic exposure does not take effect, need to match the firmware version 20220305
10. The rgb frame rate switch needs to match the firmware after version 20220305
11. fix tool
   a) remove audio_in, audio_out, rgb_on_uvc_stream
   b) Remove the log printing of Alx in imu_stream
   c) remove error message printing in thermal_stream
   d) Fixed the problem of garbled characters in the log of the slam_3dof_display_calib tool in the Windows version

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Version: V3.2.0-20220220
Description:
1. fix the stability of windows usb transfer process;
2. Complete the vga tof distance mode switching function;
   long:IQMODE VGA Dul freq
   short:IQMODE VGA single freq
   middle:IQMODE VGA single freq
3. optimize the data processing of vga tof;
4. VGA TOF ROS release;

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Version: V3.2.0-20220125
1. vga tof release, only IQ mode
2. sgbm release