Version: V3.2.0-20220725

Description:

1.Fix issue that cameras will blocked when all sensor is turned on.

2.Fix issue that android viewer sometimes will crash when switch slam view.

3.Fix caton issue when turn on all camera serveral minutes under andorid platform.

4.Fix sgbm memory leak problem.

5.Fix issue that turn off rgb and tof can not disable rgbd button.

6.Fix issue that imu can not switch to vslam only mode first time.

7.Optimize Slam drawing.

8.Fix issue that turn on all cameras ,framerate will increase after serveral minutes.

===

Version: V3.2.0-20220528

Description:

1.Fix the problem that the xvsdk-viewer on the Android side is stuck after

hot-plugging.

2.Modify the style of Info menu, this menu just can show informations.

3.Support function about TOF depth show.

4.Support function about TOF AVG depth show.

5.Support function about downsample.

6.Fix android viewer hotplug issue.

7.Change FE gain range to 1 - 16.

8.Fix issue that can not run slam when switch fe resolution to VGA second time.

9.Fix the issue that when the copy button is clicked on the INFO interface, the copied

content is all version.

10.Fix issue that xvsd-viewer SLAM view does not show the picture if free-view is

checked.

11.The FE resolution switching function is removed.

==

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.

==

Version:V3.2.0-20220321

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.

==

Version: V3.2.0-20220305

Description:

1.vga tof modeè®¾ç½®:

    Freqï¼šSF|DF

    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

==

Version: V3.2.0-20220220

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.

===

Version: V3.2.0-20220125

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.