XVSDK Release Note

Version: V3.2.0-20220811

Description:

1.Update python about add opencv show.

2.Update hid write logic.

3.Fix issue that demo-api can not get stereo plane.

4.Fix fisheye resolution issue that read calibration from cameramodel.

5.Add interface for viewer to read calibration.

6.Fix issue that new calibration with 800P can not run slam.

7.Fix issue that demo-api can not run 6dof options whith vsc fisheye device.

8.Fix all_stream memory leak issue.

9.Fix issue that fisheye and slam will crash when use third-party input method.

10.Fix dapeng hot plug issue.

===

Version: V3.2.0-20220725

Description:

1.Fix crash when pose lost in edge mode.

===

Version: V3.2.0-20220528

Description:

1.Ros wrapper support firmware point cloud.

2.Fix issue that viewer RGBD no image when setting the tof parameters to 'DF VGA LABELIZE'.

3.Fix demo api issue that article 48 als no incident reported.

4.Fix demo api issue that article 48 The type and state reported by the P-sensor event are Unknown.

5. Fix demo api issue that demo api crashes when switching to PointCloud mode for the first time after plugging and unplugging.

6. Fix demo api issue that There is no RGBD data after setting the rgb resolution for the second time.

7. Fix issue that viewer will crash use firmware that slam and sgbm.

8. Fix issue that slam can't run when running 6dof data on windows platform use demo api tool(2 item).

9. Support dowmsample function include SDK, viewer, all_stream adn sgbm demo.

10. Fix issue that hot plug crash.

===

Version: V3.2.0-20220408

Description:

1. demo api new functionals:

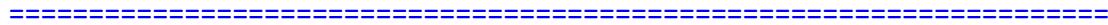   tof all modes: resolution, 3 working modes, frame

rate fisheye resolution switch tof

point cloud

  gbm 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.

===

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.

==

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.

==

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.