Version: V3.2.0-20221008

- 1, Fix slam issue.
- 2, Modify to fir interface to support hot plug.
- 3, Fix cslam save map issue.
- 4, Fix issue that after reset slam, locatized of load map does not change.

Version: V3.2.0-20220831 1,Fix stereo crash issue.

- 2, Fix android viewer issue.
- 3, increase getdevices time
- 4, Fix imagedata memory leak issue.
- 5, Add save path function in SlamView.
- 6, Fix issue that slam still detected planes after closing tof camera.
- 7, Fix windows crash issue.
- 8, Add CNN change source function.
- 9, Add android CNN function.
- 10, Update Stereo CNN function.
- 11, Fix issue that viewer will crash when save tof image with chinese path.
- 12, Optimize UI.

Version: V3.2.0-20220811

Description:

1.Fix issue that memory leak.

- 2.Reduce the number of partial drawings and improve the efficiency of edge drawing.
- 3.Fix issue that sgbm can not switch to disparity type image.
- 4. Fix issue that turn off rgb and tof can not disable rgbd button.
- 5.Fix issue that imu can not switch to VSlam only mode first time.
- 6.Optimize Slam drawing.
- 7. Fix issue that turn on all cameras, framerate will increase after several minutes.
- 8.Fix viewer set log level issue.
- 9.Add stereo calibration info in viewer.

10.Add IR show function.

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: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, //enable gamma
  2.2, //gamma_value
  0, //enable_gaussian
  0, //mode
  8000, //max_distance
   100, //min distance
};
3. Added tof qyga resolution switch
Version:20220305
Description:
1.vga tof mode设ç½®:
 Freqï¹/4šSF|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:20220220

Description:

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

1.baseline $0.11285 \Rightarrow 0.08$

 $2.\text{mode} \qquad 1 \quad \Longrightarrow 0$

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: 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;