Version: V3.2.0-20230316
1,For 2085V4 and 2085V5 devices, the viewer closes the RGBD window。

==
Version: V3.2.0-20230228
1,Remove Slam resume/pause and Fisheye set framerate UI.

==
Version: V3.2.0-20230130
1,Fix   SGBM setting position issue.
2,Add 2 RGB cameras function in viewer.
3,Add slam pause/resume function.
4,Add "set gamma" function in TOF IR view.
5,Modify viewer to support andorid log.

==
Version: V3.2.0-20221107
1, Add af/mf function in viewer.
2, Add Hid function in viewer.
3, Add glass log function in viewer.
4, Optimize UI.
5, Remove stereo switch resolution function.
6, Fix issue that slam can load and save map at the same time.

==
Version: V3.2.0-20221008
1, Fix slam issue.
2, Modify tofir 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
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
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: V3.2.0-20220721
1. Fix imu no data issue.
2. Fix windows crash when use sougoupinyin.
3. Add plane view and top view of Slam trajectory.
4. Fix Slam crash issue on android platform.

====================================
Version: V3.2.0-20220707
1. Fix issue that sgbm color bar can not switch to Default.
2. Fix Bug SDK-46 that modify UI words.
3. Fix issue that after clicking reset on the slam view, a yellow line will appear.
4. Optimize viewer startup speed.
5. The save path of picture will be displayed when saving the picture or pressing and holding the save button.
6. Fix issue that add loop closure and Load function on viewer.

====================================

Version: V3.2.0-20220629

1, Add CNN Model input control widget to set CNN Model file.

2. Add sgbm color bar function and Add depth info show when CNN enabled if sgbm is running.

3. CNN function can turn on or turn off.

4. Fix issue that SGBM average depth does not update after fillholes function is turned off.

======================================

Version: V3.2.0-20220624

1. Fix issue that viewer slam roll pitch yaw data display error.

2. Fix issue that slam can not detect plane in Host-stereo mode on android platform.

3. Change viewer UI.

4. The tof setting interface can be adjusted automatically according to different devices(Pmd tof and sony tof).

5. Add start video(android platform not support).

6. Add software icon.

7. Fix crash issue that when rgb and tof run at the same time.

8. Fix issue that sgbm avg depth does not display.

9. Fix issue that tof avg depth does not display.

10. Optimize UI

11. Add function that stereo, rgb, tof, sgbm can save currentsensor image through the save image button.

12. Add function that depth info will shown when CNN detect person or other item.

13. Fix issue that sometimes viewer will print unused log.

14. Add function that tof can switch color bar.

15. Add function that every sensor can switch the display mode by button.

======================================

Version: V3.2.0-20220520

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.

12. Fix issue that tof AVG depth show error when tof resolution change to QVGA.

13. Fix issue that viewer will crash when click slam Loop Closure button under android platform.

14. Fix the problem that the depth information is not displayed when the mouse is moved outside the TOF display area.

15. Fix the problem that the slam setting interface blocks the setting key.

16. Add function that when run viewer add -c option,the viewer will show log(./xvsdk_viewer -c).

=====================================

Version: V3.2.0-20220510

Description:

1. Android viewer optimization

    a)Each camera of the viewer can be switched on and off independently.

    b)The viewer can display multiple camera windows and switch windows by sliding left and right.

2. Added viewer version number management.

3. The UI interface for saving videos on the Viewer is removed.

4. Fix the problem that the SGBM depth information of viewer 720P firmware is not displayed.

5. When the resolution of the stereo is 720P, turn off the slam function.

6. Fixed the problem that when the stereo resolution is 720P and the stereo is re-opened, there is no picture.

7. Fixed the problem that tof setting interface is not fully displayed on the screen under the android platform.

8. Fix bug that is edge mode slam not work.

9. Add translate function and remove eyetracking view.

10. Fix bug that info button not display under android paltform.

11. Fix issue that viewer sgbm depth show.

=====================================

Version: V3.2.0-20220406

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
  {1.0, 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:20220305

Description:

1.vga tof mode 设置:

    Freq：SF|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 => 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: 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;