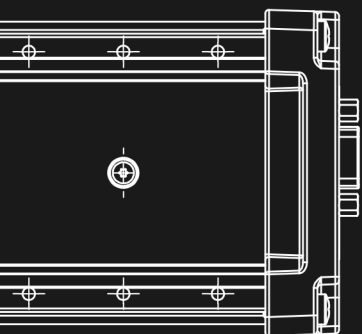
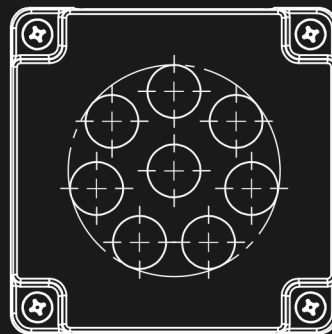
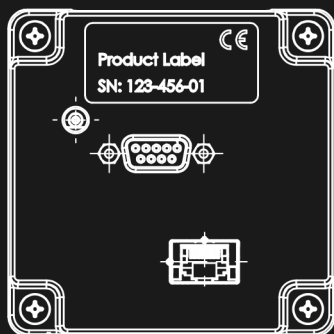
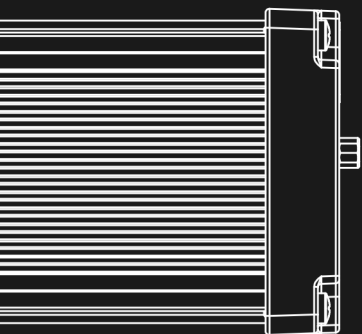
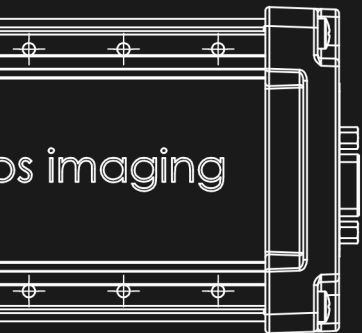




Odos Imaging

StarForm Swift™ Software Releases



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2 Software Releases

v2.0.0

SDK

Improve ProcessedXYZ filtering (see `Camera::setProcessXYZ-FilteringEnable()`). Faster speed and less flyaway pixels in output.

Add `Camera::get()` and `Camera::set()` for easy node access.

Node change callback now called for changes in `EnumEntry` visibility.

Add i686 build of SDK for Linux.

Add interface index to `CameraInfo`.

Correct `PointCloudMultiplier` pixel format.

Fix `Camera::forceIp()` on Linux.

StarStreamSwift

Many improvements to point cloud view (speed and manipulation).

Add option to colourise point cloud with intensity.

Add online help.

Property browser search improved.

Property browser visibility control added.

Property browser tooltips added.

Point cloud filtering improved (from SDK changes above).

Image display add zoom in/out and panning.

Image display add range and intensity to mouse over text.

Add `Scan3dFilter` properties to 3d control view.

Add trigger control view.

Warn if point cloud multiplier download from camera fails (as point cloud will not be available).

3d control removed obsolete thresholds (Signal Upper and Mid).

In connect dialog flag cameras that have failed to initialise fully.

Correct intensity scale in saved PCD files.

Stop crash if heat map dialog opened with no image currently displayed.

SwiftCapture/SwiftCapture.Applmage

Add `--timeout` option

Add options to save a region of interest

Add `--collate` option to combine all saved images into single per component images

SwiftUpdater

Allow use of MAC address to select camera via IPv6. This allows updating of cameras that are not detectable.

Detect and flag cameras that have failed to initialise fully.

v1.5.3

SDK

Add save/load features support.

Fix deadlock in `Camera::close()`.

Stop streaming locking up on camera.

Add SDK build for target (camera).

Add `GetRepresentation()` to Integer and Float nodes.

Increase FORCEIP timeout to 10s.

StarStream Swift

Add save/load camera features.

Add display of MAC/IPAddress to property browser.

SwiftCapture / SwiftCapture.Applmage

Show feature reads from config files in stdout.

Add software trigger option to SwiftCapture.

v1.5.2

SDK

Fix camera disconnects not being detected (e.g. on camera poweroff).

Add 3rd party licenses to installer.

StarStream Swift

Fix units being permanently shown in property browser.

Add 3rd party licenses to installer.

SwiftCapture / SwiftCapture.Applmage

Add 3rd party licenses to installer.

v1.5.1

SDK

Stop OpenCV v3 symbols being exported by the swift SDK library. It should now be possible to use the SDK alongside any version of OpenCV.

Fix to SwiftLib.h so defined function is inline - allowing multiple includes without multiple definitions.

Correct usage text of SwiftCapture.cpp.

Stop install of personal CMakeLists.txt.user.

StarStream Swift / SwiftCapture / SwiftCapture.Applmage

New --discover option to use `Camera::discover` and show all detected cameras.

New --speed-test option to check FPS received from a camera.

v1.5.0

SDK

Add linux support.

Support 16bpp Intensity images.

Add SDK sample of point cloud processing.

StarStream Swift

Support 16bpp Intensity images.

v1.4.2

SDK

Reject images where image meta-data cannot be parsed.

Fix output of processed XYZ since v1.4.0 - was not output unless `getPointCloudMultipliers()` called first.

StarStream Swift

Fix crash if cannot delete folder when saving.

Fix possible crash when starting recording to files.

Fix crash if there are errors when loading window layout files on startup.

v1.4.1

SDK

Fix installer not installing required Visual Studio redistributable DLLs.

StarStream Swift

Fix installer not installing required Visual Studio redistributable DLLs.

Fix Camera Control component checkboxes being disabled (since v1.4.0).

v1.4.0

SDK

Support swift firmware v1.4.0 - stop crash if user disables new `ChunkModeActive`.

Reduce likelihood of disconnect from camera due to dropping command packets.

Change `Camera::open()` to also accept `DeviceUserID`.

Support `DeviceStatus` in image meta-data.

Add `Camera::getPointCloudMultipliers()` to allow access to libraries cached point cloud multiplier arrays.

StarStream Swift

Add mouse over intensity, range and xyz location to Range/Intensity displays.

Add connection statistics and status feedback.

Add grayscale options dialog with gain to displays.

Add units to property browser for Integers and Floats.

Add indication of Camera `DeviceStatus OutOfRange/Error` to GUI.

Support `DeviceStatus` in image meta-data.

Wait for complete tuples (all component images for the same timestamp).

Fix GUI not updating when `ComponentEnable` changed in Property Browser.

SwiftCapture

Add interactive mode (for possible use by scripting language).

Close camera connection when `SwiftCapture` exits.

Give commands buttons in property browser.

Wait for complete tuples (all component images for the same timestamp).

v1.3.0

SDK

Add x64 version of SDK.

v1.2.0

SDK

Fix crash when receiving PointCloudMultiplierX/Y/Z images.

v1.1.2

SDK

Fix exceptions escaping from SDK calls.

StarStream Swift

Remove logarithmic slider from Illumination Power.

Add rangeScale/Offset to saved image metadata.

v1.1.1

SDK

Add ProcessedXYZ filtering enable/disable.

StarStream Swift

Add intensity to pcd point cloud files.

Add ProcessedXYZ filtering enable/disable.

v1.1.0

SDK

Allow include of windows.h before swift headers.

Add support for Forcelp (set an IP address in a camera).

Add support for PointCloudMultiplierX/Y/Z images.

Extend ProcessXYZ range to 0.1 to 6.0m.

Add support for Visual Studio 2010.

Support swift firmware v1.1.0 interface naming changes.

StarStream Swift

Add support for Forcelp (set an IP address in a camera).

Add support for saving PointCloudMultiplierX/Y/Z images as raw.
Support swift firmware v1.1.0 interface naming changes.

SwiftCapture

Add support for saving PointCloudMultiplierX/Y/Z images as raw.

v1.0.0

Initial customer release.

Manual Build: 5193020620f09336f392de4d7f9c830e853149