



## 2.22.xx Initial Public Release April 2017

Highlights: Landing Aid, RTSP support, new OSD functions, Performance Monitor, Acquisition and Intelligent Assist.

### 2.22.32 (08/07/17)

- All - Added supporting additional packet formats for Aquarius.
- 1500 - Fixed stale background image when switching cameras of different sizes with HD output.
- 1500 - Fixed videotrack to correctly set the right camera index in trackPosition.

### 2.22.29 (02/07/17)

- All - ATTNNAV LAT/LONG and Time changes.
- All - Save pan/tilt in parameter files.
- 1500 - Hitachi camera fails to initialize on Rev E OEM board.
- 2000 - Blend IR Color mode incorrect when cameras are not deinterlaced.
- 3000 - Fixed potential crash if trying to write to SD card before initialization is complete.

### 2.22.28 (01/13/17)

- All - 'U' message should be placed after the ATTNNAV message rather than embedded in the message.
- 2000 - Blend IR Color mode still showing color from EO when all IR.

### 2.22.27 (01/11/17)

- All - Fixed setting metadata static values to inject into KLV stream immediately when changed.
- 1500 - Fixed zoom not going below 1.5 for DRS 320.
- 1500 - Fixed TAU direct connect access crashing VideoTrack.
- 1500 - Fixed crashes related to PIP configuration settings.
- 1500 - Fixed loading correct defined video protocol from parameter file.
- 2000 - Added ColorIR blend modes which apply user palette to IR before blending.
- 1500 + 3000 - Fixed the draw object command where deleting one object cause all objects to be deleted.
- Panel Plus - Fixed generic digital horizontal and vertical blanking to allow full 16-bit input.

### 2.22.26 (11/15/16)

- 1500 - Fixed SD card upgrade failure.
- Panel Plus - Added user warning message to set Port Number for lens control.

### 2.22.25 (11/10/16)

- All - Fixed problem where Intelligent Assist mode could impact future tracks.

### 2.22.24 (11/03/16)

- 1500 - Fixed inconsistency with the FPGA Version being returned as 0xFF.
- 1500 - Fixed a problem with In System Programming setup that prevented the external FPGA programmer from working.
- 1500 + 3000 - Fixed G16 Autogain stats wrap and make image black and white.
- 3000 - Fixed output switching issue where no video "X" could show up for a couple frames.

### 2.22.23 (10/20/16)

- 1500 - Improved hanging after multiple analog/digital camera switches.
- 3000 - Fixed problem with Tamron camera support.

**2.22.22 (10/18/16)**

- 3000 - Fixed problem of missing Tamron camera support.
- Panel Plus - Fixed the ability to change bitrate for MPEG4 algorithm selection.

**2.22.21 (10/14/16)**

- All - Fixed condition when turning off stabilization decay solution to 0 instead of jumping straight to 0.
- 1500 - Fixed track start position sometimes incorrect with display frame step and switching HD/SD cameras.
- 2000 - Added RTP-MJPEG network camera input capability.

**2.22.20 (09/12/16)**

- 3000 - Updated analog output to properly stretch the 640 wide image to 720 wide for NTSC (similar to PAL).

**2.22.19 (09/02/16)**

- 2000 - Fixed jumping / flashing when switching video inputs.
- 2000 - Fixed blend broken in 2.22.16.
- 1500 + 3000 - Fixed bad focus region overlay with 720 in, 480 out. Can't change focus region without lens control.
- 1500 + 3000 - Fixed decode failure when there is packet loss or corruption.
- 1500 + 3000 - Fixed 1080 jpg snapshot being saved as 1072.
- 3000 - Added support for 1280×960 network display size.
- 3000 - Added support for HDMI input board.

**2.22.18 (08/18/16)**

- All - Updated the font color drawing used in the OSD functions.
- 1500 - Fixed reading the FPGA version if the version fails to load correctly.
- 3000 - Fixed auto-config functionality that was incorrectly changing BT\_656 modes.
- 3000 - Fixed VT3000 crashes when Generic Digital with InitDRS/Tau/Sony was defined with no camera.
- 3000 - Fixed rollover problem with timestamps.

**2.22.17 (07/18/16)**

**Note:** These changes make 2.22.17 incompatible with the Rev A versions of the HDSDI output interface boards.

- All - Added roll stabilization in Stabilize on track mode.
- All - Updated SLanding Aid angle output to be more accurate when it is near zero.
- 1500 - Updated for decreasing the time-to-boot startup sequence.

**Note:** An additional decrease in time-to-boot can be achieved by assigning a static IP address to the board

- 1500 - Fixed GPIO 111 to allow it to be an input.
- 1500 - Fixed soft reset on 1500 to reset Disable All Processing (Disable StabTrack).
- 1500 - Fixed capture halt when recording, Analog and Net output and switching cameras.
- 2000 - Fixed double applying chop in blend, add new fixed/warp combinations of blend.
- 3000 - Added HD-SDI output options of 720P59.94, 1080P59.94, and 1080P29.97.
- 3000 - Fixed VT-3000 when no attached camera is present for InitDRS/Tau/Sony.



- 3000 - Added HD-SDI output options of 1080I60, and 1080I59.94.
- 3000 - Added support for new HD-SDI output board configuration.
- Panel Plus - Added Support for DRS Superframe to Thermal tab.

### **2.22.15 (06/02/16)**

- All - Updated demo mode to provide a longer timeout.
- All - Fixed error with aerial mode MTI when set to DownSample3.
- All - Landing Aid improvements and added landing area keep out zone detection.
- 1500 - Changed default Time-to-Live (TTL) for UDP packets to improve network throughput.
- 1500 - Added compass rose overlay graphic using the new Display DLL.
- 1500 - Fixed rare case causing corruption of analog output.
- 1500 + 2000 - Added Set Stabilization Parameters apply mode to all cameras.
- 2000 - Fixed issue of analog display turns off when you save parameters.
- 2000 - Fixed rare input crashes h.264 (also seen when switching cameras).
- 3000 - Added support for DRS Superframe (uncompressed PNG snapshots with temp data).
- 3000 - Fixed quality of PIP video when swapping displays.
- 3000 - Fixed image quality issue seen at bottom of 1/4 size PIP image.
- Panel Plus - Updated to bypass checking SD card contents when in continuous frame record mode.
- Panel Plus - Fixed recent loss in quality of MJPEG decoding.

### **2.22.10 (04/27/16)**

- 2000 - Fixed deinterlace for analog camera with rotation or zoom, no enhance, no false color.
- 2000 - Fixed night blend mode to not show colored vertical bar.

### **2.22.09 (04/22/16)**

- All - Added saving metadata overlay storage to parameter file.
- All - Added internal latency measurement in Performance Monitor.
- All - Added AppBits=0x0000 with analog in/out and setting the board to demo mode.
- All - Added initializing maximum packet length and maximum delay buffer for serial Pass-Through.
- All - Updated Object Tracking to eliminate runaway tracks at initialization.
- All - Updated memory allocations to avoid intermittent conflicts.
- All - Updated primary command sequence of Intelligent Assist tracking feature.
- 1500 - Update SD card scripting to correctly set file execute permissions for RTSP.
- 3000 - Added support for BT656 NTSC and PAL.

### **2.22.08 (04/14/16)**

- All - Added landing aid detection.
- All - Added tracking acquisition assist for optimized track box sizing.
- All - Added intelligent track assist to enhance tracking performance.
- All - Added digital camera input support without HD IN bit (uses center SD frame of input).
- All - Added, in cases where there is not valid output video, put text message on analog output video.
- All - Added continuous snapshots.
- All - Added Auto Focus and focus metric telemetry are enabled by a new Focus (0x1000) app bit.



- All - Added performance data output.
- All - Updated pixel stats (temperature) telemetry to be enabled by the Enhance (0x80) app bit.
- All - Updated improved processing in scenarios with rotation, zoom and angle stabilization.
  
- 1500 - Added support of DRS Superframe Mode – providing temperature data to saved snapshots.
- 1500 - Added RTSP support.
- 1500 - Added NMEA to KLV metadata support from GPS devices connected to serial port.
- 1500 - Added power saving modes (boot configuration options).
- 1500 - Updated PAL digital image to have square pixels, resulting in a 768x576 image. (The H.264(HD) codec should be used since the other h.264 codec will not support widths greater than 720.
- 1500 - Updated to prevent crash in 1500 with 720p output with some rotations, CLAHE.
- 1500 - Updated to prevent file creation errors when trying to record to a full SD card.
- 1500 + 3000 - Added ability to manually load edited parameter file by setting length field to 0.
- 1500 + 3000 - Added a way for users to upload a logo file for watermark on the lower right corner.
- 1500 + 3000 - Updated to improved Telemetry Priority to maintain 30 Hz telemetry (use display frame step).
- 3000 - Added Tamron camera support.
- 3000 - Added 1080P50, 720P50 output options to HD-SDI and HDMI and also added 1080P30 to HDMI.
- 3000 - Added support of Rev C AB board allowing 2 analog inputs when hooked to Video Port 0. Video Port 1 supports only Camera 1 input on AB board.
- 3000 - Added Frame Step support for capture. Default is 1. 720p60 input: Frame Step = 2 for previous behavior.
- 3000 - Added GPIO support.
- 3000 - Updated processing for smoother video output to Analog/HDMI/HD-SDI Display.
- 3000 - Updated functionality with IR cameras (TAU, DRS).
- 3000 - Updated snapshot failure after changing between FTP and SD Card modes.
- 3000 - Updated saved recording failure when SD card has large number of files.
- 3000 - Updated PIP Causes Crash in some cases.
- 3000 - Updated ability to change track size for non-zero camera.
- 3000 - Updated PiP image beating issue after swapping cameras.

### 2.22 Release known issues:

- All - Configuring an SLA system for PAL input and output requires a power cycle.
- 1500 - Selecting a PAL or digital camera input source when the camera is not connected or powered off will stall the video input until the camera is connected or powered on.
- 2000 - Saving parameters to flash will cause an interruption to the analog video output
- 3000 - Camera 1 is not supported in Blend.
- 3000 - Camera 1 with Camera 2 combination is not supported in Multi-camera presentation.
- 3000 - A crash can occur when using 720p60 input (frame step 1) in some cases – use frame step 2.