

Note: Please be sure to uninstall any old “VRmagic USB Camera Development Kit” / “VRmUsbCam DevKit for Windows” on the Windows platform before installing a new one.

New features of VRmUsbCamDevKit 3.14f (API v2.8.1.6, 2012/01/31)

- Fixed support for first generation of *VRmDC-12*
- Fixed properties of type Double in Matlab wrapper
- VM_LIB for ARM: fixed saving of BMP files
- Introduced Ethernet-firmware updater for *intelligent cameras*
- Fixed line-defect during readout for following devices:
VRmFC-22(/BW), VRmFC-42(/BW), VRmDFC-22(/BW), VRmDFC-42(/BW)

New features of VRmUsbCam DevKit 3.14d (API v2.8.1.4, 2011/12/23)

- Improved stability of following devices:
VRmFC-22(/BW), VRmFC-42(/BW), VRmMFC, VRmDFC-22(/BW), VRmDFC-42(/BW), VRmDMFC
- Added function to obtain local IP-address (*VRmUsbCamGetLocalIpAddress*)

New features of VRmUsbCam DevKit 3.14c (API v2.8.1.3, 2011/11/25)

- Re-added support for usb streaming cameras and *VRmDC-8/9/12*
- Fixed bluescreen in Windows USB WDM Driver, update to v1.0.9.8
- Added CAM_LAST_EXTERNAL_TRIGGER_TIMESTAMP_D property on following devices:
VRmFC-22(/BW), VRmFC-42(/BW), VRmMFC, VRmDFC-22(/BW), VRmDFC-42(/BW), VRmDMFC
- Added CAM_TRIGGER_MSARE1_RRO_* properties on following devices:
VRmMFC with VRmMSARE1
- Added functions for properties of type double

New features of VRmUsbCam DevKit 3.14b (API v2.8.1.2, 2011/10/13)

- Added VRmUsbCam C++ Wrapper and demo
- Added support for DVI output via VRmVC1 board for following devices:
all intelligent cameras with VRmCUEO1 backend

New features of VRmUsbCam DevKit 3.14a (API v2.8.1.1, 2011/09/23)

- Removed auto-include of *vrmsbcam2l.h* (and *vrmsbcam2win32.h*) in *vrmsbcam2.h*

New features of VRmUsbCam DevKit 3.14 (API v2.8.1.0, 2011/08/15)

- Added possibility to access group id of a device key (*VRmUsbCamGetGroupId*)

New features and incompatibilities of VRmUsbCam DevKit 3.14 BETA10 (2011/08/12)

- Shortened the “Source format list” to a single “Source format” which is now adjustable via the property interface (GRAB_SOURCE_FORMAT_E, GRAB_USER_ROI_RECT_I respectively GRAB_AVC_*) on
ALL DEVICES
- This “Source format” is now adjustable individually per sensor on the following devices:
VRmMFC, VRmDMFC
- Added support for “Sensor Plug & Play (PnP)” on the following devices:
VRmMFC, VRmDMFC
- Reset all “User ROI” configurations to the max value (=full sensor size) on
ALL CAMERAS
- Changed default configuration of Gamma to 1.0 (was 1.2 before), this affects only new produced devices of
ALL CAMERAS

New features of VRmUsbCam DevKit 3.14 BETA8 (2011/07/22)

- Reworked NAND infrastructure and added support for 4-bit ECC chips in the firmware (boot loaders and Linux) on following devices:
VRmDC-8, VRmDC-9/BW, VRmDC-12(/BW), VRmDC-14(/BW), VRmDFC-22(/BW), VRmDFC-42(/BW), VRmDMFC
- Added extended debug information on following devices:
VRmFC-22(/BW), VRmFC-42(/BW), VRmMFC, VRmDFC-22(/BW), VRmDFC-42(/BW), VRmDMFC
- Added support for alternating exposure times on following devices:
VRmFC-22(/BW), VRmFC-42(/BW), VRmDFC-22(/BW), VRmDFC-42(/BW)

New features of VRmUsbCam DevKit 3.14 BETA7 (2011/07/14)

- Added support for following devices:
VRmMFC with VRmMSARE1 for up to 2 RE sensors
- Added Burst Mode for Trigger (CAM_TRIGGER_BURST_COUNT_I) and Strobe (CAM_STROBE_BURST_COUNT_I) on following devices:
VRmMFC, VRmDMFC, VRmFC-22(/BW), VRmFC-42(/BW), VRmDFC-22(/BW), VRmDFC-42(/BW)

New features and incompatibilities of VRmUsbCam DevKit 3.14 BETA6 compared with any 3.13 Release or the previous 3.14 BETA1 (2011/05/25)

- Removed support for following devices:
VRmC-3, VRmC-6(/BW), VRmFC-4(/BW), VRmFC-6(/BW), VRmFC-8, VRmFC-9/BW, VRmFC-12(/BW), VRmFAVC-1

- Added support for following devices:
VRmDMFC with up to 4 external sensors (VRmMSC12)
- Added basic support for following devices:
VRmC-14(/BW), VRmDC-14(/BW), VRmFC-22(/BW), VRmFC-42(/BW), VRmDFC-22(/BW), VRmDFC-42(/BW)
- Removed “Standard” formats” (VGA, XGA, etc.) and all subsampling formats on
ALL CAMERAS
- All remaining “Source formats” match the former “User ROI” formats and differ only by the bit depth per pixel. Size and Origin of the Source Image are always controlled by the GRAB_USER_ROI_RECT_I property.
- “Source format” is now selectable per sensor on the following devices (currently only in CamLab and not in the API):
VRmMFC, VRmDMFC
- “RLE Image Format” has no longer an end marker in the data stream. “RLE Source formats” are available on the following devices:
VRmMFC, VRmDMFC
- Added possibility to flip the sensor readout (CAM_READOUT_FLIP_H_B and CAM_READOUT_FLIP_V_B) and corrected the Sensor Size (=Max value for the ROI Size) to 754x480 (was 754x482 before) for the following devices:
VRmC-3+(/BW), VRmC-12(+)(/BW), VRmDC-12(/BW), VRmMFC, VRmDMFC
- Removed all mirror flags of the “Source format”, please use the new readout flips to compensate this in your application if available:
ALL CAMERAS except VRmC-4(+)(/BW)
- Automatic exposure control of the sensor itself (CAM_AUTO_EXPOSURE_B) replaces the software based functionality (PLUGIN_AUTO_EXPOSURE_B) on following devices:
VRmC-3+(/BW), VRmC-12(+)(/BW), VRmDC-12(/BW)
- The exposure time is now adjustable individually per sensor, the minimal exposure time was fixed and automatic exposure control of the sensor itself is now available on the following devices:
VRmMFC, VRmDMFC
- Real “16bit Source Formats”, using a 10bit -> 16bit LUT which is controlled by the same filter settings as the former 10bit -> 8bit LUT, are available on the following devices :
VRmMFC, VRmDMFC
- Reimplemented deserializer to fix startup problems and robustness during operation on following devices:
VRmMFC, VRmDMFC
- Frame counter is now a real trigger counter, so dropped triggers are visible as dropped frames, on following devices:
VRmMFC, VRmDMFC
- All VRmUsbCam DevKits feature the integration of the VM_LIB machine vision library, including an optimized version for the DSP on the DaVinci platform and some demos including sources.
- The VRmUsbCam DevKit for Linux features support for udev additional to the still existing support for usbfs.

- The VRmUsbCam DevKit for Windows features the new adaptor for the MATLAB Image Acquisition Toolbox.
- The VRmUsbCam DevKit for Windows includes an improved USB driver installer to ensure proper USB driver updates on Windows Vista x64 and Windows 7 x64 systems.
- The VRmUsbCam DevKit for Windows is built with Visual C++ 2008 SP1, Visual C++ Runtime 9.0 SP1 ATL Security Update and .NET Framework 2.0 and the “property page GUI” is now in a separate DLL. In case you use an own application installer you need to check your dependencies.