

R2 Release Note

Reversion History

Revision	Revision Reason	Author	Release Date
1.0	Initial version	Fencer.Kao	2020.05.20
2.0	Support Nvidia JT2 platform	Fencer.Kao	2020.08.14

1. New Features In This Package

Version	Features	Description
1.0	First Release	
2.0	Support ARM version (Nvidia JT2)	
2.0	Add new network support Classification network (MobilenetV2) Detection network (Yolo-v3, MobilenetV2-SSD) Segmentation network(FCN-AlexNet)	
2.0	Yolo translation sample code	
2.0	EdgeSDK elements support tag group segmentation result.	
2.0	Upgrade Pylonsrc source code. Pylonsrc element support setting max transfer size.	

2. Corrections history

Version	Bug ID	Description

3. Limitations and Known Issues

Version	Description	Remark
1.0	adedgesink/adedgesrc stuck when publisher and subscribers(more than 2) are in different pc through hub with internet access .	Limitation
1.0	The adedgesink should publish VideoFrameData, otherwise the adedgesrc can not do synchronization then pass synchronized data to downstream.	Limitation
1.0	The Media SDK for GStreamer cannot be used with NVidia display cards.	Limitation due to Intel Media SDK.

1.0	When using pylonsrc to reset camera settings with property reset=before, the device cannot be connected.	
1.0	Gstreamer pipeline will stop when use blaser camser (internal or external) in Neon-1000MDX A1 and A2 version	camera generate 0xE210FFFC code.
2.0	While transfer high dimensional inference segmentation result, the segmentation data might not catch up the video frame data in sync of adedgesrc. This resulting in the running video frame can not matched its segmentation result. (Even Run Length Encoding is used)	
2.0	When using daA2500-14uc camera with pixel format YCbCr422_8 at resolution of 2592x1944, Yolov3_608 model will cause pipeline to crash. Yolov3_416 can run at aforementioned settings.	