

## Release Notes

# Intel® RealSense™ SDK Cursor Mode for Windows\* Release SR300 Gold Cursor Mode Gold

## Cursor Mode version 11.0.27.1404

These release notes covers Intel® RealSense™ Cursor Mode SDK for use with Intel® RealSense™ Camera, model SR300. Please review the “**Intel RealSense SDK License.rtf**” for licensing terms. Please refer to attributions.rtf for third party attributions and third\_party\_programs.txt for third party licenses.

### **IMPORTANT! PLEASE READ!**

- This release supports:
  - The **Intel® RealSense™ Developer Kit Camera (SR300)**, which can be ordered on the Intel RealSense Website (<https://software.intel.com/en-us/realsense/devkit> )
- This package does not include the driver/service (DCM) for the camera. Camera Driver / DCM Package is hosted on Windows Update. It is automatically installed when you connect your camera to the system. If not automatically installed, please download the Camera Driver / DCM Package from the Intel RealSense downloads website.
  - SR300 Camera: DCM version 3.2.26.6137 or later
- This package is a portion of the entire Software Development Kit package. It can install standalone. This package requires the Intel® RealSense™ SDK Essentials for Windows\* package which will be installed by the installer if not already present on the system.
  - Intel® RealSense™ SDK Essentials for Windows\* version 11.0.27.1384
- If installer requests that you reboot, **please reboot**, or your system will not install correctly.
- SR300 Camera OS:
  - **Microsoft\* Windows\* 10 Threshold 2**

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## **SDK Features**

Please note that SDK features are at various levels of maturity in this release as follows:

<b>Maturity</b>	<b>SR300 Feature</b>
<b>Gold</b>	• Cursor Mode

## **Installation steps for SDK**

### **This is for developer systems ONLY**

- Run the Intel® RealSense™ SDK Cursor Mode for Windows\* installer (intel\_rs\_sdk\_offline\_package\_r\_11.0.27.1404.exe).

## **SDK Interface Changes**

- SDK 2016 Cursor Mode 11.0.27.1404:
  - New C# API that supports properties, events under Intel.RealSense.Hand namespace (old api is still supported)
  - Unity
    - Intel.RealSense.handcursor.untypackage provided under `SRSSDK_DIR/framework/Unity` for easy integration of algorithm modules. For more info, `ReadMe` provided in the same directory.
    - Automated copying of runtime contents in application data directory while building Unity standalone executable. No manual steps required for deploying.
    - Fixed Unity Editor hang issue when subscribing to alert and gesture events.

## **SR300 Release Notes**

The following items apply to the SR300 camera.

## **SR300 Key Performance Indicators (KPI's) Improvements**

- Hand Detection
  - False Rate – false object once every 25 minutes
- Gestures Accuracy
  - Hit Rate – Improvement of factor 2 comparing to previous version
  - False Rate - false gesture once every 55 minutes

## **SR300 SDK Features**

### **Gold Features**

- Cursor Module
  - Accurate & Responsive 3D cursor point tracking
  - Robust gestures: Click gesture, Hand Closing, Hand Opening, Circle (CW/CCW).
  - Adaptive Point: Enabling the option to work in natural ROI and limited World Box for minimal movement. This normalized point allows an easy way to convert to any screen resolution. Added ability to reset the adaptive point to a specific location.
  - No latency, No Calibration

- Engagement: Enables the option to work with hands which are engaged with the specific system. That minimizes false hands showing on user's screen.
- Improved Power & Performance - less than half compare to Full Hand mode.
- Improved ranges - 115cm & Hand Speed - 2 meter/sec.
- Fixed: Previous detection range was 70cm, no identified till 100 cm.
- Fixed Bug: power states are on by default.

**SR300 Known Issues and Limitations**

Issue	Recovery/Workaround
framework/CSharp/Intel.RealSense.HandCursor.unity VS project does not build successfully on VS2012 or VS2013	Right Click the Project -> Add Reference -> [Unity Install Directory]/Editor/Data/Managed/UnityEngine.dll