These release notes cover 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](https://software.intel.com/en-us/realsense/devkit))
  - SR300 Camera: DCM version 3.2.26.6137 or later
- 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.
  - 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
Contents

Contents ................................................................................................................................. - 2 -

SDK Features .......................................................................................................................... - 3 -

Installation steps for SDK ...................................................................................................... - 3 -

SDK Interface Changes .......................................................................................................... - 3 -

SR300 Release Notes ............................................................................................................ - 3 -

SR300 Key Performance Indicators (KPI’s) Improvements ...................................................... - 3 -

SR300 SDK Features .............................................................................................................. - 3 -

Gold Features ........................................................................................................................ - 3 -

SR300 Known Issues and Limitations ..................................................................................... - 4 -
SDK Features

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

<table>
<thead>
<tr>
<th>Maturity</th>
<th>SR300 Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold</td>
<td>• Cursor Mode</td>
</tr>
</tbody>
</table>

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.unitypackage provided under $RSSDK_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

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recovery/Workaround</th>
</tr>
</thead>
<tbody>
<tr>
<td>framework/CSharp/Intel.RealSense.HandCursor.unity VS project does not build successfully on VS2012 or VS2013</td>
<td>Right Click the Project -&gt; Add Reference -&gt; [Unity Install Directory]/Editor/Data/Managed/UnityEngine.dll</td>
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</tbody>
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