

Release Notes

Intel® RealSense™ SDK Hand Tracking for Windows* Release SR300/F200 Gold Hand Tracking Gold

Hand Tracking version 11.0.27.1404

These release notes covers Intel® RealSense™ Hands Tracking 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 2 cameras:
 - The **Intel® RealSense™ Developer Kit Camera (F200)**
 - 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/F200 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:

Maturity	SR300/F200 Feature
Gold	• Hand Tracking

Installation steps for SDK

This is for developer systems ONLY

- Run the Intel® RealSense™ SDK Hand Tracking for Windows* installer (intel_rs_sdk_offline_package_r_11.0.27.1404.exe).
 - NOTE: If the Full SDK Package is already installed, it must be removed prior to executing the Hand Tracking only installer.

SDK Interface Changes

- SDK 2016 Hand Tracking 11.0.27.1404:
 - New C# API that supports properties, events under Intel.RealSense.Hand namespace (old api is still supported)
 - Unity
 - Intel.RealSense.hand.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/F200 Release Notes

The following items apply to the SR300 camera.

SR300/ F200 SDK Features

Gold Features

- Hand Tracking
 - Hand Tracking module is now deprecated , for best hand experience please use Cursor Mode.
 - Separated the module, it can be installed and run as a standalone.
 - Fixed Bug: power states are on by default.
 - Fixed Bug: Calling UnsubscribeAlert during OnFiredAlert used to cause a crash

SR300/F200 Known Issues and Limitations

Issue	Recovery/Workaround
Hand module cannot be instantiated twice in a single application	Ensure each instance is properly destroyed before creating a new one
In a scenario when one application is setting the camera profile (resolution, FPS etc.) to an	Ensure camera profile is set to one of the supported Hands configurations

unsupported configuration by Hands, accuracy might be impacted	
Hands Viewer sample code has a small memory leak. This does not affect the Hands Module or the other Hands samples	N/A
Wave Gesture shouldn't be used with Side Swipes.	Enable only required gesture instead of enabling all and then disabling the undesired ones.
framework/CSharp/Intel.RealSense.Hand.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