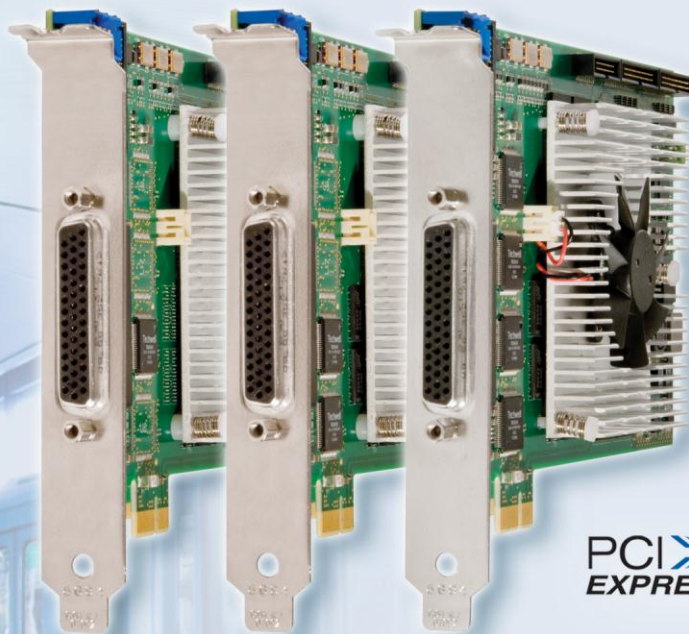


# PICOLÒ U4/U8/U16 H.264™

**Release Notes DirectShow® Driver 2.5.0.139**

**July 23, 2013**



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## 2.5.0.139

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 8	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Server 2012	x86-64 (64-bit) Edition	-
Microsoft Windows 7	x86 (32-bit) Edition	SP1
	x86-64 (64-bit) Edition	
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	SP1
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.



## Fixes and Improvements

### Freeze at shutdown with some computers

On some computers, a freeze can occur during the shutdown of the PC. This issue has been solved in version 2.5.0.139.

### Runtime error installer crash in the end of uninstallation

In the end of the uninstallation process, a crash followed by a “runtime error” popup can sometimes occur. This issue has been solved in version 2.5.0.139.

## Known Issues

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.



## 2.5.0.134

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 8	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Server 2012	x86-64 (64-bit) Edition	-
Microsoft Windows 7	x86 (32-bit) Edition	SP1
	x86-64 (64-bit) Edition	
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	SP1
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## Fixes and Improvements

### Microsoft Windows 8 and Windows Server 2012 support

Since version 2.5.0.134, Picolo Ux H.264 supports Microsoft Windows 8 and Windows Server 2012 operating systems.

## Known Issues

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***PAL-M and PAL-N are not auto-detected***

When operating DirectShow, PAL-M is correctly reported as a 525-line video standard, but wrongly reported as NTSC in the "DetectedStandard" custom property. Similarly PAL-N is correctly reported as a 625-line video standard, but the "DetectedStandard" custom property reports PAL.

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.4.0.131

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Substitution Mode Setting**

When there is no video signal on the video input, PicoUx H.264 digitizes the (missing) video signal and consequently provides a black image.

Since version 2.4.0.131, PicoUx H.264 may provide a substitution image. The user selects between black or blue substitution, and no substitution.

## *Known Issues*

### **Installation**

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### **GraphEdit**

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### **Visual Source Filter**

#### ***PAL-M and PAL-N are not auto-detected***

When operating DirectShow, PAL-M is correctly reported as a 525-line video standard, but wrongly reported as NTSC in the "DetectedStandard" custom property. Similarly PAL-N is correctly reported as a 625-line video standard, but the "DetectedStandard" custom property reports PAL.

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.4.0.129

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## Fixes and Improvements

### Support of PAL-M and PAL-N video standards

Piccolo Ux H.264 supports two new video standards: PAL-M and PAL-N. These video standards are supported since version 2.4.0.129.

### Unsupported standards are not listed anymore

Unsupported video standards are not listed anymore in the visual source property pages. This improvement comes with version 2.4.0.129.

## Known Issues

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***PAL-M and PAL-N are not auto-detected***

When operating DirectShow, PAL-M is correctly reported as a 525-line video standard, but wrongly reported as NTSC in the "DetectedStandard" custom property. Similarly PAL-N is correctly reported as a 625-line video standard, but the "DetectedStandard" custom property reports PAL.

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.3.0.126

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.



The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Frame rate information in the SPS NAL unit**

When configured in NTSC, the frame rate information embedded in the SPS NAL unit is 30.00 fps instead of 29.97 fps. This issue has been solved in version 2.3.0.126.

## *Known Issues*

### **Installation**

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### **GraphEdit**

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### **Visual Source Filter**

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.3.0.125

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Adding parameter Stream Offset in Visual Source Encoder Filter**

The parameter `KSPROPERTY_VisualEncoder_StreamOffset` has been added. It allows adding a delay expressed in ms on the encoded stream time. The default value is 0 ms.

### **Adding parameter Number of Buffers in Visual Source Encoder Filter**

The parameter `KSPROPERTY_VisualEncoder_NumberOfBuffers` has been added. It allows setting the number of buffers for the encoded stream. The default value is 8 buffers.

### **Adding parameter Stream Offset in Visual Source Formatter Filter**

The parameter `KSPROPERTY_VisualFormatter_StreamOffset` has been added. It allows adding a delay expressed in ms on the formatted stream time. The default value is 0 ms.

### **Adding parameter Number of Buffers in Visual Source Formatter Filter**

The parameter `KSPROPERTY_VisualFormatter_NumberOfBuffers` has been added. It allows setting the number of buffers expressed in frames for the formatted stream. The default value is 4 buffers.

### **Adding parameter Stream Offset in Audio Source Filter**

The parameter `KSPROPERTY_AudioSource_StreamOffset` has been added. It allows adding a delay expressed in ms on the audio stream time. The default value is 0 ms.

### **Adding parameter Number of Buffers in Audio Source Filter**

The parameter `KSPROPERTY_AudioSource_NumberOfBuffers` has been added. It allows setting the number of 10 ms buffers for the audio stream. The default value is 32 buffers.

### **Frame Number not properly updated with decimation value**

Frame Number of Visual Source Filter is not working as expected if decimation parameter is bigger than 1. This issue has been solved in version 2.3.0.125.

## Known Issues

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.3.0.120

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## Fixes and Improvements

### Format of the second encoded stream

The second encoded stream of a Video Input may now be configured also for the 4CIF and the 2CIF resolution. This has been improved in version 2.3.0.120.

### AvgTimePerFrame not properly updated with decimation value

Setting decimation parameter is not updating AvgTimePerFrame parameter as expected. This issue has been solved in version 2.3.0.120.

Note about the sample programs: if you are using an old version of the UxH264\_API.cpp file, modify the function `FilterSetDecimation` as follows:

replace

```
pVI->AvgTimePerFrame = (LONGLONG) ( FD_NTSC_100NS );
```

by

```
pVI->AvgTimePerFrame = (LONGLONG) ( decimation * FD_NTSC_100NS );
```

and

```
pVI->AvgTimePerFrame = (LONGLONG) ( FD_PAL_100NS );
```

by

```
pVI->AvgTimePerFrame = (LONGLONG) ( decimation * FD_PAL_100NS );
```

## Known Issues

### Installation

#### **Network connection icon appears after installation process (Microsoft Windows XP)**

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### GraphEdit

#### **Setting PAL standard in GraphEdit**

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

## Visual Source Filter

### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.



## 2.2.0.118

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Startup temperature range**

The board does not start if the ambient temperature is below 5°C. This has been solved in version 2.2.0.118.

Note: this fix involves an automatic update of an on board flash that will be performed only once during the driver loading. Therefore, the first driver loading may take more time (about 30 s), do not switch off the power of the computer during the first load of the driver.

### **Insufficient resources with second visual encoder filter**

A graph with a total number of Encoder Visual Source superior to the number of video inputs cannot start because of insufficient resources. This issue has been solved in version 2.2.0.118.

### **Quality setting in IAMVideoCompression**

Quality setting in the IAMVideoCompression interface is not working as expected. This issue has been solved in version 2.2.0.118.

## *Known Issues*

### **Installation**

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### **GraphEdit**

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### **Visual Source Filter**

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.2.0.114

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## Fixes and Improvements

### Configuration of Deinterlacing Filter

Visual Source Deinterlacing Filter is now configurable.

Property: DeinterlacingFilter (KSPROPERTY\_VisualSource\_DeinterlacingFilter)

Setting: Enum, set / get.

Value Range: {ADAPTIVE, FIXED}. ADAPTIVE is the default.

ADAPTIVE: the deinterlacing filter is enabled when there is movement detected in the image.

FIXED: the deinterlacing filter is permanently enabled.

### Audio break down

Audio break down on new processor Intel Core i3, i5 and i7. This has been solved in version 2.2.0.114

### Accessing the driver with a 32-bit application running on a 64-bit OS

Accessing the driver with a 32-bit application running on a 64-bit OS is now supported. The user mode 32-bit .ax files are now registered on 64-bit OS.

## Known Issues

### Installation

#### **Network connection icon appears after installation process (Microsoft Windows XP)**

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

### GraphEdit

#### **Setting PAL standard in GraphEdit**

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

## Visual Source Filter

### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.1.0.113

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### Headers correction

AVC1 was used in some headers. This has been solved and H264 is used uniformly in all headers.

## *Known Issues*

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.



## 2.1.0.112

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## Fixes and Improvements

### Correction of Friendly Name for Visual Source filters

Friendly Names have been corrected for the four Visual Source filters of Picolo U4 H.264. For example, the Visual Filter that has the name "Ux H.264 Visual Source 03" in previous version is replaced by "U4 H.264 Visual Source 03".

## Known Issues

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.1.0.111

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Additional Visual Source filters**

Since version 2.1 of the driver, additional Visual Source filters are exposed. These filters are identical to the existing filter except that the index of the video input is already configured when the filter is instantiated depending on the index of the filter. For example, instantiating "U16 H.264 Visual Source 03" performs the same operation in the driver than instantiating the Visual Source filter and setting the input (camera) to 3.

### **Additional Visual Source Encoder filters**

Since version 2.1 of the driver, additional Visual Source Encoder filters are exposed. These filters are identical to the existing filter except that they do not expose formatter pin and related interfaces. In addition, the index of the video input and the index of the encoder are already configured when the filter is instantiated. For example, instantiating "U16 H.264 Visual Source 05 Encoder 0" performs the same operation in the driver than instantiating the Visual Source filter, setting the camera to 5 and using the encoded pin.

### **Additional Audio Encoder filters**

Since version 2.1 of the driver, additional Audio Encoder filters are exposed. These filters are identical to the existing filters except that the index of the audio input is already configured when the filter is instantiated depending on the index of the filter. For example, instantiating "U16 H.264 Audio Encoder 06" performs the same operation in the driver than instantiating the Audio Encoder filter and setting the input to 6.

### **Video standard persistence**

Since version 2.1 of the driver, the video standard is "persistent". Once set, the video standard is saved in the registry. Further instantiation of a filter will use this saved value as default value. This operation is performed independently on each input of each board in the system.

## Known Issues

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 2.0.0.105

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Additional encoded streams**

Since version 2.0 of the driver, a second compressed stream is available for each video input. The stream can be accessed by simply instantiating a second Visual Source filter. See the documentation for more details.

### **I420 color format**

The number of planes and the number of bits per pixel is not correctly defined in the I420 color format. This issue has been solved.

### **IYUV color format**

The IYUV color format appears in the listed formats but is not supported. It has been removed from the listed formats.

### **Long shutdown delay**

Computer shutdown is abnormally long when the driver is installed. This issue has been solved.

## *Known Issues*

### **Installation**

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.



## GraphEdit

### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

## Visual Source Filter

### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 1.4.0.101

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Corrupted image using a VMR renderer**

When the formatted pin is directly connected to a VMR render, the image can appear corrupted in some planar formats. This issue has been solved.

## *Known Issues*

### **Installation**

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.

### **GraphEdit**

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### **Visual Source Filter**

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

## 1.4.0.99

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### **Corrupted image using a VMR renderer**

When the formatted pin is directly connected to a VMR render, the image can appear corrupted. This issue has been solved.

### **Event is dispatched to all inputs**

When registering for a Video Detection event on a dedicated video input, the event is generated when it occurs on any video input. This issue has been solved.

## *Known Issues*

### **Installation**

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.

### **GraphEdit**

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### **Visual Source Filter**

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

***Black Screen on Formatted Pin (Microsoft Windows XP)***

If Scale parameter is equal to 4CIF or 2CIF and Color Format is I420 or IYUV, the video rendered can remain black.

As a workaround, use the YV12 format.

***Corrupted image with YUY2 color format***

When the formatted pin is connected to a renderer using color format YUY2, the image can appear corrupted.

As a workaround, use the YV12 format.

**Board Source Filter*****Getting Board Type parameter***

Board Type parameter only returns "Picolo Ux H.264" value instead of the correct board name. This will be fixed in a future release, relying on the returned value may create a minor compatibility issue.

## 1.4.0.97

### Requirements

#### CPU Architectures

The DirectShow® Drivers support the following CPU architectures:

- Intel and AMD 32-bit x86
- Intel and AMD 64-bit x86-64

#### Operating Systems

The DirectShow® Drivers operate under the following operating systems:

OS Version	Additional Information	
Microsoft Windows 7	x86 (32-bit) Edition	-
	x86-64 (64-bit) Edition	
Microsoft Windows Vista	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows XP	x86 (32-bit) Edition	SP3
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008	x86 (32-bit) Edition	SP2
	x86-64 (64-bit) Edition	SP2
Microsoft Windows Server 2008 R2	x86-64 (64-bit) Edition	-

**Note:** The DirectShow Drivers allow the activation of the PAE feature of x86 and x86-64 processors used in 32-bit systems.

#### Development tools

The DirectShow® Drivers are supplied as:

- **DirectShow® filters** designed to be used with 32-bit (x86) Microsoft Visual C++ compilers for the development of 32-bit (x86) applications.
- **DirectShow® filters** designed to be used with 64-bit (x86-64) Microsoft Visual C++ compilers for the development of 64-bit (x86-64) applications.

The DirectShow® Drivers should be usable with any development tool that supports at least one of these interfaces. Please note that these programming interfaces also cover most of the available development tools used with other languages.

## *Fixes and Improvements*

### General

Release 1.4.0.97 is the first official release.

## *Known Issues*

### Installation

#### ***Network connection icon appears after installation process (Microsoft Windows XP)***

After the installation of one of the boards on a Microsoft Windows XP-based computer, a Local Area Connection 2 icon may be created in the View Network Connections section in My Network Places. The information that is displayed below this icon describes the connection as Microsoft TV/Video Connection.

As a workaround, restart the computer. After restarting, the Local Area Connection 2 icon does not appear.

#### ***Accessing the driver with a 32-bit application running on a 64-bit OS is not supported***

Accessing the driver with a 32-bit application running on a 64-bit OS is not supported, even if the filters are visible. The reason is that the user mode 32-bit .ax files are not registered on 64-bit OS.

As a workaround, use 64-bit application on 64-bit OS to access the driver.

### GraphEdit

#### ***Setting PAL standard in GraphEdit***

When setting PAL format in GraphEdit, it is required to press the [Apply] button on the pin to get the graph running.

### Visual Source Filter

#### ***Setting Decimation Parameter (Microsoft Windows 7)***

When setting decimation to a value greater than 3, video is not yet refreshed.

#### ***Black Screen on Formatted Pin (Microsoft Windows XP)***

If Scale parameter is equal to 4CIF or 2CIF and Color Format is YUV, the video rendered can remain black.

As a workaround, instantiate the AVI Decompressor, connect it directly to the Picolo UX H.264 Formatted pin, then render the output pin of the AVI Decompressor.



***Corrupted image using a VMR renderer***

When the formatted pin is directly connected to a VMR render, the image can appear corrupted. This problem may occur depending on the graphic card.

As a workaround, insert the Color Space Converter Filter between the Picolo Visual Source and the VMR renderer Filter.

***Event is dispatched to all inputs***

When registering for a Video Detection event on a dedicated video input, the event is generated when it occurs on any video input. The same problem occurs on I/O lines.

As a workaround, use a polling mechanism to monitor the status of the inputs.

**Board Source Filter*****Getting Board Type parameter***

Board Type parameter only returns "Picolo Ux H.264" value instead of the correct board name. This will be fixed in a future release, relying on the returned value may create a minor compatibility issue.