

Introduction

These release notes describe the changes in IDS peak 2.8. This version adds further features to the uEye Transport Layer.

IDS peak 2.8

New and changed functions

This version extends the uEye Transport Layer for UI models with the following features:

- Setting binning and decimation (subsampling)
- Enabling hot pixel correction in the camera
- Fast moving of the ROI (region of interest)

IDS peak Cockpit

The "Position and size" dialog has been extended so that you can set binning and decimation settings for UI models.

"Position and size" dialog

IDS peak IPL (Image Processing Library)

A new pixel format is supported in the IDS peak IPL: YUV422_8_UYVY

uEye Transport Layer

The following features are added to the uEye Transport Layer for UI models:

- Setting binning and decimation (subsampling) via the uEye Transport Layer. The method selected for binning or decimation is "uEye".
- Enabling hot pixel correction in the camera. For this purpose,

Position and size (UI308xSE-C - 4103128978) ✕

Sensor width and height	2456 x 2054
Maximum size with decimation / binning	1228 x 1027

Camera image ROI 📏 🔄

Decimation	horizontal	<input type="text" value="1"/>	vertical	<input type="text" value="1"/>
Decimation engine	<input type="text" value="uEye"/>			

Binning	horizontal	<input type="text" value="2"/>	vertical	<input type="text" value="2"/>
Binning engine	<input type="text" value="uEye"/>			
Mode	<input type="text" value="uEye"/>			

Resulting size (including host processing)	1224 x 1024
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the hot pixel list stored in the non-volatile camera memory is used.

Fast moving of the ROI (region of interest) to quickly change the position of an image detail. By default, all UI models that support fast moving use this method.

Note the following specific features when using this method:

- Fast moving of the ROI is not supported by all camera models.

- Hot pixel correction must be disabled.

- Image acquisition is not stopped when the ROI is moved fast. This means that further images with the old ROI position can be transferred after the command is called if they are still in the buffer.

General improvements

The functions for binning and decimation have been revised to improve the performance.

An issue in the C# example for reconnect has been fixed.

Component versions used in IDS peak 2.8

Component	Version Windows	Version Linux
IDS peak comfortAPI	1.6.1.0	1.6.1.0
IDS peak genericAPI	1.7.2.0	1.7.2.0
IDS peak IPL	1.10.0.0	1.10.0.0
IDS peak AFL	1.3.1.0	1.3.1.0
IDS peak Cockpit	1.10.0.0	1.10.0.0
Tool Device Command	1.4.4.0	1.4.4.0
Tool Device Update	1.4.5.0	1.4.5.0
Tool IP Config	1.4.4.0	1.4.4.0

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Tool Device Password	1.0.2.0	1.0.2.0
Support Tool	1.0.0.0	1.0.0.0
GenTL GigE Vision user space	1.14.0.0	1.14.0.0
GenTL GigE Vision kernel	1.14.0.0	-
GigE Vision kernel driver (WHQL)	1.5.0.0	-
GenTL USB3 Vision user space	-	1.14.0.0
GenTL USB3 Vision kernel	1.14.0.0	-
USB3 Vision kernel driver (WHQL)	1.5.1.0	-
GenTL uEye (uEye Transport Layer)	1.14.0.0	1.14.0.0
GenICam	3.4.1.1	3.4.1.1

Known issues

The list of known issues can be found in the ReadMe files.

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