



VisionLC

The VisionLC range of capture cards include:

- VisionLC-HD
- VisionLC-SDI
- VisionLC-HD2

Together they allow the capture of the following sources:

- HDMI video and dual channel audio.
- Single Link DVI (PC Graphics)
- Serial digital interface video (SD-SDI, HD-SDI and 3G-SDI) and dual channel audio.

Release History

For the most up to date version of the drivers visit our [web site](#).

Version 1.1

Version 1.1.6 - 7th June 2018

- Fixed a bug in the RGBEASY SDK function RGBStartCapture that could prevent a capture from re-starting if called immediately after RGBStopCapture. [B# 20451]
- Fixed a bug in the RGBEASY SDK that prevented captured frames from being delivered to an application defined frame captured call-back function. [B# 20452]
- Fixed a bug in the RGBEASY SDK that could prevent the DISPLAYPORT_TYPE_STEREO_FS flag from being set correctly. [B# 20488]
- Fixed a bug in the RGBEASY SDK that could prevent a GPUDirect capture from resuming after a 'No Signal' state. [B# 20492]
- VHDL Flash Versions
 - VisionLC-HD, VisionLC-SDI and VisionLC-HD2 - Rev59.0 16th April 2017

Version 1.1.5 - 22nd May 2018

- Fixed a bug that resulted in a darker capture for some types of input. [B# 16563].
- Fixed a bug that resulted in the loss of audio when capturing SDI 3G Level B on some cards. [B# 20291].
- Fixed a bug that caused the RGBEASY function RGBLoad to take a long time to execute. [B# 20234]
- Fixed a bug in the RGBEASY function RGBStartCapture that could prevent a capture from re-starting. [B# 20267]
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- Improved parameter caching within the VisionLC driver which reduces the time taken to open a VisionLC capture. [B# 19966]

Version 1.1.4 - 29th November 2017

- Fixed incorrect default value for analogue balanced audio. [B# 17826]

Version 1.1.3 - 16th October 2017

- Fixed bug that could prevent systems with older drivers from being upgraded correctly. [B# 16560]
- Fixed bug that resulted in analogue audio distortion when the gain controls were adjusted. [B# 16561]
- Fixed bug that prevented HDCP from being switched off resulting in red captures. [B# 16005]
- Fixed bug that could result in the reduced video capture quality of interlaced sources. [B# 16565]

Version 1.1.2 - 04th August 2017

- Fixed compatibility problems with Panopto. [B# 18707]
- Removed Preview Pin from the DirectShow/MediaFoundation source filter. [B# 18707]
- Fixed YV12/NV12 pixel format compatibility with DirectX Media Object (DMO) filters. [B# 18707]
- Fixed RGB 4:4:4 SDI video reporting incorrectly as full range instead of limited range. [B# 18703]

Version 1.1.1 - 13th June 2017

- DisplayPort EDIDs created using ConfigTool are now always EDID version 1.4. HDMI and DVI are always EDID version 1.3. [F# 9466]
- Added support for Windows Secure Boot. [F# 14669]
- Fixed occasional capture callback call with invalid parameters after a capture had been closed. [B# 14036]

Version 1.1.0 - 23rd May 2017

- Added support for the analogue audio module. [F# 8590]
- 4K Cinema modes (4096 x 2160) are now supported. [B# 14314].
- The pixel packing of RGB565 pixel formats is now correct. [B# 14315].
- The last line of video is no longer corrupt when capturing YV12 pixel format. [B# 14316].
- 480i Standard Definition fields are now the correct way round. [B# 14317]
- Upscaling 480i SD video no longer results in a 'Dma Timeout' error or an 'Out of bandwidth' error. [B# 14318]
- Scaling artefacts that may have been observed when upscaling and cropping video with a pixel clock less than 27MHz have been fixed. [B# 14319]
- Standard definition interlaced modes no longer flicker when upscaling. [B# 14320]

Version 1.0

For technical support contact support@datapath.co.uk

For more information regarding Datapath and Datapath products go to our web site at [Datapath Limited](#).