



## Vision

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The Vision range of capture cards include:

- VisionSC-DP2
- VisionSC-HD4+
- VisionSC-SDI4
- VisionHD2-SQX
- VisionHD4
- VisionAV
- VisionAV-HD
- VisionAV-SDI
- VisionDVI-DL
- VisionSDI2
- VisionRGB-E1
- VisionRGB-E1S
- VisionRGB-E2
- VisionRGB-E2S
- VisionSD4+1
- VisionSD4+1S
- VisionSD8
- VisionRGB-X2

Together they allow the capture and/or encode of the following sources:

- Display Port 1.2 and dual channel audio.
- HDMI video and dual channel audio.
- Single Link and Dual Link DVI (PC Graphics).
- Analog VGA (PC Graphics).
- Component video (up to 1080p).
- Serial digital interface video (SD-SDI, HD-SDI and 3G-SDI) and dual channel audio.
- Composite and S-Video standard definition PAL, NTSC and SECAM video.

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For the most up-to-date version of the drivers, visit our web site at: <http://www.datapath.co.uk/>.

### **Version 7.17**

#### **Version 7.17.14 - 7<sup>th</sup> June 2018**

- Fixed a bug that could stop VisionRGB-E1, VisionRGB-E2 and VisionSD4+1 cards from being detected on the PCIe bus after running the flash upgrade. The only way to recover these cards is via the golden link procedure. [B# 20479]
- 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# 20542]
- 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
  - VisionSC-DP2 - Rev58.1 20th February 2018
  - VisionSC-SDI4, VisionHD2-SQX, VisionHD4, VisionAV, VisionAV-HD, VisionAV-SDI, VisionDVI-DL, VisionSDI2, VisionRGB-E1, VisionRGB-E1S, VisionRGB-E2, VisionRGB-E2S, VisionSD4+1, VisionSD4+1S, VisionSD8 and VisionRGB-X2 - Rev58.0 8th May 2017

### **Version 7.17.13 - 18<sup>th</sup> May 2018**

- Added support for the capture of 3D Frame Sequential video to the VisionSC-DP2 capture card. [F# 20236]
- Fixed a bug that resulted in video corruption when capturing Interlaced video in Weave format with LiveStream enabled. [B# 19555]
- Fixed a bug that caused the RGBEASY function RGBLoad to take a long time to execute on systems that do not contain Datapath graphics cards. [B# 20234]
- Fixed a bug in the RGBEASY function RGBStartCapture that could prevent a capture from re-starting. [B# 20267]
- VHDL Flash Versions
  - VisionSC-DP2 - Rev58.1 20th February 2018
  - VisionSC-SDI4, VisionHD2-SQX, VisionHD4, VisionAV, VisionAV-HD, VisionAV-SDI, VisionDVI-DL, VisionSDI2, VisionRGB-E1, VisionRGB-E1S, VisionRGB-E2, VisionRGB-E2S, VisionSD4+1, VisionSD4+1S, VisionSD8 and VisionRGB-X2 - Rev58.0 8th May 2017

### **Version 7.17.12 - 04<sup>th</sup> May 2018**

- Improved parameter caching within the Vision driver which reduces the time taken to open a Vision window. [B# 19966]
- Fixed bug within the Vision driver which could result in DMA timeouts when changing Input settings on ImageDP4 or ImageDP4+ systems. [B# 18128]
- Added a registry parameter to provide compatibility with "GDCL Mpeg-4 Multiplexor" DirectShow filter. [B# 19873]

### **Version 7.17.11 - 7<sup>th</sup> February 2018**

- Improved performance of capture windows when the ImageDP4+ video memory available for accelerated display has been exhausted. [F# 18695]
- Added the ability to limit the frame rate of captures when ImageDP4+ video memory has been exhausted. [F# 18361]
- Fixed a bug which could cause a Vision capture to be drawn in the wrong location within a window when it is moved slightly on the desktop when using a Datapath WDDM display driver. This problem would most likely occur when a hidden window is restored at a different location to where it was hidden. [B# 17708]

### **Version 7.17.10 - 21<sup>st</sup> March 2018**

- Fixed an issue where the OSD text may not be drawn correctly. [B# 18648]

### **Version 7.17.9 - 11<sup>th</sup> January 2018**

- Fixed an issue that resulted in VisionSC-DP2 windows freezing when enabling audio. [B# 17983]
- Fixed an issue that resulted in VisionSD8 windows freezing when 12 or more windows were opened. [B# 17866]
- Fixed an issue that resulted in VisionSC-DP2, VisionSC-HD4+ and VisionSC-SDI4 freezing when modifying the brightness or contrast. [B# 18128].
- Fixed a bug which could cause a 64Bit application to crash when displaying YUV capture data via System Memory. [B# 17766]

### **Version 7.17.8 - 05<sup>th</sup> December 2017**

- Fixed an issue that resulted in an error being incorrectly returned by RGBChainMediaSample. [B# 17851]
- Fixed an issue that resulted in lower capture rates for DirectGPU applications [B# 17704].
- Fixed compatibility problems with Panopto caused by the DirectShow Kernel Mode source filter advertising support for YV12, RGB10 and Y410 for Vision cards that do not support these colour formats. [B# 17599]
- Fixed a problem that prevented the on-screen display of a Vision windows from being re-drawn after it had been fully obscured or paused. [B# 17524]

#### **Version 7.17.7 - 23<sup>rd</sup> November 2017**

- Fixed a problem which would occur when the capture input is changed while the Vision window is hidden. When the window is subsequently re-enabled and displayed it would not display the new capture input. [B# 17677]

#### **Version 7.17.6 - 14<sup>th</sup> November 2017**

- Fixed an issue where closing a Vision window would result in incorrect operation of other Vision windows or subsequently launched Vision windows. [B# 17544]

#### **Version 7.17.5 - 10<sup>th</sup> November 2017**

- Fixed an issue where Vision windows that are hidden and shown may sometimes fail to display video when they become visible. This would only occur on a ImageDP4+ WDDM system. [B# 17491]

#### **Version 7.17.4 - 3<sup>rd</sup> November 2017**

- Fixed an issue where Wall Control could crash when closing windows or changing layout. [B# 17429]

#### **Version 7.17.3 - 2<sup>nd</sup> November 2017**

- Fixed a handle leak that could occur when switching inputs. [B# 17392]

#### **Version 7.17.2 - 25<sup>th</sup> October 2017**

- Fixed a number of bugs which could cause an application to crash in low resource situations and when requests for dynamic memory allocations fail. [B# 17263]
- Further reduced the amount of graphics memory utilised by a Vision window when it is hidden on an ImageDP4 or ImageDP4+ system. [B# 17258]

#### **Version 7.17.1 - 19<sup>th</sup> October 2017**

- Ensured that Vision windows do not use excessive CPU when they are not able to capture directly to a graphics card in an ImageDP4 or ImageDP4+ WDDM system. [B# 17144]
- Reduced the amount of graphics memory utilised by a Vision window when it is hidden on an ImageDP4 or ImageDP4+ system. [B# 17145]

#### **Version 7.17.0 - 3<sup>rd</sup> October 2017**

- Fixed an issue with timestamps generated from a VisionHD2-SQX. [B#17248]
- Intermediate NV12 buffers are correctly freed when a capture for encoding is closed. [B# 16949]
- Improved RGBEASY buffer chaining and MediaSample chaining to support the capture of high frame rate (>500Hz) sources. [F# 14423]
- Provided compatibility with SQX encoding. [F# 9173]
- Fixed rotation of Vision windows on Image4 and ImageDP4 systems. [B# 16659]

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#### **[Version 7.16](#)**

#### **[Version 7.15](#)**

**[Version 7.14](#)**

**[Version 7.13](#)**

**[Version 7.12](#)**

**[Version 7.11](#)**

**[Version 7.10](#)**

**[Version 7.9](#)**

**[Version 7.8](#)**

**[Version 7.7](#)**

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**[Version 7.4](#)**

**[Version 7.3](#)**

**[Version 7.2](#)**

**[Version 7.1](#)**

**[Version 7.0](#)**

**[Version 6.3](#)**

**[Version 6.2](#)**

**[Version 6.1](#)**

**[Version 6.0](#)**

**[Version 5 and Older](#)**

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