



## VCAcore Release Notes

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VCAcore Version: **2.1.2**

Release date: **18/09/2023**

VCAcore is an analytics engine developed by VCA Technology, available as a standalone application for Windows and Linux (VCAserver) and as the VCAsdk libraries which can be integrated into third party applications such as camera firmware or embedded into a VMS.

The release notes outline all the changes made to VCAcore in this release period. Changes and features described are valid for all platforms which VCAcore is distributed on (VCAserver and VCAsdk) unless otherwise stated.

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# Release Summary

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The v2.1.2 release is the hotfix release for VCAcore and is across VCAserver and the VCA SDKs on Windows and Ubuntu.

## Supported Products

- VCAserver (Windows 10 x86)
- VCAserver (Ubuntu 18.04 x86, Ubuntu 20.04 ARM/Jetpack 5)
- VCA SDK (Windows / Ubuntu 18.04 x86)

## New Features

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### Chinese Language Support

Chinese now joins our UI language support options along side, English, Polish, Spanish, Italian, Thai, Korean and Turkish

## Bug Fixes

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This release contains fixes for the following issues:

- Adjusted ONVIF event topics
- Reverted removed features from VCAproAI license
- Added colour metadata, REID and calibration features to the VCAbehaviour License
- Fixed issue with ONVIF discovery not starting on system reboot
- Fixed issue with 'Schedule' and 'HTTP' sources not being selectable for Counter reset input in UI
- Fixed issue with growing decode buffer/delay with certain RTSP sources
- Fixed 'Invalid Timestamp' errors with certain RTSP sources
- Fixed issue with missing SegmentedColourSignature when using DL Classifier
- Fixed crash when setting invalid SSL certificate
- Fixed issue with calibration metadata sometimes containing invalid JSON
- Fixed issue with RTSP output not updating correctly when input resolution changes
- Added proxy to allow ONVIF requests through main web port
- Added Chinese language support
- Added GPU stats on Jetson platform

## Historic Fixes

Historic fixes record all fixes made to VCAcore regardless of platform

## **v2.1.1**

- Improved stationary object detection for DLOT
- Reverted API breaking change with Counters
- Fixed UI freezing when clicking and holding on number input
- Fixed channel errors when calibration is enabled

## **v2.1.0**

- Removed MSVC runtime dependencies from the installer DLL
- Fixed issue with Gstreamer initialisation in SDK
- Added extra logging when loading cuda backends
- Fixed bug in calibration page
- Moved pixel count into tracker internal state
- Added exception logging to C API
- Fixed missing keep-alive messages in SSE metadata stream
- Removed CRT dependency from windows SDK build
- Added Global observables (currently counter only)
- Fixed UI freezing when adding an observable to a long list
- Changed sources page to show channel Id's instead of element ID
- Trigger pipeline error if there is a CUDA issue and a DL tracker is selected
- Fixed issue with CORS responses and digest authentication to web server
- Fixed UI requesting snapshots when not on the channel view page
- Added difference property to counter metadata
- Added model encryption + compression
- Image pre-processing optimised for all DL-models
- Fixed issue linked to Chrome update
- Resolved issue where status overlay prevents mouse events from filtering down to zones layer
- Move test-clips to the userdata directory
- Remove LineCounter from logical rules page
- Fixed default config path in recovery displaying incorrectly
- Fixed incorrect data dir being used when using command line argument
- Fixed resuming video in the calibration page
- Fixed RTSP streaming from HappyTime RTSP server
- Added timeout for pipeline restarts (fix service unavailable/reconnecting)

## v2.0.1

- Improved DLOT CPU usage
- Fixed RTSP issue when connecting to Pelco IMV229 camera
- Fixed configurations not being migrated correctly when upgrading from older versions on Linux
- Fixed snapshots being requested when not visible in UI
- Fixed web server CORS issue
- Fixed issue with license token activation not working correctly in UI
- Fixed issue with Object Filter displaying incorrect list of object classes in some cases
- Fixed issue Chromium browsers (v104 and newer) not displaying the UI correctly
- Fixed SDK AppChannels failing to recover from error state

## v2.0.0

- Fixed issue when adding a rule to a config with a large number of rules
- Fixed SSE stream keep-alive not working after client connection/disconnection
- Fixed intermittent issue where some RTSP channels would get stuck and not recover
- Fixed low bitrate RTSP output in some cases
- Fixed RTSP source password field showing blank in UI after page refresh
- Fixed license daemon displaying incorrect age for evaluation licenses
- Fixed features being incorrectly disabled in UI when multiple license types assigned to channel
- Fixed issues with importing large config files
- Fixed issue where disabling calibration would not work if ObjectFilter rule present on channel
- Fixed issues with VM handling
- Fixed UI error when switching video preview methods
- Fixed issue where UI would show rules unavailable with assigned license type
- Fixed BIA being drawn outside of frame boundary and not fully visible
- Fixed 'Test' button for Actions always reporting success
- Fixed Calibration UI visualising 'roll' parameter incorrectly
- Added missing translations in UI
- Clarified Object Tracker Sensitivity setting in UI
- Fixed issues with removing expired evaluation licenses
- Fixed issues with rendering of Logical Rules node graph in UI
- Remove SDK dependency on Visual Studio runtime libraries from `vca_core_sdk.dll` on Windows
- Report channel pipeline errors via SDK interface
- Add missing errors when calling SDK functions to logs

### **v1.6.3**

- Fixed rare API failures when creating very large numbers of configuration items
- Fixed DL Classifier + Object Filter not working with PresenceAI and CountAI licenses
- Fixed performance issues with RTSP sources
- Fixed issue where text would be overwritten while typing it into UI text fields
- Fixed Actions showing incorrect body type in UI

### **v1.6.2**

- Fixed issues with the handling expired evaluation licenses
- Fixed `Decoding latency limit exceeded` error with certain RTSP sources that use b-frames
- Improved VM detection in licensing
- Fixed issue where it was not possible to activate licenses on certain systems
- Fixed crash when re-adding expired licenses
- Fixed issues with re-adding previously deleted licenses
- Fixed issue with channel ID appearing in event metadata multiple times
- Fixed issue where DLOT would not work with 'portrait' oriented input video

### **v1.6.1**

- No fixes included as part of this release.

### **v1.6.0**

- Fixed issues with licensing when connected to remote licensing server
- Performance improvements in SSE stream
- Fixed issue with HTTP/TCP/Email action templates being reset on page reload
- Added support for multiple clients connecting to UI and updates being properly synchronised
- Fixed issue with Zone metadata missing from certain rules
- Fixed issue running VCAserver on Windows Server
- Fixed counter values resetting when channel restarts
- Fixed issue causing snapshots to be missing from HTTP and Email actions
- Fixed memory leak when calling `VcaCoreApplicationChannelSetVideoFormats`
- Fixed issue when more than 64 separate licenses were on a single license server
- Fixed erroneous warnings when attaching Direction rules to zones
- Fixed Object Tracker's learning scene time being longer than expected in automatic mode
- Fixed Object Tracker's learning scene time and area threshold configuration not being applied correctly in manual mode
- Fixed issue where metadata from DL trackers could be delayed behind video

## **v1.5.8**

- Fixed UI issue with SDK where license assigned to channel couldn't be changed
- Fixed crash with null metadata callback in SDK
- Fixed warnings from gstreamer library not appearing in logs
- Fixed issue with channels being stuck with 'Decreasing timestamp' error
- Fixed long delay in restarting channels when an error occurs
- Fixed issue where connecting to RTSP server would fail for certain channels after running for a long time
- Fixed performance issues when using SSE metadata streams
- Fixed rare deadlock issue while using SSE metadata streams
- Include zone and object metadata from input rule in Counter events
- Added new scene change detection mode (Adaptive), currently only available in the API
- Improved the stability and colour accuracy of the colour signature algorithm
- Improved the DLOT's stationary object detection

## **v1.5.7**

- Fixed issue where occasionally incorrect number of licenses would be checked out when connecting to remote license server
- Fixed issue where opening the UI could cause disconnect from license server
- Changed minimum interval for DLPresence rule to zero in order to support previous behaviour
- Fixed delay in HTTP action authentication

## **v1.5.6**

- Fixed crash when calling VcaMediaTimestampFromIso8601 in Windows SDK
- Fixed service intermittently failing to exit when there is an open connection to RTSP server
- Fixed remote license server license usage not being updated correctly when client service does 'hybrid shutdown' in Windows

## **v1.5.5**

- Fixed issue where HTTP actions were being queued due request response times
- Switched the Web Server Backed to allow for increased simultaneous connections to the SSE streams
- Fixed heap-overflow issue in logging library
- Fixed stack overflow issue in metadata library
- Fixed RTSP server not sending RTCP messages
- Fixed intermittent crashing when using metadata SSE streams
- Fixed crash when using certain files with file sources
- Fixed issues with RTSP URL input in UI

- Improved error reporting/handling for RTSP source
- Improved stationary object detection for DLOT and DLPT
- Fixed tracking engine status metadata being serialized incorrectly
- Fixed issue where objects sometimes could not be seen flashing red in video preview BIA for events that last single frame
- Fixed intermittent crashing when stopping application using recovery service while RTSP server is in use

### **v1.5.4**

- Fixed exception when calling VcaCoreAppChannelRemove on channels with observables assigned to them
- Fixed Not rule using system time instead of frame metadata time for generated events
- Fixed intermittent crashes running SDK example on Windows
- Fixed issue with web server not cleaning up SSE streams when connection closed by client

### **v1.5.3**

- Allow adding HTTP + Schedule sources in SDK UI
- Remove associated zones + rules from configuration when VcaCoreAppChannelRemove is called in SDK
- Fix intermittent crashing when requesting Onvif events
- Automatically unpause video preview when navigating away from Calibration view in UI

### **v1.5.2**

- Fixed format of VCAcore timestamps

### **v1.5.1**

- Fixed issue preventing Windows service from stopping
- Fixed issue where connecting to remote license daemon would fail when starting service
- Fixes issue in BIA displaying faces filled up
- Source file dropdown now in alphabetical order
- Fixed issue with channel snapshots not updating when HTTP action slow
- Fixed buffer overflow in licensing library
- Fixed issue where licenses were invalidated after a Windows feature update
- Removed UI redirect
- Fixed intermittent failures in restarting service
- Added license storage migration (Windows)

## **v1.5.0**

- Fixed crash in channel removal
- Moved to static ffmpeg ThreadPoolTempl
- Fixed broken ZOI disappear logic with multiple zones
- Reduced thread usage per channel
- Added internal frame rate monitor algorithm
- Cache available GPU devices
- Increases max threads for gstreamer RTSP server thread pool
- Fix disconnection/reconnection feedback loop in import when connected to remote daemon
- Corrected timestamps shown in logs
- Fixed crash on Sundays with Schedule source
- Fixed channel pipeline getting stuck/showing tamper detection messages when invalid timestamps received from input
- Fixed page jumping back to settings home page when Counter is clicked on video overlay
- Fixed incorrect names shown for sources in SourceFilter list
- Improved error handling when reporting GPU stats - supports reporting values that are available when device doesn't support all the statistics
- Fixed issue where loss of signal/tamper detection options were not shown in UI with DL people tracker selected
- Improved reliability/stability of local licensing
- Remove expired licenses from the dropdown list in the UI
- Fix deadlock seen when performing a reset with a TCP action in the configuration
- Fix crashes seen on import
- Metadata support for end events + ability to disable duplicate events for detecting when an event has finished

## **v1.4.3**

- Fixed issue where licenses were invalidated due to Windows Updates
- Fixed issue where licenses were sometimes invalidated when upgrading from pre-1.4.x versions

## **v1.4.2**

- Reduced unnecessary thread usage
- Fixed arrows in LR graph being invisible in custom UI themes with dark backgrounds
- Fixed issue where unwanted scrollbars would appear in UI for colour filter rule in certain browsers
- Fixed license platform mismatch issue due to problem with VM detection on Windows
- Fixed issue where the metadata for the wrong zone was attached to Direction events
- Fixed issue with max open file descriptors limit for Linux service

- Fixed bottleneck in RTSP server with many simultaneous connections

## v1.4.1

- Resolved installer issue relating to migration on Ubuntu

## v1.4.0

- Added a Warning message in logs when not enough snapshots are available to fulfill an action's settings
- Corrected Issue with the 'Delete Licence' message box not appearing in expected location when large number of licenses are present
- Removed the redundant Sureview template from HTTP message templates
- Fixed issue where it was not possible to enable calibration or change settings
- Fixed intermittent crashes when resetting to default configuration/importing a configuration
- Fixed issues with the pre, post and current snapshots not being in correct chronological order in some cases
- Fixed UI warning "Expected array for items, found 000000" caused by template
- VCAcore Service on Windows is now set to Automatic and starts after the install is complete
- Corrected issue where the month field in the log file names was one month ahead
- Fixed issue where deleting a channel with multiple direction rules on a single zone would fail
- Fixed start times of events from Filter observables
- Fixed issue resulting in colour artifacts within Jpeg snapshots
- SSE metadata streams now support filter variables to define either event or object only metadata messages.
- Fixed issue where Stopped and Tailgating rules would generate duplicate events
- Fixed issue when counter events were used as a source to a action snapshots would not be sent
- Corrected issue where Stopped events were not triggering actions
- Added additional error logging for Actions
- Fixed issue where zones were not being removed from the configuration when a channel was deleted
- VCAcore video pipeline is now capped at 15fps, additional frames will be received and discarded
- Fixed issue with Tensorflow that was resulting in a CUDNN\_STATUS\_ALLOC\_FAILED error
- Added missing zone data to Dwell, Direction and Continuously events
- The `vca.meta.data.object.History` metadata type available in the SSE and RTSP metadata streams has had `vca.meta.data.Object` data removed (**breaking change**)
- The `dl_filter` object for a channel has had the `enabled` property removed. The enabled state of the DL Filter is now handled internally. This impacts the VCAsdk and REST API (**breaking change**)

### v1.3.7

- Fixed issue where RTSP server would generate incorrect timestamps for input video streams with unknown frame rates

### v1.3.6

- Added customisable Multipart request name to the HTTP request structure

### v1.3.5

- Fix memory leak in allocation of output tensors, and tensorflow model
- VCAserver (Ubuntu and Windows) now have only a single installer
- Fix crash when deleting observables
- Corrected an issue in subscribing to ONVIF Events
- Add missing rule tokens from Counter, Line Counter and Tailgating rules
- Corrected an issue where the DLFilter button on the channel page disappears after a refresh
- Add support for DLPresence license
- To support actions templating, the `templates` property has been removed from the configuration. This impacts the VCAsdk and REST API (**breaking change**)

### v1.3.4

- Fix SDK crash when disabling app channel after removing an observable
- Fixed inconsistencies when using CSS themeing

### v1.3.3

- Fixed CSS themeing issues
- Hide irrelevant settings in Web UI when using SDK

### v1.3.2

- Fixed intermittent issue with sources being removed from actions on bridge restart
- Calibration for a channel is now automatically enabled when rules requiring it are added in the UI
- Time properties of rules now use consistent units in UI

### V1.3.1

- No fixes included as part of this release

### v1.3.0

- Due to unsupported integration the Milestone action and source have been removed. Integration support for Milestone can be found on the [VCA Technology website](#).

## **v1.2.7**

- Fixed issue when loading a configuration with certain rules (linecounter, etc.) in the SDK which preventing the loaded rules from working.

## **v1.2.6**

- Fixed source timing issue preventing the addition of a file sources

## **v1.2.5**

- Fixed crash in the Onvif Discovery service preventing VCAcore from starting when DHCP is absent

## **v1.2.4**

- Fixed issue with line counter not generating events after VCAcore service is started, until the configuration is changed.

## **v1.2.3**

- Fixed high CPU/RAM usage issue with certain frame rates
- (SDK) When the user channels feature is disabled in the SDK, channels are now sorted by host\_id in UI
- Reduced size of VCAcore install packages
- Removed GPU additions package for VCAserver (Linux)
- Selection of GPU or CPU use for DL filter now handled at runtime

## **v1.2.2**

- Corrected issue where the DL-Filter triggered the source rule as well as itself.
- (SDK) Added the ability to make the configuration storage volatile.
- (SDK) Fixed a bug where BGR frames were not correctly handled.
- (SDK) Fixed an issue where creating a service using the SDK inside a GUI application created a new console window for 'vca-daemon-cli'.
- (SDK) Fixed an issue where the user of the SDK on Windows couldn't place the SDK and associated libraries into a subdirectory called 'vca'.
- (SDK) Fixed a crash caused by creating app channels from multiple threads.
- (SDK) Document the thread-safety aspects of the SDK.
- (SDK) Added additional example code.

## **v1.2.1**

- Fixed an issue where the Previous LR didn't work correctly with per-target mode switched off
- Fixed an issue where some LRs would stop working when VCAcore is restarted depending on the order that they are added
- The interval source now correctly substitutes the name property in action templates

- Fixed issue where the values were substituted twice for line counter template tokens where two way detection was enabled

## **v1.2.0**

- Fixed an issue where rtsp streams would periodically restart when using certain cameras with metadata streams.
- Improved rtsp server performance on Bridge (using hardware encoding).
- Fixed issue where changes to the web port on VCAbridge were not persisted between restarts.

## **v1.1.3**

- Improved hardware encoding/decoding performance on VCAbridge
- Resolved issues where static ip settings are lost on reboot
- Resolved issues with fallback ip address remaining after DHCP is restored

## **v1.1.2**

- The ONVIF discovery and events service has been restored
- Fixed recurrent Learning Scene issue in VCAserver (Windows)
- Fixed issue where VCAcount and VCApresence licences were not being correctly handled in VCAserver
- Fixed issue when calibrating a direction rule which resulted in the UI focus falling to the docked zone view

## **v1.1.1**

- Corrected an issue where it was possible to add more than two line counters to a single zone (line).
- Corrected an issue where when returning back to view a channel stream it appeared blacked out.
- Connection to VCAcore RTSP server is now faster and more stable.
- Fixed direction widget not showing when adding new direction rule.
- The VCAcore UI now uses single system stats SSE stream instead of separate cpu, memory and uptime.
- Zones are converted from polys to lines when a line counter is attached.
- Added line counter properties to LR graph.
- Line counter properties are now synced across all other line counters attached to the same zone.
- Fixed direction property name mismatch.
- Fixed incorrect direction being shown when switching between zones.
- Fixed zone not being updated on line counters.
- Fixed favicon being constantly requested by the UI.
- Fixed VCA filter rules being deleted when switching between channels.
- Only display direction widget for current channel
- Fixed 'Delete All' zones button.
- Added separate action for delete all that checks if any zone is in use

- vca-observable: Replaced incorrect use of this.pop with splice and fixed incorrect variable name.
- Line counter properties are now hidden when zone is null.
- Fixed bug causing the wrong zone to be deleted.
- Split the line counter observable into 2 separate ones for A and B
- General network improvements around falling back to 192.168.10.10 when DHCP fails.
- IPAdmin tool will now report the current IP address when the VCABridge is using DHCP or when a static IP address has been set. Please see known issue for behaviour when on the fallback IP address 192.168.10.10.
- Removed speed-preset console warning.
- Fixed events not being generated when LR direction is attached to a line.
- Fixed bug where events are generated for both line counter and directions even though only one is selected.
- Fix crash caused by divide by zero.
- Fixed bug where some snapshots are not added to an email action.
- Fixed a bug where having multiple actions with templates caused a crash.
- Fixed headers when sending multipart HTTP requests

## **v1.1.0**

- The GStreamer backend has been upgraded to v1.16
- HLS settings have been tweaked to improve stability
- Corrected an issue where the Sureview template in the HTTP / Email action was not creating the correct XML template.

## **v1.0.3**

- Corrected an issue where the counting line calibration value was not persisted in the configuration.
- Corrected an issue where the arm/disarm state of VCAcore was not persisted during a reboot.

## **v1.0.2**

- Corrected issue where the DL-filter was appearing as available when the model was not installed.
- Resolved issue where memory usage would climb with the use of the DL-filter.
- Corrected issue with local video playback which was causing ""networkError: manifestLoadError" / "networkError: levelLoadError" when video stream restarts.
- Reduced channels page errors: "Service Unavailable: Internal data stream error" or "Service Unavailable: Unhandled error".

## v1.0.1

- No fixes included as part of this release

## Known Issues

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Outlined below are known issues, that are under consideration by the development team.

- With the release of v2.1.0 there has been some **breaking changes** to the VCA sdk and REST API. The `/api/arm` endpoint has been replaced with `/api/settings/armed` to be more in line with the rest of the system settings. The `/api/settings/use_hls_preview` endpoint has been removed along with HLS video preview. The burnt in annotation option `blob_map` has been removed and the functionality moved into `tracker_internal_state`. This helps to group all debugging annotations into a single endpoint. The `dependants` property from all `observables` has been removed. This simplifies adding and changing observables and their inputs and outputs by removing the need to maintain a secondary list of dependants.
- With the release of v2.1.0 there has been some **breaking changes** to the metadata format, in scenarios where a value is not available from the system, `null` will now be returned.
- With the release of v2.1.0 the algorithm that generates body part metadata is now utilised under the Deep Learning Skeleton Tracker and not the Deep Learning People Tracker.
- With the release of v2.1.0 the location of test clips on VCAserver Windows and Linux has moved to the configuration folders e.g. `/var/opt/vca-cored/test-clips`

## Release History

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Below is the release history from v1.0.1 covering the major and minor features released regardless of platform.

### v2.1.1

- Event Retrigger
- Thai Language Support

### v2.1.0

- Reworked DLPT model architecture
- VCAbehaviour License
- Aggressive Behaviour
- Deep Learning Skeleton Tracker (DLST)
- Hand Object Interaction (HOI) Tracker
- Repeatedly Rule
- Counter Reset
- Object Tracker Maximum Object Size
- Snapshot Service Updates
- UI support for SSL and Certificates

- ONVIF Events
- Korean Language Support

### **v2.0.1, v2.0.2**

- No features included as part of this release.

### **v2.0.0**

- Cloud Licensing
- Event Re-trigger
- Display Pixels on Target
- ONVIF Profile S Support
- Calibration Support for DLOT and DLPT trackers
- Logging Level Configurable in UI
- Italian & Turkish Language Support

### **v1.6.1, v1.6.2, v1.6.3**

- No features included as part of this release.

### **v1.6.0**

- Fall Detection Event
- Display Only Alarmed Objects
- Deep Learning People Tracker Model
- UI Language Selection and Translation
- Licensing API Changes
- Deep Learning Filter v2
- HTTPs Support for Actions
- Video Status Display

### **v1.5.6, v1.5.7, v1.5.8**

- No features included as part of these releases.

### **v1.5.5**

- Object Filter for Deep Learning Object Tracker
- Dwell functionality added to the DLpresence Rule
- Require Initial Movement for Deep Learning Object Tracker
- Torso and Legs Colour Signature Metadata
- Added Channel Name Token

### **v1.5.1, v1.5.2, v1.5.3, v1.5.4**

- No features included as part of these releases.

### **v1.5.0**

- Deep Learning Object Tracker
- License Server
- Counter Thresholds
- Logical NOT Rule
- New Deep Learning backend & Multi GPU Support
- Escape Character Support

### **v1.4.1, v1.4.2, v1.4.3**

- No features included as part of these releases.

### **v1.4.0**

- Deep Learning People Tracker
- Tracker Selection
- Object Tracker Sensitivity
- Blobmap Annotations
- System Resource Monitoring
- Schedule Source
- HTTP source
- Other Source Filter
- VCAcore Configuration Represented as a Single File
- Automatic Migration of Configuration when Upgrading
- New Licenses

### **v1.3.6, v1.3.7**

- No features included as part of these releases.

### **v1.3.5**

- Action Templates

### **v1.3.3, v1.3.4**

- No features included as part of these releases.

## **v1.3.2**

- Deep Learning Presence Rule

## **v1.3.1**

- Improved DL-Filter model

## **v1.3.0**

- Dwell Rule
- Colour Filter
- User Interface Optimisations
- Added Width, Height and IP Address Tokens
- Metadata Customisation Options
- Digest Authentication support in HTTP Action
- User Interface Customisation
- Metadata RTSP Stream
- VCAserver Recovery Service

## **v1.2.3**

- JPEG Video Preview

## **v1.2.1, v1.2.2**

- No features included as part of these releases.

## **v1.2.0**

- System Logging
- Licence Selection

## **v1.1.2, v1.1.3**

- No features included as part of these releases.

## **v1.1.1**

- CPU and Memory Information for VCAbridge
- Filters in Logical Rule

## **v1.1.0**

- VCAsdk released
- ONVIF Discovery and Events Support
- Additional Logical Rules Support
- Arm / Disarm Actions and Sources

- Deep Learning Filter Options
- Verifier HTTP Action Template

### v1.0.3

- No features included as part of this release.

### v1.0.2

- VCAserver for Linux

### v1.0.1

- VCAserver for Windows
- VCAserver as a Windows Service
- Logical Rules Engine and User Interface
- Deep-Learning Filter (DL Filter)
- HTTP and RTSP port Configuration
- Removed / Abandoned Object Observable
- Added Snapshots to an HTTP Action

## Deep Learning Model History

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Below is the release history from v1.5.8 covering the deep learning models used in VCAcore

### v2.1.2

| Algorithm  | Version   | Comments                                                                                                   |
|------------|-----------|------------------------------------------------------------------------------------------------------------|
| DLOT       | v4.10.6   | Addition of background animal class (non selectable), re-balancing of class representation, and added data |
| DLPT       | v1.0.0    | First release                                                                                              |
| DLST       | v2.0.0    | The previous DLPT model. No Change                                                                         |
| DLF        | v2.10.0   | Addition of objects extracted from 10.4 DLOT dataset                                                       |
| Fall       | v1.3.0    | Retrained with new online data                                                                             |
| Aggressive | v1.1.11.4 | Retrained with new online data                                                                             |
| HOI        | v2.0.5    | Updated architecture, increased dataset                                                                    |
| REID       | v2.9.2    | First Release                                                                                              |

## v2.1.1

| Algorithm  | Version   | Comments                                                                                                   |
|------------|-----------|------------------------------------------------------------------------------------------------------------|
| DLOT       | v4.10.6   | Addition of background animal class (non selectable), re-balancing of class representation, and added data |
| DLPT       | v1.0.0    | First release                                                                                              |
| DLST       | v2.0.0    | The previous DLPT model. No Change                                                                         |
| DLF        | v2.10.0   | Addition of objects extracted from 10.4 DLOT dataset                                                       |
| Fall       | v1.0.0    | First release                                                                                              |
| Aggressive | v1.1.11.4 | Retrained with new online data                                                                             |
| HOI        | v2.0.5    | Updated architecture, increased dataset                                                                    |
| REID       | v2.9.2    | First Release                                                                                              |

## v2.1.0

| Algorithm  | Version | Comments                                                                                                                                      |
|------------|---------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| DLOT       | v4.10.6 | Addition of background animal class (non selectable), re-balancing of class representation, and added data including customer and open-source |
| DLPT       | v1.0.0  | First release                                                                                                                                 |
| DLST       | v2.0.0  | The previous DLPT model. No Change                                                                                                            |
| DLF        | v2.10.0 | Addition of objects extracted from 10.4 DLOT dataset                                                                                          |
| Fall       | v1.0.0  | First release                                                                                                                                 |
| Aggressive | v1.0.0  | First release                                                                                                                                 |
| HOI        | v1.0.0  | First release                                                                                                                                 |

## v2.0.0, v2.0.1

| Algorithm | Version | Comments                                                                                        |
|-----------|---------|-------------------------------------------------------------------------------------------------|
| DLOT      | v3.7.2  | Addition of <code>forklift</code> class, addition of IR data to dataset, cyclist class removed. |
| DLPT      | v2.0.0  | No Change                                                                                       |
| DLF       | v2.9.0  | Addition of thermal images to dataset (horses)                                                  |
| Fall      | v1.0.0  | No Change                                                                                       |

## **v1.6.0, 1.6.1, 1.6.2, 1.6.3**

| Algorithm      | Version | Comments                                        |
|----------------|---------|-------------------------------------------------|
| DLOT           | v3.0.0  | Iterative release                               |
| DLPT           | v2.0.0  | New model, neck key point removed from metadata |
| DLF            | v2.7.4  | New model and post processing                   |
| Fall Detection | v1.0.0  | First release                                   |

## **v1.5.8**

| Algorithm | Version | Comments          |
|-----------|---------|-------------------|
| DLOT      | v3.0.0  | Iterative release |
| DLPT      | v1.0.0  |                   |
| DLF       | v1.1.0  |                   |

For support queries and documentation please see [VCA Technology support page](#).

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