Object Tracker Release Notes

Version 1.0

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1 Object Tracker 1.0.1

Release Date: 2022-06-09

These are the release notes for Object Tracker version 1.0.1. This document contains a list of references to the new features, fixed issues and additional remarks regarding the user-visible changes that have been made to the software since release 1.0.0.

1.1 Fixed Issues

- Added compatibility with NVIDIA Ampere graphics card family.
- Simple Tracker picking target had a constant pixel offset.
- Fixed crash when there was no valid SMURF stream on the Viz Engine.
- Fixed potential crash after long sessions.

1.2 Improvements

- Performance improvements on NVIDIA RTX graphics cards (~20%).
- More stable and steady tracking output.
- Removed some unnecessary console output messages.
- Improved filter algorithm when objects overlap.

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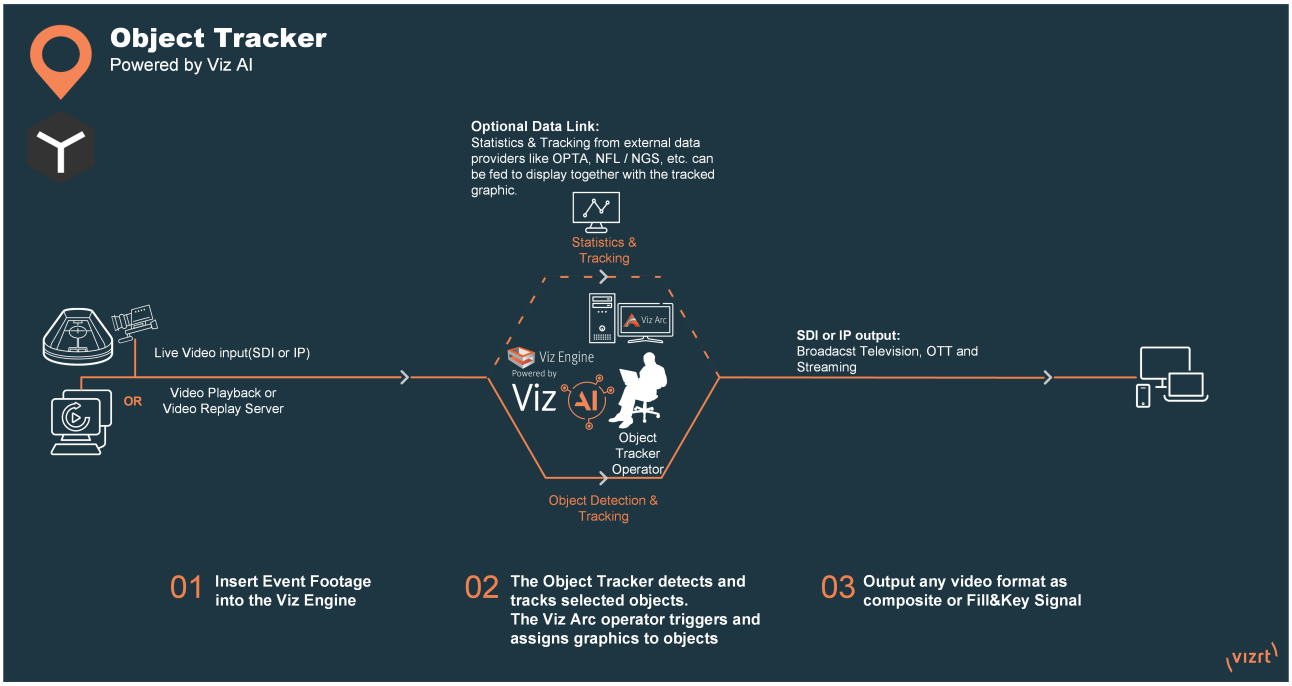
2 Object Tracker 1.0.0

Release Date: 2022-04-07

These are the release notes for Object Tracker version 1.0.0. This is the first release of Object Tracker.



Object Tracker allows tracking individual or multiple objects within a video to focus on the key parts of the action. This fully software-based and only requires video input.

2.1 Compatibility Notes

Object Tracker 1.0 is compatible with:

- Viz Engine 4.3.0 and newer
- Viz Arc 1.5.0 and newer
- Tracking Hub 1.5.0 and newer

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3 Documentation

Documentation for Object Tracker and related products are available on the Vizrt FTP and on the Vizrt Documentation Center:

- Viz Engine Administrator Guide
- Tracking Hub Administrator Guide
- Tracking Hub Command Interface
- Viz Arc User Guide
- Viz Arc Script Guide

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4 Support

Support is available at the Vizrt Support Portal.

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