

# Intel® RealSense™ Training F200

## v1.16

### Release Notes

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## System Requirements

- Depth Camera Manager Runtime v.1.2 or later
- 4th generation Intel® Core™ processor or later
- Microsoft\* Windows 8.1 or, Windows 10 Build 10240 or later
- 1GB free hard disk space
- Intel® RealSense™ 3D Camera F200, QS' (C1) hardware version or later, with firmware 2.38.05 or above

## Supported Languages

English, Chinese (Simplified), Chinese (Traditional, Taiwan), French, German, Italian, Dutch, Japanese, Korean, Portuguese (Brazil), Russian, Spanish

Note: Language support for videos in progress.

## Installation Instructions

Manual Installation:

Double click on `Intel RealSense Training-F200-1.16.exe` and follow the setup prompts.

Silent installation:

From the command line, run:

```
Intel RealSense Training-F200-1.16.exe /S
```

Additional command line options (for use with silent install):

- Add the regular start menu icon  
`/METRO true`
- Add a shortcut to the desktop  
`/DESKTOP true`
- Add a result code textfile upon completion of installation  
`/CF C:\path\to\resultcodelog.txt`
- Specify an OEM link parameter for the app store. `<oem_name>` must be lowercase  
`/OEM <oem name>`

- Specify the default number of seconds before the notification of the RealSense camera will display after startup, in seconds.

/POPUPDELAY=<timeInSeconds>

Default value: 3600

- Specify the default number of seconds before the notification of the RealSense camera will display after a user has requested “Not Now” from the notification system.

/POSTPONE=<timeInSeconds>

Default value: 604800

Intel® RealSense™ Training is installed to C:\Program Files(x86)\Intel\Intel RealSense Training F200\.

## Known Issues

- GPU Notice: Machines with multiple GPUs with NVidia Optimus can experience difficulty playing back video. A system with this issue will require the application to have a profile added to run on the onboard graphics card.
- If using Windows 10 Build 10154, the experience videos in the final launcher page do not play and may cause the application to crash.

## Changes From Previous Version

Changes in v1.16:

- Updated SDK runtime installer so that it no longer opens debug port.

Changes in v1.15:

- Updates to the End User License Agreement.

Changes in v1.14:

- Performance enhancement to the video player.
- Fixed crash on systems without the English language pack present.
- Fixed a crash on systems with only unsupported languages.

Changes in v1.13:

- Update SDK runtime to v6.
- Fixed issue with crash in Chinese Taiwan OS.

Changes in v1.12:

- Added close button to interactive experience.
- Security enhancement to upgrade process to include signed update files.

- Copy updates for video.
- Added uninstall call to the 1.08 application path to ensure application removal.

#### Changes in v1.11:

- Renamed application to Intel® RealSense™ Training
- Added enhanced intro and notification system to inform users of the presence of their RealSense camera.
- Enhanced launcher screen including RealSense instructional videos.
- Enhanced launcher screen to utilize touch and mouse rather than orb gesture control.
- Added hand tracking support to the sonic entity scene.
- Enhanced several shaders performance and GPU support.
- Upgraded to the 5.0.3.187777 SDK.

#### Changes in v1.08R2:

Fixed installer so that it creates shortcuts for all users in the Start menu of Windows 10.

#### Changes in v1.08:

- Upgraded to Intel® RealSense™ SDK Core Runtime 4.0.2.171617
- Additional Intel graphics driver support.
- Fixed crash where audio drivers not present.

#### Changes in v1.07 R2:

Fixed uninstaller to remove Welcome icon from Start menu.

#### Changes in v1.07:

- Improved handling of Chinese Simplified and Traditional detection.
- Adjusted uninstaller to remove EULA acceptance registry keys.
- Additional blur optimizations.
- Performance enhancements on the App Store screen by decreasing prominence of triangle background.

#### Changes in v1.06:

- Added new language: Dutch.
- Fixed mouse coordinate scaling issue preventing some buttons from functioning on certain devices.

#### Changes in v1.05:

Added per-machine-user EULA prior to the intro screen.

#### Changes in v1.04:

- Updated to rs\_sdk core runtime with 3.1.0.85181 □ Copy updates for all languages.
- Adjusted behavior to continue playing even when the application loses focus.
- If application is sent to the background, disables the borderless state to fix start screen being blocked.
- Close the application after several seconds when launching the browser.
- Changed default location of application shortcut to the public user's desktop.
- Created additional installation flag /OEM which permits customization of the app showcase link.
- Changed uninstall behavior to no longer uninstall the sdk core runtime.
- Added new application icon.
- Fixed visual glitch with X close button in the upper right corner.
- Re-enabled smart vertical sync with fixed framerate of 30 to prevent tearing issues (jitter).
- Added application upgrade screen and network check.
- Changed sublang\_neutral response from simplified to traditional Chinese.

#### Changes in v1.01:

- Copy updates for all languages.
- Added X close button in the upper right corner.
- Enabled view of the mouse only when it is being moved by the user.
- Added animated loading bar to intro sequence.
- Increased hit area of the app store spheres.
- Darkened overall appstore background to improve readability.
- Disabled vertical sync in order to allow less CPU utilization.
- Enabled support for multi-line text on the instruction views.
- Decreased leading in multi-line text.
- Increase shadow on the appstore text.
- Fixed crash related to audio manager shutdown when closed during a loop transition.
- Fixed bugs with double triggering of open browser windows from the app store page.
- Fixed bugs with the No Camera app store page returning into the experience after opening browser.
- Fixed App Store activation with mouse to only be on clicks/touches to prevent interference with depth interactions.

#### Changes in v1.0:

- Built against final SDK.
- Updated core runtime bundled with installer.
- Copy updates.
- Minor shader adjustment in release mode.

Changes in v0.996:

- Switched to the new Intel® RealSense™ SDK with Mirroring fixes.
- Multi-language support.
- Text resizing fixes.
- Performance enhancements from only utilizing hand tracking when needed.
- Dimming the view and pausing the timeline when not in focus.
- Added support of mouse use to the app store page.