



VCAcore Release Notes

VCAcore Version: **2.1.0**

Release date: **15/05/2023**

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

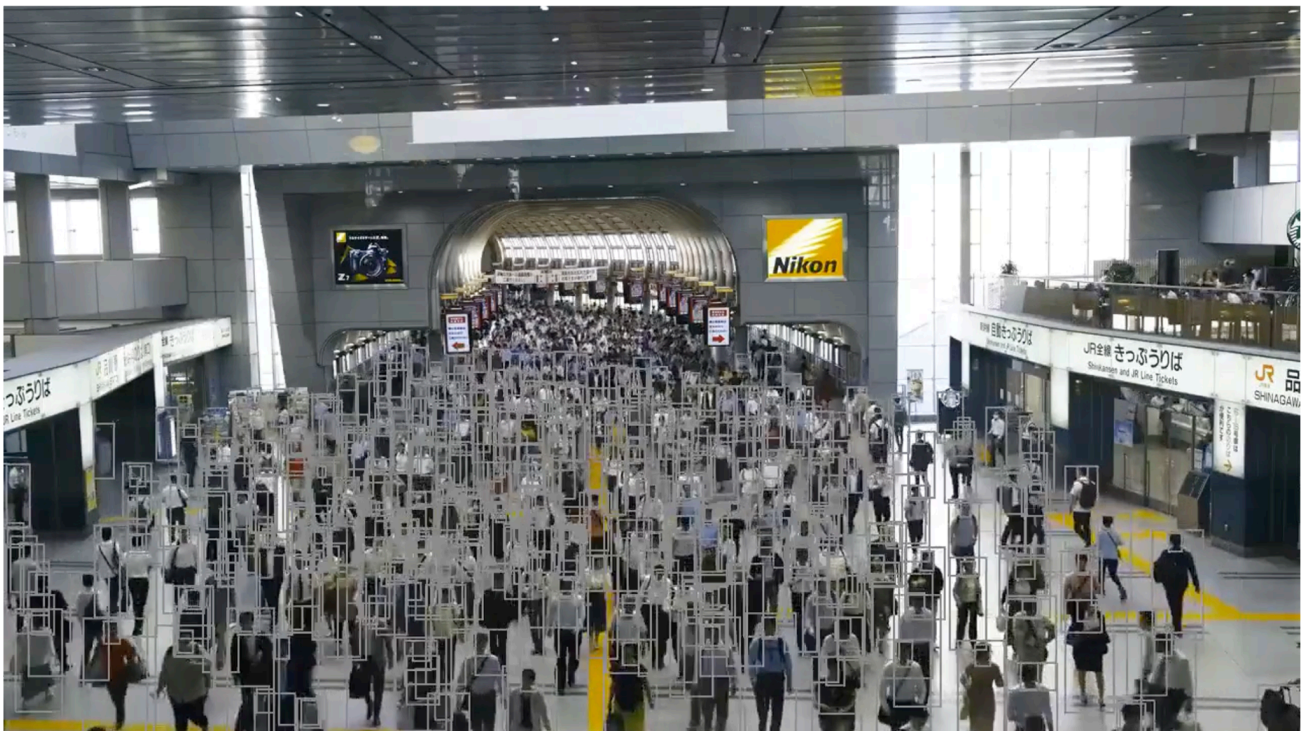
The v2.1.0 release introduces a new VCAbehaviour license, encapsulating a number of new algorithms designed and focused on the detection of specific object behaviours. In addition, a host of new features and quality of life improvements have also been added to VCAserver.

Supported Products

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

New Features

Deep Learning People Tracker (DLPT)



As part of this release the Deep Learning People Tracker backend has been updated to improve detection range and performance in dense and busy scenes. The Deep Learning People Tracker's detection framework is no longer based on the body parts of a detected person but instead relies on the detection of just the head and upper body. This makes the algorithm more robust to dense scenes and better able to detect occluded people.

The previous body part detection methodology has been refactored into a new Deep Learning Skeleton Tracker (DLST). As a result of this change the previous metadata associated with the body parts is no longer available under the DLPT, but is available under the new Deep Learning Skeleton Tracker (DLST)

VCAbehaviour

The VCAbehaviour license has been introduced to encapsulate a number of behaviour detection algorithms that fall outside of the standard use cases covered by the VCAproAI license.

VCAbehaviour introduces the Hand Object Interaction (HOI) Tracker, the Deep Learning Skeleton Tracker (DLST), the Aggressive Behaviour rule and includes the Fall Detection rule.

The VCAbehaviour license features work independently but for those wishing to do object zone interactions (e.g. Presence or Dwell rules) or wish to use one of the other trackers (e.g. DLOT), both a VCAbehaviour and VCAproAI license will be required.

Aggressive Behaviour



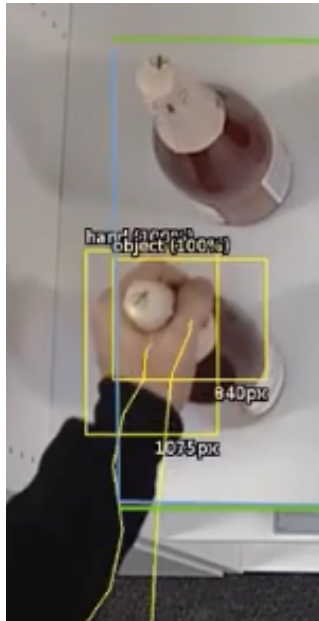
The Aggressive Behaviour rule is a detection algorithm that analyses the whole field of view over a set number of frames and estimates the likelihood that a fight is occurring. The algorithm is tracker independent and does not use the location of objects in the scene as an indicator of aggressive behaviour.

To use the algorithm add the Aggressive Behaviour rule to the channel and set a duration for how long a fight should be seen as persistent before the event is fired.

Deep Learning Skeleton Tracker (DLST)

The Deep Learning Skeleton Tracker (DLST) is a tracker built upon the pose estimation detection methodology originally used in the Deep Learning People Tracker (DLPT). The DLST now uses the pose estimation algorithm and produces the same metadata in relation to body part locations.


Hand Object Interaction (HOI)



The Hand Object Interaction (HOI) Tracker is a new algorithm that allows for the tracking of hands and objects held in that hand. Importantly, the object itself is not classified making the solution suitable for a wide range of applications. As with all VCA trackers the Object Filter allows for rules to be triggered on any object class detected by the tracker. Additionally, as these detected objects are treated like any tracked object, all existing object zone interactions (e.g. Presence or Dwell rules) can be utilised.

Repeatedly Rule

Type: Repeatedly

Name: Repeatedly × ▾ 

Can Trigger Actions:

Input:

Interval: Seconds

Number of events to trigger:

Keep track of events per object:

A new Logical Rule has been added that generates an event when an input rule is triggered a set number of times within a defined period. This allows for rule configurations such as, trigger event when a person enters a zone three times in four seconds. The `Keep Track of Events per Object` option allows for a further requirement that it should be the *same* tracked object that triggers the input rule the set number of times within the defined period.

Counter Reset

The screenshot shows a configuration window for a 'Counter' object. At the top, it displays 'Type: Counter' and 'Name: Counter' with a close button (X) and a dropdown arrow. Below this, there is a 'Can Trigger' checkbox which is checked. Under 'Actions:', there are three sections: 'Increment:' with an 'Add Increment Input +' button, 'Decrement:' with an 'Add Decrement Input +' button, and 'Occupancy:' with an 'Add Occupancy Input +' button. The 'Reset:' section has an 'Add Reset Input +' button. Below these are 'Threshold Operator:' set to 'None', 'Threshold Value:' set to '0', and 'Count:' set to '0'. At the bottom, there is a 'Reset Counter' button.

An Add Reset Input feature has been added to counters to allow a rule to trigger the counter to reset to 0. This enables configurations such as schedule sources to reset a counter at a specific time or for other channel rules to reset the counter on a detected behaviour.

Object Tracker Maximum Object Size

The screenshot shows the configuration for an Object Tracker. It has three main sections: 'Minimum Tracked Object Size' with a 'Size:' input field containing '10' and the unit 'Foreground pixels'; 'Maximum Tracked Object Size' with a 'Size:' input field containing '21600' and the unit 'Foreground Pixels'; and 'Object Tracker Sensitivity' with a 'Threshold:' dropdown menu set to 'Medium High'.

The motion based Object Tracker now support a Maximum Object Size as well as a Minimum Object Size. This allows for more control over which objects will be tracked by allowing the user to set an upper threshold that can remove large environmental issues that could cause false alarms.

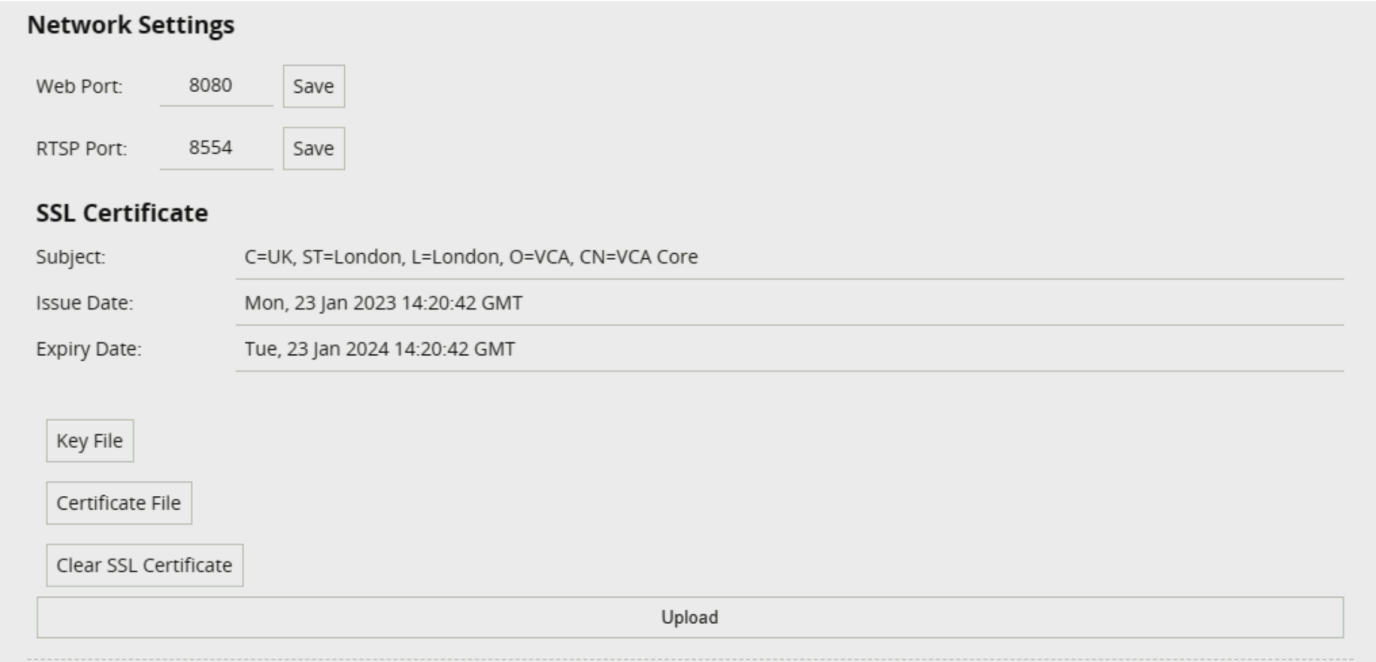
Both maximum and minimum object size are measured in foreground pixels and this value can be displayed for a given tracked object using the `Tracker Internal State` burnt in annotation option.

Snapshot Service Updates

The snapshot service in VCAcore allows for external applications to pull snapshot images, in JPEG format, which show the current view of the channel including any configured annotation options for that channel. For example, if the configuration has Burnt in Annotation to show objects and event messages, then a retrieved snapshot will show bounding boxes around objects and the most recent triggered event. This snapshot service has now been extended to offer an annotation free version of that channel, irrespective of the channels annotation configuration. Additionally, the ability has been added to specify a width or height to rescale that image on request.

This changes have been documented in the Integration Documentation found here: <https://integration.vcatechnology.com/#channel-snapshots>

UI support for SSL and Certificates



The screenshot shows a web interface for configuring network and SSL settings. It is divided into two main sections: 'Network Settings' and 'SSL Certificate'.

Network Settings:

- Web Port: 8080 (with a 'Save' button)
- RTSP Port: 8554 (with a 'Save' button)

SSL Certificate:

- Subject: C=UK, ST=London, L=London, O=VCA, CN=VCA Core
- Issue Date: Mon, 23 Jan 2023 14:20:42 GMT
- Expiry Date: Tue, 23 Jan 2024 14:20:42 GMT

Below the certificate details, there are three buttons: 'Key File', 'Certificate File', and 'Clear SSL Certificate'. At the bottom of the section is a large 'Upload' button.

The VCAserver UI and web server now support SSL, allowing for a self managed end to end encrypted connection between your browser and the back end services. After a user uploads their certificate (`.pem`) and key (`.key`) files, the server will switch to HTTPS and provide the URL to the newly hosted HTTPS UI for the user to follow. In addition to the UI, the REST API and the SSE metadata streams will also move to HTTPS.

Support to upload the certificate and key files via the API has also been added via a multipart HTTP POST request to the `/api/ssl/certificates` endpoint. If the request succeeds, the change is applied immediately and you can start using HTTPS to communicate with the web server.

ONVIF Events

The screenshot shows the ONVIF VCA-Desktop interface. On the left, there is a sidebar with the ONVIF logo and navigation links: Identification, Time settings, Maintenance, Network settings, User management, Web page, and Events. Below the sidebar, there are sections for 'channels.0: 2' and 'channels.1:' with options for Live video, Video streaming, and Profiles. The main area is titled 'Events' and contains a table with the following data:

Arrival time	Topic	Operation	Source	Key
09:58:13	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside
09:58:13	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside
09:58:15	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside
09:58:27	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside
09:58:15	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside
09:58:27	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside
09:58:15	tns1:RuleEngine/FieldDetector/ObjectsInside	Initialized	VideoSource: channels.0 Rule: ETS-50 ALARM	Object ClassTy IsInside

Events have now been added to our ONVIF integration allowing for events triggered by our rules to be consumed by external applications.

Korean Language Support

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

Support Features

A number of quality of life updates have been added in this release including:

- Config export now includes a timestamp to help with identification
- Added a `vca-engine-builder` executable allowing for all models to be optimised for the system on demand
- The Windows installer can now change the ports used by the Web UI and Recovery service
- Added snackbar notification in UI for an `action` failure e.g. HTTP

Bug Fixes

This release contains fixes for the following issues:

- 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)

Historic Fixes

Historic fixes record all fixes made to VCAcore regardless of platform

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.d11` 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 VcaCoreApplicationSetVideoFormats
- 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

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

- There is a known issue which leads to very high initialisation times with the current TensorRT version utilised within our Windows builds. This is apparently fixed in the next release but is not available for integration at this time. As soon as possible this new version will be integrated with VCAcore.
- With the release of v1.6.0 there has been some **breaking changes** to the VCAsdk and REST API. A channel's `dl_filter` property, and any associated sub properties, has been removed and replaced with `dl_classifier` which has a single property (`enabled`) which when set to `true` activates the Deep Learning Filter for that channel. Additionally, the observables with `typename` `vca.observable.DLPresence`, and `vca.observable.DeepLearningFilter` have been removed. To replicate the same behaviour, turn on the DLF using the `dl_classifier` `enabled` property, and use a `vca.observable.Presence` combined with a `vca.observable.ObjectFilter`. This is the same configuration as all other filtering use cases (DL or otherwise). Additionally, a channel's `license` property is being replaced with the `licenses` property. This will now contain a list of license codes. A license code defines a license type to assign to the channel e.g. Pro, PresenceAI. The proposed change supports the use of more than one license type on a single channel, supporting the addition of 'add-on' licenses which will enable single or small subsets of features that may not be available in another license type. Lastly, the process to add a pack of licenses to VCAcore has changed slightly. The license string (provided by VCA against a given hardware GUID) is passed directly to `/api/licenses/vca/activate`.

- With the release of v2.0.0, the `cyclist` class was removed from the DLOT and a new `forklift` class added.
- With the release of v2.1.0 there has been some **breaking changes** to the VCAsdk 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 addition, 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

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

V2.0.1

- 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, 1.6.2, 1.6.3

- 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, 1.5.2, 1.5.3, 1.5.4

- 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, 1.4.2, 1.4.3

- 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, 1.3.7

- 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

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

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
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	No Change
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, <code>neck</code> 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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