Release Note

Introdution

This section describes the changes between Magewell Capture SDK 3.3 (hereafter called "MWCaptureSDK 3.3" or "MWCaptureSDK3.3.x.x") and its older versions, XI_SDK2 and MWCaptureSDK, which aims at helping developers get a better understanding of how to use the latest SDK. We highly recommend that users of XI_SDK2 or MWCaptureSDK read this important release note.

MWCaptureSDK 3.3 is the latest SDK, which integrates and replaces both XI_SDK2 and MWCaptureSDK. We highly recommend that users of any older versions upgrade to MWCaptureSDK 3.3 immediately for better support.

We've used the same API definitions in MWCaptureSDK 3.3.x.x. Users just need to modify the directory of header files and library they have included in the developing environment which is based on either XI_SDK2 or MWCaptureSDK. Users don't need to modify how they call APIs in the development nor recompile the application when they update to the latest Run-time library (Magewel Capture Runtime 3.3.x.x). For users of XI_SDK2, please refer to the directory called "MWCaptureSDK 3.3.x.x\SDKv2"; for users of MWCaptureSDK, please refer to the directory called "MWCaptureSDK 3.3.x.x\SDKv3". Please also note that Magewell will keep the "MWCaptureSDK 3.3.x.x \SDKv3" in an active mode in the future.

System Requirements

Supported Operating Systems

- Windows 7 (32 bit/64 bit)
- Windows 8 (32 bit/64 bit)
- Windows 8.1 (32 bit/64 bit)
- Windows 10 (32 bit/64 bit)
- Windows 2008 R2 (64 bit)
- Windows 2012 (64 bit)
- Windows 2016

Supported Hardware

Family	Support SDKv2	Support SDKv3
First Generation Capture Device	Yes	No
Pro Capture Family	Yes	Yes
USB Capture Family	Yes	Yes

Family	Support SDKv2	Support SDKv3
USB Capture Plus Family	Yes	Yes
Eco Capture Family	Yes	Yes

Note: Due to the limitation of hardware, some APIs (e.g. OSD, Lowlatency, etc) in SDKv3 are not available with USB Capture/USB Capture Plus/Eco Capture Families.

April 28, 2018

What's New

1. Added Closed Caption in SDK V3 supported by Pro Capture SDI, Pro Capture Dual SDI, Pro Capture Quad SDI, Pro Capture AIO 4K and Pro Capture AIO 4K Plus.
   Added related sample applications:
   - MWCCPlayer_Dshow (SDKv3\Examples\VC++\GUI): to capture, decode and render closed caption signals based on DirectShow.
   - MWCCPlayer_DRLib (SDKv3\Examples\VC++\GUI): to capture, decode and render closed caption signals based on Magewell API.
   Added related documentation:
   Closed Caption (SDKv3\Documents): how to decode and render closed caption signals using the CC samples.
2. Added HDR10 in SDK V3 supported by Pro Capture HDMI 4K, Pro Capture HDMI 4K Plus, Pro Capture HDMI 4K Plus LT, Pro Capture AIO 4K and Pro Capture AIO 4K Plus.
   Added related sample application:
   HDRCapture (SDKv3\Examples\VC++\GUI): to capture, decode and render HDR signal based on Magewell API.
   Added related documentation:
   HDRCapture(SDKv3\Documents): how to preview and record HDR signals using the HDRCapture sample.
3. Added multi-languange examples including C/C++/VC++, C#, VB and Java in SDK V3.
   Added related sample applications:
   - VC++ (SDKv3\Examples): AVCapture, LowLatency, OSDPreview, etc.
   - C# (SDKv3\Examples): AVCaptureCSharp.
   - VisualBasic (SDKv3\Examples): AVCaptureVB, GetANCPacket, etc.
   - Java (SDKv3\Examples): avcapture, avcapture2, etc.
4. Eco Capture family supports to capture audio and video through Magewell API in SDK V3.
   Added related sample application:
   AVCapture (SDKv3\Examples\VC++\GUI): to capture audio and video through Magewell API using Pro Capture and Eco Capture Family devices.

January 22, 2018

What's New

New features

We've added a couple of APIs within SDKv3 directory of MWCaptureSDK 3.3 to support USB Capture Family, USB Capture Plus Family and Eco Capture Family. Developers can get property settings of these families and capture video and audio via these APIs.

The new sample applications are shown as below:
- USBDeviceDetect (SDKv3\Examples\VC++\CmdTools): to detect the device state of the USB capture device when it is being hot-plugged or re-connected.
- AVCapture2 (SDKv3\Examples\VC++\GUI): to capture audio and video.

Binary Package

Unlike XI_SDK nor MWCaptureSDK which are provided as Zip files, the MWCaptureSDK 3.3.x.x has been packed as binary files including SDK files for developers (Magewell Capture SDK 3.3.x.x.exe) and Run-time library to be installed in end users' computers (Magewell Capture Runtime 3.3.x.x.exe).

The Run-time library, which was previously found in the Bin file (such as LibMWCapture.dll), will be installed in the directory of Windows\System32 (with 64-bit OS, library for 64-bit will be installed in Windows\System32 with that for 32-bit installed in Windows\SysWOW64). Meanwhile, the directory structure and contents of Include, Lib and Examples almost remain unchanged.

About Re-distribution

If any parts of MWCaptureSDK 3.3 are included in the users' to-be released products, they should redistribute the product together with the MWCaptureRT.exe (In the MWCaptureSDK 3.3.x.x\Runtime) using a silent installation. Users are not allowed to copy or move any files within Magewell's Run-time library to their to-be-released products. (Please refer to MWCaptureSDK 3.3.x.x\Runtime\RedistLicense.rtf for more details).