

# Release Note of huperAnalyzer v2021.0521

by July 14, 2022

## Installer File of huperAnalyzer v2021.0521

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HV171bB210521-huperAnalyzer.exe

## Installation Steps

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1. Close Site Server.
2. Uninstall the current installed version of huperAnalyzer.
3. Open the installer of huperAnalyzer v2021.0521 by executing the file “HV171bB210521-huperAnalyzer.exe”. Follow the guided steps of the installation wizard to complete the installation.
4. Open Site Server.

## New Functions and Fixes

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### Site Server

Item	Description
<b>New Functions</b>	<ol style="list-style-type: none"> <li>1. To display the video of 3D cameras' right lenses, set the statement “3D_RightLive=1” in the file “LiveTag.ini”.</li> <li>2. Able to set the channel names of digital outputs in the file “SSDimensionAnalyzerSetup.ini”.</li> <li>3. To enable the NTP service, set the statement “EnableNTPService=1” in the section “[InternetTime]” in the file “SSDimensionAnalyzerSetup.ini”.</li> <li>4. To synchronize with the NTP server in minutes regularly, set the statement “SyncIntervalHour=X” in the section “[InternetTime]” in the file “SSDimensionAnalyzerSetup.ini”, where X is a decimal. X is 1.0 for representing 60 minutes, 0.5 for 30 minutes, etc.</li> <li>5. Auto set the Windows Time (w32time) service as “auto” to prevent being disabled by users manually.</li> <li>6. The performance is improved for operating the event list.</li> <li>7. Launch the Record Player from the backed-up pack automatically when users want to view video records in the backed-up pack.</li> <li>8. Able to export an event record in the event list to a “*.mp4” file.</li> <li>9. To export an event record of a 3D camera containing the left lens' video only, set the statement “MP4Export3DCropHalf=1” in the section “[Functionality]” in the file “SSDimensionAnalyzerSetup.ini”.</li> <li>10. Adds the new tab of “Schedule” to the Preference dialog box for arranging schedules of video recording and camera connection.</li> </ol>

Item	Description
<b>Fixes</b>	<ol style="list-style-type: none"> <li>1. The video of 3D cameras' left lenses did not display on the setting UI of 3D video analytics even though the statement "3D_FullLive=1" was set in the file "LiveTag.ini".</li> <li>2. After logging out, users could still operate the setting UI of the video analytics.</li> <li>3. Site Server might crash after adding a new event in the event list.</li> <li>4. Events with the same start time might list on the event list in wrong order.</li> <li>5. Clicking an event from the event list might crash Site Server.</li> <li>6. Changing captions of video might crash Site Server.</li> <li>7. The event list showed event records that had been recycled.</li> <li>8. Site Server might hang after being idle for more than one day.</li> <li>9. If the number of Site Server was more than 2, the event reporting and video recording might delayed for up to 5 seconds.</li> <li>10. The video preview of an event record was still on display even though the event has been deleted from the event list.</li> <li>11. After logging out, users could still display and replay an event record.</li> <li>12. Private masks weren't displayed on the setting UI of 3D video analytics.</li> </ol>

### Record Player

Item	Description
<b>Fix</b>	<ol style="list-style-type: none"> <li>1. Displayed video records older than the recycle time.</li> </ol>

### Backup Scheduler

Item	Description
<b>Fix</b>	<ol style="list-style-type: none"> <li>1. Could not run Record Player in the backed-up pack to search/replay video record in the same pack.</li> </ol>

### LiveMon

Item	Description
<b>New Function</b>	<ol style="list-style-type: none"> <li>1. Reset video frame counts after Site Server restarts.</li> </ol>
<b>Fixes</b>	<ol style="list-style-type: none"> <li>1. When an IVS server machine had more than one 4804-me video capture cards installed, the video frame counts of the channel 5~8 were all 0.</li> <li>2. The video frame counts of all channels were 0 in the launching period of Site Server.</li> </ol>

### Capacity Manager

Item	Description
<b>New Functions</b>	<ol style="list-style-type: none"> <li>1. Able to adjust the inflow, outflow, and capacity counts manually.</li> <li>2. Able to retry the retrieving of count data.</li> </ol>
<b>Fix</b>	<ol style="list-style-type: none"> <li>1. The Reset button didn't work.</li> </ol>

### 3D Tailgating Detection

Item	Description
<b>New Functions</b>	<ol style="list-style-type: none"> <li>1. Able to adjust the sizes of texts and detection lines.</li> <li>2. After an object with authentication has vanished, the object closest to it inherits its authorization.</li> <li>3. If the detection result of an object is unstable, the object will be merged with another object.</li> <li>4. Able to set the minimum distance (in pixels) after passing the detection line to issue an even.</li> <li>5. Add the standard variance of depth data as an additional criterion for event triggering.</li> <li>6. In Disinfection mode, disinfection isn't required when people leave.</li> <li>7. The object staying in the authorization zone longest receives the new authorization when multiple objects are inside the authorization zone.</li> <li>8. Don't apply the pass-line detection on moving objects that appear for a very short time.</li> </ol>
<b>Fixes</b>	<ol style="list-style-type: none"> <li>1. A false alarm might be created when an object that had passed the detection line was merged with another object in front of the detection line.</li> <li>2. False alarms might be created by objects staying right at detection lines.</li> <li>3. Objects with smaller standard variances of depth data might create false alarms when they had disappeared.</li> <li>4. Inhuman objects might create false alarms after an object has gotten authorization.</li> <li>5. Couldn't show the Apply and Cancel buttons completely on the setting UI.</li> </ol>

### 3D People Counter

Item	Description
<b>Fixes</b>	<ol style="list-style-type: none"> <li>1. The function of auto-background-updating might be closed accidentally.</li> <li>2. The showing/hiding of the detection area frame could not be remembered.</li> <li>3. Within a scheduled period with 3D People Counter disabled, the change of the setting "Enable daily counter reset" couldn't be remembered.</li> <li>4. The FPS might be wrongly calculated.</li> <li>5. Count numbers were overlapped with flow arrows of detection lines.</li> </ol>

### 3D Virtual Fence

Item	Description
<b>Fix</b>	<ol style="list-style-type: none"> <li>1. The frame rate information might be wrongly calculated.</li> </ol>

### 3D Stop/Fall Detection

Item	Description
<b>New Function</b>	<ol style="list-style-type: none"> <li>1. To show frame rate information, set the statement "ShowFps=1" in the file "Setting##.ini" file, where "##" is "00" for the 1st 3D camera, "02" for the 2nd one, "04" for the 3rd one, etc.</li> </ol>

### 3D Area Counter

Item	Description
Fix	1. Unable to validate the valid range of the option "Min distance".