



ibaCapture v5.1.0

New features

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iba Gent

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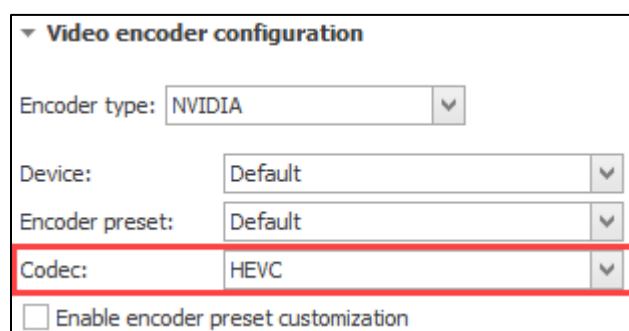
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1 Increased support for h.265

Since v5.0.0, ibaCapture capable of both storing and displaying h.265 (or HEVC) video streams. In v5.1.0 the support for h.265 was increased by enabling h.265 encoding in the ibaCapture GigE Encoder and ibaVision v2.1.0. The main benefit of h.265 encoding is a reduction of the required storage space when compared to h.264 encoding. However, this comes at the cost of an increased demand for processing power (both during encoding and decoding).

To enable h.265 encoding for GigE Vision cameras, select 'HEVC' as codec in the server configuration settings of the corresponding camera. When using a hardware encoder, make sure that the device supports this codec. Note that h.265 encoding is also supported by Intel® Quick Sync Video's software encoder, but only on 64-bit systems. In case the option 'Software' (or 'Auto' but the hardware encoder is unavailable) is selected for Intel® Quick Sync Video in combination with h.265 encoding on a 32-bit system, an error will be shown when applying the configuration.



The screenshot shows a 'Video encoder configuration' dialog box. It contains several dropdown menus: 'Encoder type' (set to NVIDIA), 'Device' (set to Default), 'Encoder preset' (set to Default), and 'Codec' (set to HEVC). The 'Codec' dropdown is highlighted with a red rectangle. Below these dropdowns is a checkbox labeled 'Enable encoder preset customization' which is currently unchecked.

For more details on how to activate h.265 encoding in ibaVision v2.1.0, we refer to the document 'New features in ibaVision v2.1.0'.

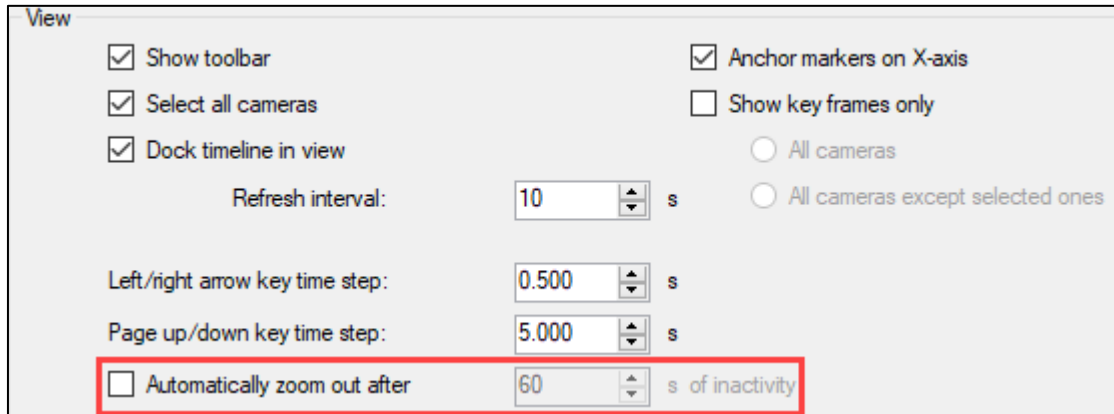
2 Improved usage of the ibaCapture Player area

To preserve the original aspect ratio of the video during display, the ibaCapture Player centers the image between black bars. In older versions, those black bars remained visible during the entire lifespan of the player. However, when zooming in this leads to waste of space. Starting from ibaCapture v5.1.0, the black regions will be reduced maximally when zoomed in while still maintaining the aspect ratio.

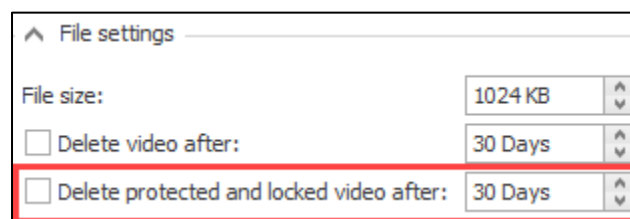


3 Miscellaneous

- The performance of the rendering in the ibaCapture Player was improved by upgrading from Direct3D 9 to Direct3D 11.
- A new option was added to camera view settings to automatically zoom out all cameras after a period of inactivity. It behaves similarly to the option to switch back to live view after a period of inactivity, which was added in v5.0.0.



- Different deletion times can be set for unprotected and protected or locked video. These settings can be found in the storage configuration of each camera.



- The ibaCapture server and user management configuration can be saved to and loaded from ibaCapture project ZIP-files in the server configuration. When doing so, the user will have the option to select which files need to be included in the saving/loading process.

