

Changelog for rc_visard URCap

2.1.2 (2020-10-26)

- Whole area of template id is focusable
- Fix in setting the preferred orientation
- Allow collision check without load carrier for SilhouetteMatch

2.1.1 (2020-10-26)

- Timeout in BoxPick and ItemPick modules increased to 15 seconds
- Timeout in tag detection modules increased to 10 seconds

2.1.0 (2020-10-12)

- CAD match module added
- Load carrier and collision detection added to detect silhouette match
- Set Preferred orientation added to silhouette match module

2.0.2 (2020-07-29)

- It is possible to get roi in camera frame

2.0.1 (2020-05-16)

- Fix enabling installation of Schmalz 3D-R and Robocpetion URcaps at the same time.

2.0.0 (2020-05-01)

- ItemPick and BoxPick supports collision check
- New orientation in get_grasp dropdowns for all modules

1.4.0 (2020-04-21)

- Fix with backcompatibility
- New feature: tag detect
- More infoboxes added
- Collision check functionality added to BoxPick and ItemPick
- (Schmalz) New installation menu added

- (Schmalz) New program node added

1.3.2 (2019-10-07)

- Return status from BoxPick improved
- Popup added if get/set/reset/parameter returns false
- Unnecessary start removed for SilhouetteMatch
- Offset changed to Distance in SilhouetteMatch calibration
- Grid size changed to fit the calibration grid size and not physical grid size

1.3.1 (2019-09-19)

- Fixed bug with wrong display of dropdown for the approach angle

1.3.0 (2019-09-04)

- Checkbox for termination if pose not found
- Ui improvements
- pose_frame can be defined by user in all detection functions
- Move here button added to hand eye calibration set pose node
- All functions prefixed with 'rc'

1.2.0 (2019-08-14)

- ItemPick program removed
- New feature: BoxPick
- New feature: SilhouetteMatch
- Major ui improvements in positioning of fields

1.1.0 (2019-06-26)

- New feature: Generic node
- Hand eye calibration supports robot mounted sensor
- Clear ip address in installation node
- Minor bugfixes and ui improvements

1.0.0 (2019-04-24)

- New feature: Hand-Eye-Calibration node
- New feature: ItemPick node
- New feature: rc_visard installation node