

zSpace SDKs 4.0.0: Release Notes

Core SDK

Changes

- API naming has been updated to use the ZC/zc prefix for type and function names respectively. Please see the 3.0 to 4.0 Core SDK migration guide for details.

Features

- **StereoFrustum:** Added the ability to automatically transition between stereo and mono based on whether the head target is currently visible. This is enabled/disabled via `zcSetFrustumAttributeB()` and the new `ZC_FRUSTUM_ATTRIBUTE_AUTO_STEREO_ENABLED` attribute.

Improvements

- **General:** Overall stability of the runtime implementation has been improved.
- **General:** Added the ability to create multiple thread-independent contexts via `zcInitialize()`.
- **StereoFrustum:** Display angle-awareness is now enabled by default.
- **TrackerTarget:** Added new convenience function `zcGetTargetTransformedPose()` to return a target's pose in a specified coordinate space (tracker, display, viewport, or camera).
- **TrackerTarget:** Added the ability to control the intensity of stylus vibrations via `zcStartTargetVibration()` for new hardware models.
- **Samples:** Added build support for Visual Studio 2013 and 2015.

zView SDK

Requirements

- zView 4.0.0
- Microsoft Visual Studio 2013 32-bit and 64-bit redistributables.

Features

- **Configuration:** Support for 32-bit and 64-bit Windows.
- **General:** New native SDK and C API. Please see the zView SDK API documentation for more details.
- **Samples:** Includes a sample application demonstrating how to integrate the zView SDK into a basic stereoscopic 3D enabled application.