Windows VisionableSDK v1.3 Release Notes (October 3, 2024)

API CHANGES

Added APIs to allow for an "Image Capture" device. This is a device that the application "creates" with an API call by specifying a directory to which image files can be written to (via a new API call) and from which the underlying video engine can read image files to be sent up into a meeting.

```
int enableImageCaptureDevice(std::string& displayName,
          std::string& directory, std::string& mode)
```

Asks the SDK to create a new image device. The `displayName` parameter is the name that will appear in the corresponding `VideoInfo siteName` field for this stream. The `directory` parameter is an absolute path to a directory on the local device that can be written to. This absolute path **must** contain a trailing directory separator. The `mode` parameter is a screen sharing mode to be used for this stream (such as "BEST SCREEN").

Returns an integer ID to be used with other API calls that need to reference this device. Successful execution of this API call will generate an immediate `participantVideoAdded` callback for this user in all applications connected to the meeting.

```
bool disableImageCaptureDevice(int deviceId);
```

Disables a previously created image capture device. The `deviceId` parameter is the identifier returned by the corresponding call to `enableImageCaptureDevice` (which created this capture device). Returns a `boolean` indicating whether or not the call was successful.

```
bool imageCaptureDevicePutImage(int deviceId,
          const uint8_t *yuv420p_ptr, int width, int height,
          int size);
```

Send a YUV420P image into the meeting for the specified device. The `deviceId` parameter is the identifier returned by the call to `enableImageCaptureDevice` the application used to create the capture device being used. The `yuv420p_ptr` parameter is a pointer to a memory block containing an unpadded YUV420P image. The `width` and `height` parameters are the width and height of the image, respectively. The `size` parameter is the size of the memory block being passed in.

Returns a Boolean indicating whether or not the image was successfully received. This call will immediately write the data in the memory block passed to a file in the directory specified when creating the corresponding capture device. Once the call is complete, you are free to delete the memory block.

CHANGES/FIXES

Miscellaneous improvements to audio/video engine

KNOWN ISSUES

none