

About This Release

As the release of ViDi 4.1.3, VisionPro ViDi now supports NVIDIA GeForce® RTX™ 30 series (RTX 3090, RTX 3080 and RTX 3070). ViDi 4.1.3 is the version discriminatively dedicated to RTX™ 30 series for the training of the tools (Blue, Red, Green), so you may not use previous versions of GPUs (RTX™ 2080 Ti or older) with ViDi 4.1.3 for training tasks. This means that on ViDi 4.1.3 you must train the tools only with RTX™ 30 series but you can still process images with these trained tools with the older versions of GPUs, for example like RTX™ 2080 Ti.

Training: training the tools (Blue, Red, Green) is only available through RTX™ 30 series.

- If you're exploiting multiple GPUs, all of them should consist of RTX™ 30 series.

Processing: processing with the trained tools is not only available through RTX™ 30 series but with the older versions of GPUs.

- Single GPU: You can use either one of the RTX™ 30 series or the one among the older versions of GPU for the processing task.
- Multiple GPUs: You can utilize other versions of GPUs, but to use multiple GPUs, they must all be of the same type and have the same amount of memory.

Note:

- The VisionPro, Designer and ViDi software require that a valid Cognex Security Dongle be installed directly to PCs running the software during all phases of operation (programming, processing, training, testing, etc.). Any attempts to temporarily remove, substitute, or share a Cognex Security Dongle may cause your system to operate incorrectly, and may result in the loss of data.

When ViDi is configured for the Client/Server functionality, and a computer has been configured as a server, the Cognex Security Dongle must be attached to the server, but the client(s) does not need a Cognex Security Dongle.



- Sample code is included with the ViDi 4.1.3 installer. The resources for the sample code (*ViDi 4.1 Sample Code Resource.msi*), which include images and workspaces, are available for download from the [Cognex Support Site](#).
- For more information about new API functionality in this release, see the *Cognex ViDi Suite .NET Library* and *Cognex ViDi Suite C API* help files.
- The ViDi Client/Server functionality is not supported by the ViDi Sub Task Designer plugin.
- The ViDi Sub Task Designer plugin GUI and Help have not been translated into Simplified Chinese.

Resolved Issues

This section describes changes and resolved issues in ViDi4.1.3.

- This release supports RTX™ 30 series, which are RTX 3090, RTX 3080 and RTX 3070, for the training tasks of the tools (Blue, Red, Green).

Migrating to This Release

This topic contains information about changes that may affect existing ViDi projects when migrating projects from previous releases to the current release.

Past Releases - ViDi 3.3 to 3.4

Changes to the Viewing of Overlay Graphics

In the 3.4.0 and 4.1.0 releases, the keyboard shortcuts used to show and hide overlay graphics in the Image Display Area have been changed. The new keystrokes are the following:

- The *Alt* key plus the *Right Arrow* key or the *Alt* key plus the *Left Arrow* key

These are used to cycle through the available combinations of display graphics (labels, markings, labels and markings, or no overlay graphics).

In previous releases, the space bar could be used to show or hide all overlay graphics, but that is no longer supported.

Changes to Tool Training Workflow

In the 3.4.0 release, there is a new method for specifying the images/views that will be used to train a tool. If you will be re-training a tool that was trained in a previous release, you will need to configure the tool to use the new training set paradigm, via the Select Training Set dialog. Please refer to the Training Set and Use the Select Training Set Dialog topics.

Changes to the Feature Filter Syntax

In the 3.4.0 release, the syntax for the Feature Filter Processing tool parameter was modified. If you were using `width` and `height` in your expression, they must now be qualified with `view`, such as `view.width` and `view.height`.

For example, in version 3.2 and earlier, syntax used to limit the found features to those where the center of the feature lies within the ROI would have been the following:

```
x < width and x > 0 and y > 0 and y < height
```

In 3.4.0 and later, it must now be expressed as the following:

```
x < view.width and x > 0 and y > 0 and y < view.height
```

Note:

This syntax can also more easily be expressed by using the `in` operator. For example, the following syntax could be used to simplify the expression:

```
x in [0,view.width] and y in [0,view.height]
```

C Library Overlay Function Deprecation

ViDi provides two mechanisms, the C API and the .NET API, to display result graphics. However, the following C library overlay graphics functions are being deprecated in this release, and will be removed in the following release:

- `vidi_training_tool_get_overlay ()`;
- `vidi_runtime_sample_get_overlay ()`;
- `vidi_runtime_get_overlay ()`;
- `vidi_training_sample_get_overlay ()`;

To access the overlay graphics in the future, you will need to use either Cognex Designer, the .NET API or In-Sight ViDi.

ViDi Sub Task Designer Plugin

When you open previously created Designer projects that contain the ViDi Sub Task Designer plugin, they will continue to use the previous version of the ViDi plugin unless the plugin is updated in Designer. If you attempt to load a project that contains the older plugin version, you will be prompted to update the plugin to the latest version.

All newly created projects after ViDi4.1.3 has been installed will use that version of the plugin, even if the previous version is still installed.

To manually update the Designer project's plugin version to version 4.1.3 of ViDi, you will need to perform the following steps:

1. Launch Designer.
2. From the Designer Launch Page, select the project containing the VisionPro ViDi components.
3. Open the **Utilities** and launch the **Project Plugin Configurator** utility.
4. The Select a project dialog will be launched, where you can select the project.
5. Check the check box of the 4.1.3 version, and un-check the previous version.
6. Press the **OK** button.


Past Releases - ViDi 3.2 to 3.3

- Importing workspace archives created with version 2.1 and older is not supported. If you are migrating from ViDi Suite version 2.1 or older, you must first import and then export your workspaces using version 3.0, 3.1, 3.2, or 3.2.1 before you can import them into ViDi 3.3.0.
- ViDi 3.3.0 requires the use of an NVIDIA driver version greater than or equal to 411.31.

To obtain the updated NVIDIA drivers, visit: <https://www.nvidia.com/download/find.aspx>

For more information on ViDi driver compatibility, visit: <https://support.cognex.com/en/downloads/detail/deep-learning/3763/1033>

- The Client/Server functionality in ViDi 3.3.0 has been updated to use the HTTP communication protocol, and no longer supports the TCP protocol. To use the new HTTP protocol in your client/server application, you must upgrade both the client and server to ViDi 3.3.0. There is no cross-version client/server compatibility (e.g. clients running 3.2.1 can *only* connect to servers running 3.2.1, and clients running 3.3.0 can *only* connect to servers running 3.3.0).


Note: HTTP communications generally provide better throughput for run-time image processing. However,  for high-latency network topologies, HTTP communications may increase interface latency during training and development.

Past Releases - ViDi 3.1 to 3.2

C Library Function Deprecation

A number of C library functions were deprecated, as follows:

- Runtime functions

Note:  The deprecated functions are located in a new `vidi_runtime_legacy.h` header file.

Previous Version	New Version
vidi_runtime_get_overlay	Not available
vidi_runtime_process_sample	vidi_runtime_sample_process
vidi_runtime_get_image	vidi_runtime_sample_get_image

- Training functions

Note: The deprecated functions are located in a new `vidi_training_legacy.h` header file.

Previous Version	New Version
vidi_training_stream_process_sample	vidi_training_sample_process
vidi_training_blue_add_feature	vidi_training_blue_set_feature
vidi_training_blue_add_model	vidi_training_blue_create_model
vidi_training_tool_set_mask	vidi_training_roi_set_mask
vidi_training_tool_get_mask	vidi_training_roi_get_mask
vidi_training_ini_sample	vidi_training_add_sample
vidi_training_process_sample	vidi_training_sample_process

NuGet Package Deprecation

The use of NuGet packages have been deprecated, and are no longer included in the ViDi installer. If you have runtime and/or training applications that reference the NuGet packages from an earlier ViDi release, you will need to remove those references, and replace them with references to the .NET .dll libraries, instead.

To remove NuGet packages in Visual Studio, select Tools -> NuGet Package Manager -> Manage NuGet Packages for Solution...

To add the .NET .dlls, in your project, right-click and select Add -> Reference.

Past Releases - ViDi 3.0 to 3.1

- For the Blue Locate Tool, a change was made in the behavior of X and Y position clamping when using model matching. In version 2.1, these constraints were interpreted to apply to the position of the origin of the model coordinates. In version 3.0, they are interpreted as constraints on the position of the centroid of the nodes in the model.

Known Issues

Currently, no issues spawned by the 4.1.3 release have been reported.

System Requirements

These topics cover the computer operating system and hardware requirements to use VisionPro ViDi and/or the ViDi Sub Task Designer plugin in your application.

Operating System Requirements

Microsoft® Windows® Operating System	English	Chinese	Japanese	Korean	French	German	Spanish
Windows 10 Professional (64-bit)	✓	✓	✓	✓	✓	✓	✓
Windows Server 2016	✓	✓	✓	✓	✓	✓	✓

Note:



- Windows Server 2016 is only supported for servers configured to use the ViDi client/server functionality. Configuring clients on the Windows Server 2016 OS is not supported.
- The use of the ViDi software or the ViDi Suite Service on a virtual machine (VM) is not supported.

Computer Hardware Requirements

When assembling PCs for your ViDi application, refer to the following general guidelines for either a deployment or training PC (see the separate topics for specific requirements applicable to those configurations):

- USB 2.0

A USB port for a permanent connection to the Cognex Security Dongle via USB 2.0.

Note:

The VisionPro, Designer and ViDi software require that a valid Cognex Security Dongle be installed directly to PCs running the software during all phases of operation (programming, processing, training, testing, etc.). Any attempts to temporarily remove, substitute, or share a Cognex Security Dongle may cause your system to operate incorrectly, and may result in the loss of data.



When ViDi is configured for the Client/Server functionality, and a computer has been configured as a server, the Cognex Security Dongle must be attached to the server, but the client(s) does not need a Cognex Security Dongle.

- System Memory (RAM)

The minimum amount of RAM should be equal to the sum of all GPU memory. For example, if you have two NVIDIA GeForce® RTX™ 3080 Ti GPUs, which each have 10 GB of memory, the PC should have 20 GB of RAM.

Graphics Processing Unit (GPU)

While technically a GPU is not required, it greatly improves the speed and performance while training ViDi tools. Therefore, Cognex highly recommends the use of a GPU.

When selecting a GPU, ViDi 4.1.3 only supports NVIDIA GeForce® RTX™ 30 series GPUs for training.

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Processing with the trained tools is not only available through RTX™ 30 series but with the older versions of GPUs. But GeForce 700 series are not supported.

- Power Supply

When selecting your power supply, include a 25% margin above the requirement to accommodate the system and GPU power requirements, i.e. select a power supply that is 1.25 times the system and GPU power requirements.

Training PC Requirements


The following requirements describe the suggested system for the ViDi application training and development PC.

- USB 2.0

USB port for a permanent Cognex Security Dongle (containing the training license) connection via USB 2.0.

Note:

The VisionPro, Designer and ViDi software require that a valid Cognex Security Dongle be installed directly to PCs running the software during all phases of operation (programming, processing, training, testing, etc.).

Any attempts to temporarily remove, substitute, or share a Cognex Security Dongle may cause your system  to operate incorrectly, and may result in the loss of data.

When ViDi is configured for the Client/Server functionality, and a computer has been configured as a server, the Cognex Security Dongle must be attached to the server, but the client(s) does not need a Cognex Security Dongle.

- CPU

When selecting a CPU, a higher CPU clock speed rate and multiple core processors will result in higher runtime tool execution. If your application will be relying on the Blue Locate tool, it is more sensitive to clock speed rates, particularly with complex model matching applications.

- System Memory (RAM)

When selecting the system RAM, specify the greater of:

- The sum of all GPU memory. For example, if you have four NVIDIA GeForce® RTX™ 3080 Ti GPUs, which each have 10 GB of memory, the PC should have 40 GB of RAM.
- The RAM should be one and a half times the typical workspace size. For example, if your typical workspace is 20 GB, the PC should have a minimum of 30 GB of RAM.

- System Storage

Cognex recommends the use of a solid-state drive (SSD), with a minimum amount of free space that is two times the typical workspace size, times the number of concurrent users.

GPU

When selecting a GPU, ViDi 4.1.3 only supports NVIDIA GeForce® RTX™ 30 series GPUs for training.

-

Deployment PC Requirements

The following requirements describe the suggested system for the deployment of your ViDi application on a runtime PC.

- USB 2.0

USB port for a permanent Cognex Security Dongle (containing the runtime license) connection via USB 2.0.

Note:

The VisionPro, Designer and ViDi software require that a valid Cognex Security Dongle be installed directly to PCs running the software during all phases of operation (programming, processing, training, testing, etc.). Any attempts to temporarily remove, substitute, or share a Cognex Security Dongle may cause your system to operate incorrectly, and may result in the loss of data.



When ViDi is configured for the Client/Server functionality, and a computer has been configured as a server, the Cognex Security Dongle must be attached to the server, but the client(s) does not need a Cognex Security Dongle.

- CPU

When selecting a CPU, a higher CPU clock speed rate and multiple core processors will result in higher runtime tool execution. If your application will be relying on the Blue Locate tool, it is more sensitive to clock speed rates, particularly with complex model matching applications.

- GPU

When selecting a GPU for processing, ViDi4.1.3only supports NVIDIA GPUs. Consider the following when choosing an NVIDIA GPU:

At a minimum, an NVIDIA® CUDA® enabled GPU. When selecting an NVIDIA GPU, a unit with a higher core clock frequency, CUDA cores and Tensor cores will result in faster computational speeds. Due to this, Cognex strongly recommends the use of NVIDIA Quadro and Tesla GPUs for the following reasons:

- These GPUs support the compute-optimized Tesla Compute Cluster (TCC) mode.
- These GPUs are designed and tested for continuous duty-cycle operation.
- These GPUs undergo rigorous testing and qualification by NVIDIA.

In addition, these GPUs offer longer-term availability and driver stability.

- PCIe Lanes

Cognex recommends a minimum of x8 PCIe lanes. However, a PCIe x16 has the potential to reduce cycle time by approximately 10 ms, relative to a PCIe x8 (based on a 5 MP image).

NVIDIA® GPU Requirements

The following information covers the requirements when utilizing an NVIDIA GPU with your ViDi application. The GPU is utilized by ViDi during the development of your application, typically with the training of tools. In addition, a GPU can also be used during runtime deployment, where it increase performance of runtime workspaces.

Note:

- While technically a GPU is not required, it greatly improves the speed and performance while training ViDi tools. Therefore, Cognex highly recommends the use of a GPU.

NVIDIA Driver Support

- NVIDIA GeForce® RTX 30 Series (3090/3080/3070) driver greater than or equal to 457.09



Note: For more information about supported drivers, please visit the [Cognex Support Site](#).

Supported NVIDIA GPUs

GPU	Model	Tested
NVIDIA GeForce®	RTX 3070	Tested
	RTX 3080	Tested
	RTX 3090	Tested

Note:

When selecting a GPU, ViDi 4.1.3 only supports NVIDIA GeForce® RTX™ 30 series GPUs for training.

- ViDi 4.1.3 supports the use of any NVIDIA CUDA® enabled GPU that provides a compute capability of 3.0 and higher, and requires a driver version greater than or equal to 457.09.
- CUDA compute capability 3.0 or higher is required to use the core ViDi functionality. The Low Precision parameter requires CUDA compute capability 6.1 or higher (for more information, visit the [NVIDIA](https://www.nvidia.com) website).
- A minimum of 4 GB of GPU memory is required for runtime operation, and a minimum of 8 GB of GPU memory is required for training.
- Processing with the trained tools is not only available through RTX™ 30 series but with the older versions of GPUs. But GeForce 700 series are not supported.

API Development Requirements

The following software and components are necessary for developing ViDi custom applications through the ViDi API:

- Microsoft® Visual Studio® 2015, 2017 or 2019
- Microsoft .NET Framework 4.7.2

Note: For more information about the ViDi API, please refer to the *Cognex ViDi Suite .NET Documentation* and the *Cognex ViDi Suite C Documentation* help files.

Cognex Designer and VisionPro Support

ViDi is qualified to support the following Cognex Designer and VisionPro releases:

- Designer 4.3
- VisionPro 9.5 SR2

Image File and Format Requirements

Image File Formats

- PNG
- BMP
- TIFF
- JPEG

Image Channels

- 1 to 4

Bit Depth

- 8-bit
- 16-bit

ViDi API Changes

The topics in this section provide a change log due to updates to .NET Core.

New Targets

- Non-UI NuGet packages now target NET Standard 2.0
- UI assemblies and executables now target .NET Framework 4.7.2
- Non-UI executables now target .NET Core 2.1

NuGet Packages

- NuGet packages are now project-based, and have dependencies.
- ViDi.Net.UI references ViDi.NET, and no longer directly contains all of the assemblies.

Use of NuGet Packages

Beginning with ViDi version 3.4.0, the ViDi .NET library is compiled targeting a cross-platform framework, wherever possible.

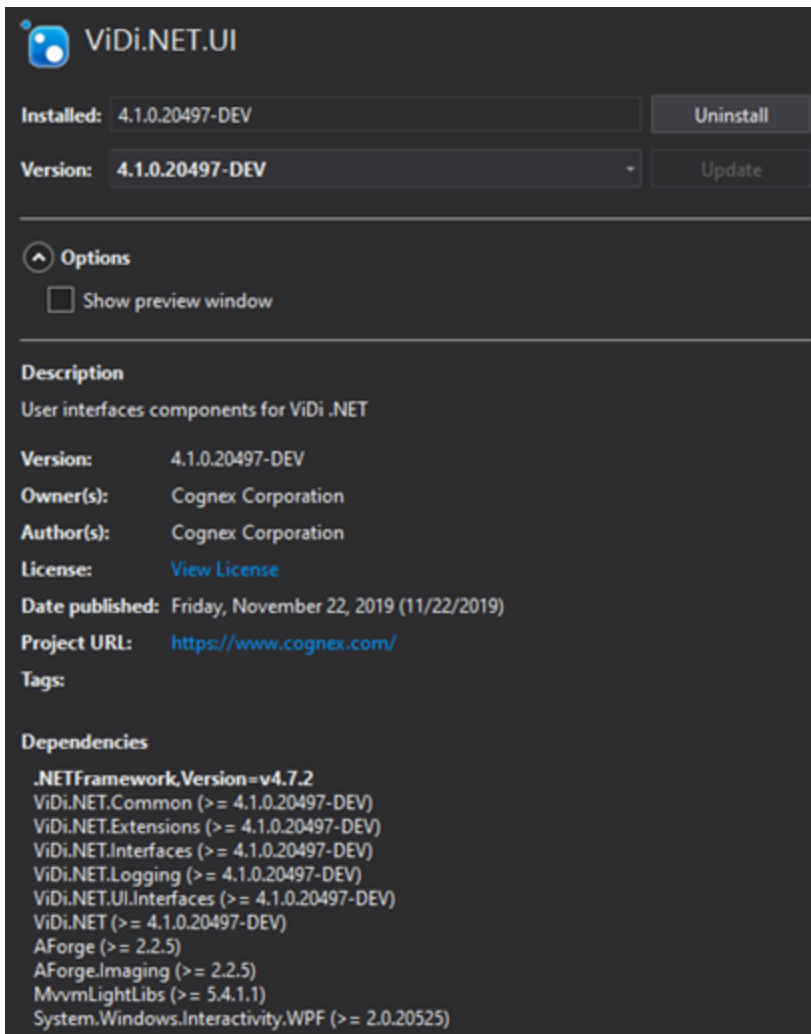
All of the UI-related assemblies are compiled targeting either .NET Framework 4.7.2 or NET Standard 2.0.

Assembly	Framework Target
ViDi.NET.Local	NET Standard 2.0
ViDi.NET.Logging	NET Standard 2.0
ViDi.NET.Remote	NET Standard 2.0
ViDi.NET.Remote.Service	NET Standard 2.0
ViDi.NET.Remote.Client	NET Standard 2.0
ViDi.NET	NET Standard 2.0
ViDi.NET.Base	NET Standard 2.0
ViDi.NET.Common	NET Standard 2.0
ViDi.NET.Extensions	NET Standard 2.0
ViDi.NET.Interfaces	NET Standard 2.0
ViDi.NET.UI.Interfaces	.NET Framework 4.7.2
ViDi.NET.GUI	.NET Framework 4.7.2
ViDi.NET.UI	.NET Framework 4.7.2
ViDi.NET.VisionPro	.NET Framework 4.7.2

NuGet packages were introduced to simplify which assemblies are required to use a certain ViDi Suite functionality.

For example, the ViDi.NET.UI now shows exactly which assemblies are required, along with the requisite licenses for 3rd party assemblies.

Note: Dependencies may require additional dependencies.



ViDi.NET.UI

Installed: 4.1.0.20497-DEV Uninstall

Version: 4.1.0.20497-DEV Update

Options

Show preview window

Description

User interfaces components for ViDi .NET

Version: 4.1.0.20497-DEV

Owner(s): Cognex Corporation

Author(s): Cognex Corporation

License: [View License](#)

Date published: Friday, November 22, 2019 (11/22/2019)

Project URL: <https://www.cognex.com/>

Tags:

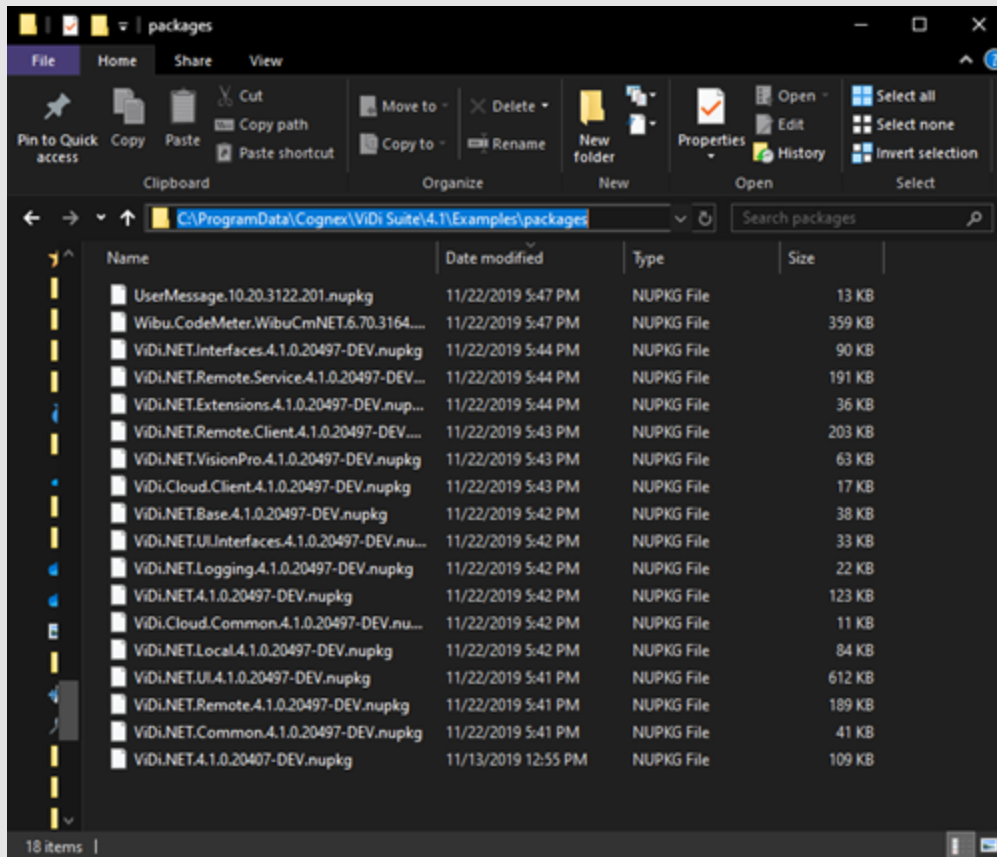
Dependencies

- .NETFramework,Version=v4.7.2
- ViDi.NET.Common (>= 4.1.0.20497-DEV)
- ViDi.NET.Extensions (>= 4.1.0.20497-DEV)
- ViDi.NET.Interfaces (>= 4.1.0.20497-DEV)
- ViDi.NET.Logging (>= 4.1.0.20497-DEV)
- ViDi.NET.UI.Interfaces (>= 4.1.0.20497-DEV)
- ViDi.NET (>= 4.1.0.20497-DEV)
- AForge (>= 2.2.5)
- AForge.Imaging (>= 2.2.5)
- MvvmLightLibs (>= 5.4.1.1)
- System.Windows.Interactivity.WPF (>= 2.0.20525)

Note:

- ViDi NuGet packages are located in the following directory:

C:\ProgramData\Cognex\ViDi Suite\X.X\Examples\packages\



The NuGet feed is automatically set in the examples, but must be set to a global Visual Studio NuGet package feed.

- Cognex highly recommends backing up the NuGet packages to another secure repository (or its equivalent) and to keep a copy. This location should then be configured as a new NuGet feed. For more information, see the following Microsoft topic: [Hosting your own NuGet feeds](#)

CAUTION: A NuGet will be overwritten if a new version is installed. If both versions are unavailable, a manual NuGet upgrade must be performed.

Localization

The Chinese translations are now located in zh-Hans, instead of zh-CHS.

Breaking Changes to the API

- BitmapSource is no longer a Property of Image, and is now an extension that can be found in the ViDi.NET.UI assembly.

```
//ViDi 3.3.
using ViDi2;
```

```
IImage myImage = new FormsImage();  
var source = myImage.BitmapSource;  
  
//ViDi 3.4  
using ViDi2;  
using ViDi2.UI;  
IImage myImage = new FormsImage();  
var source = myImage.BitmapSource();
```

- ViDi2.WPFImage is now in the ViDi.NET.UI assembly, ViDi2.UI namespace.
- Most of the API now uses ViDi Types instead of System.Windows.Media. This includes Point, Matrix, Size.

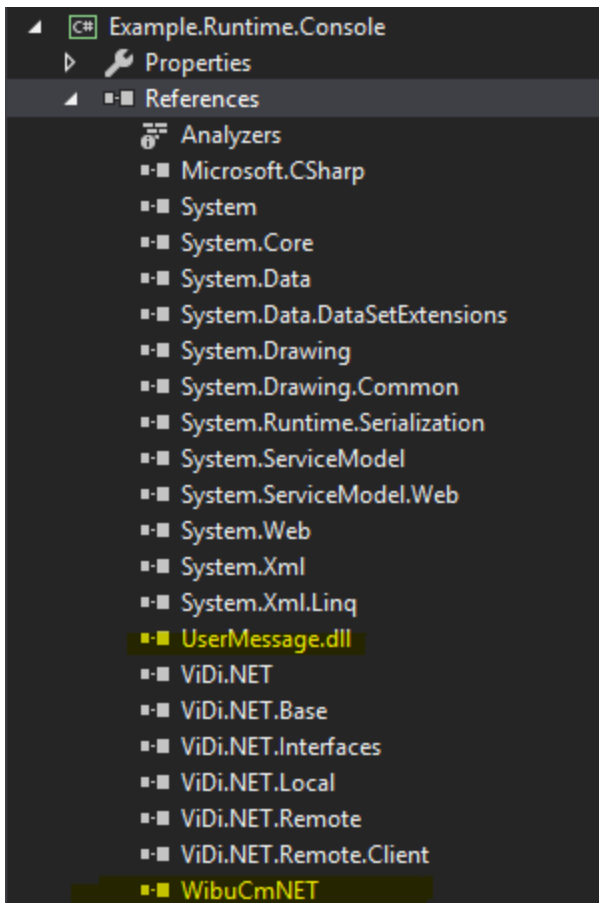
API Known-Issues

Due to an issue with CodeMeter .NET Standard, in which a hang could be introduced when first calling a ViDi2.Remote, the following references must be added:

- UserMessage.dll
- WibuCMNet

These are located in the following directory:

```
<Reference Include="UserMessage.dll">  
<HintPath>$(VIDI_ROOT_V34)\ViDi Suite\UserMessage.dll</HintPath>  
</Reference>  
<Reference Include="WibuCmNET">  
<HintPath>$(VIDI_ROOT_V34)\ViDi Suite\WibuCmNET.dll</HintPath>  
</Reference>
```



In addition, add the following in App.config:

```
<?xml version="1.0" encoding="utf-8"?>
<configuration>
<runtime>
  <assemblyBinding xmlns="urn:schemas-microsoft-com:asm.v1">
    <dependentAssembly>
      <assemblyIdentity name="WibuCmNET" publicKeyToken="01d86e1eb0c69c23"
culture="neutral"/>
      <bindingRedirect oldVersion="6.0.0.0-7.0.0.0" newVersion="6.70.3164.501"/>
    </dependentAssembly>
  </assemblyBinding>
</runtime>
</configuration>
```

C and .NET API Deprecated and Removed Features

- TCP support has been removed.
- Mono is officially not supported.

The following list of C and .NET functions are being deprecated, and will either be renamed or removed in the next major release.

Library	Obsolete Name	New Name
.NET	Workspace.LastModification	LastModified

Library	Obsolete Name	New Name
.NET	ToolDatabase.SetTrainFlag(string filter, TrainFlagMode flag)	SetTrainFlag(string filter, bool flag)
.NET	ToolDatabase.GetOverlayImage()	
.NET	LibraryAccess.ToolGetOverlayImage()	
.NET	Stream.AddImage(IImage image, string name) Stream.AddImage(System.IO.Stream stream, string name)	Database.AddImage()
.NET	Stream.GetImage(string imageName, uint width)	Database.GetImage()
.NET	Tool.Mask	RegionOfInterest.Mask
.NET	ToolParameters.TrainSelection	ToolDatabase.SetTrainFlag()
.NET	ToolParameters.KeepTrainSelection	
.NET	ViewKey.FileName	FrameKey.SampleName
.NET	LibraryAccess.SampleGetOverlayImage()	
.NET	Marking.OverlayImage()	
.NET	IMatch.FeatureString	IReadModelMatch.FeatureString
.NET	IMatch.PrettifiedString	IReadModelMatch.PrettifiedString
.NET	IMatch.Points	INodeModelMatch.NodePoints
.NET	IMatch.Pose	INodeModelMatch.Pose
.NET	IMatch.Position	IReadModelMatch.Position
.NET	IMatch.Orientation	INodeModelMatch.Orientation
.NET	IMatch.Scale	INodeModelMatch.Scale
.NET	IMatch.AspectRatio	INodeModelMatch.AspectRatio
.NET	IMatch.Shear	INodeModelMatch.Shear
.NET	INode.Names	INode.Fielding
.NET	Model.Occurences	Model.Occurrences
.NET	Model.Names	Model.Fielding
.NET	ManualRegionOfInterest.External	ManualRegionOfInterest.Mode
.NET	BlueRegionOfInterest.Model BlueRegionOfInterest.Models	BlueRegionOfInterest.MatchFilter
.NET	BorderType.White BorderType.Reflect BorderType.Wrap	
.NET	Feature.Id	Feature.Name
.NET	RedView.Deviation	RedView.Score
.NET	Tag.Key	Tag.Name
.NET	Tag.Value	Tag.Score
.NET	Workspace.Name	Workspace.UniqueName Workspace.DisplayName
.NET	Node.Names Node.IDs	Node.Fielding
.NET	Model.Occurences	Model.Occurrences

Library	Obsolete Name	New Name
.NET	Model.AllOccurrences	Model.AllOccurrences
.NET	ProductCode.OptimizedMemory	ProductCode.Standard ProductCode.Advanced
.NET	DatabaseExplorer	DatabaseExplorerViewModel
.NET	DatabaseExplorer.ImageEffect	
.NET	DatabaseExplorer.StatusItemContainer	
.NET	DatabaseExplorer.SelectedViewChanged	
.NET	DatabaseCommands	
.NET	ViewCommands	
.NET	Viewer.Database	
.NET	Viewer	ViewerViewModel
.NET	ToolChain	ToolChainViewModel
.NET	DatabaseOverview	DatabaseOverviewViewModel
.NET	SampleViewer	SampleViewerViewModel
.NET	WorkspaceBrowser	WorkspaceBrowserViewModel
.NET	CalibratedFeature.Id	
.NET	CalibratedRedView.Deviation	
.NET	TrainingFlagMode.Auto	
C	vidi_runtime_init_sample()	vidi_runtime_create_sample()
C	vidi_runtime_process()	vidi_runtime_sample_process()
C	vidi_runtime_process_sample()	vidi_runtime_sample_process()
C	vidi_runtime_get_image()	vidi_runtime_sample_get_image()
C	vidi_runtime_sample_get_overlay()	Use get_overlay for the specific tool.
C	vidi_training_tool_get_status()	vidi_training_stream_list_tools()
C	vidi_training_stream_process_sample()	vidi_training_sample_process()
C	vidi_training_blue_add_feature()	vidi_training_set_feature()
C	vidi_training_blue_add_model()	vidi_training_blue_create_model()
C	vidi_training_tool_set_mask()	vidi_training_roi_set_mask()
C	vidi_training_tool_get_mask()	vidi_training_roi_get_mask()
C	vidi_training_init_sample()	vidi_training_add_sample()
C	vidi_training_process_sample()	vidi_training_sample_process()
C	vidi_training_sample_get_overlay()	
C	vidi_training_tool_get_overlay()	
C	occurrences	occurrences
C	names	fielding
C	red/mode	training/network_model

Software Installation

VisionPro ViDi Installation

To successfully install ViDi, perform the following:

1. Attach the Cognex Security Dongle to a USB port on the computer that will be used to develop the vision application.
2. Download the ViDi installer from the [Cognex support page](#).
3. Run the ViDi installer and follow the prompts.

ViDi Sub Task Designer Plugin Installation

To utilize the Cognex ViDi Sub Task block and ViDi devices in a Designer application, follow these steps:

1. Attach the Cognex Security Dongle to a USB port on the computer that will be used to develop the vision application.
2. Download the VisionPro 9.5 SR2 installer from the [Cognex support page](#).
3. Download the Designer 4.3 installer from the [Cognex support page](#).
4. Download the ViDi 4.1.3 installer from the [Cognex support page](#).
5. Install VisionPro software, release 9.5 SR2.
6. Install Designer software, release 4.3.
7. Install ViDi software, release 4.1.3.

Note:

Choosing the Custom option will allow you to install selected features:

- The Wibu Runtime Server, which is needed to connect to the USB Cognex Security Dongle.
- The main ViDi application (this is required).
- The ViDi Developer API.



- The VisionPro, Designer and ViDi software require that a valid Cognex Security Dongle be installed directly to PCs running the software during all phases of operation (programming, processing, training, testing, etc.). Any attempts to temporarily remove, substitute, or share a Cognex Security Dongle may cause your system to operate incorrectly, and may result in the loss of data.

When ViDi is configured for the Client/Server functionality, and a computer has been configured as a server, the Cognex Security Dongle must be attached to the server, but the client(s) does not need a Cognex Security Dongle.

Release History

This topic lists the features and resolved issues in previous releases of ViDi.

ViDi 4.1.0

- Blue Locate tool

There have been additional Blue Locate tool enhancements, including the following:

- New handles on the feature graphic labels to make resizing easier.
 - Select either rectangular or circular feature graphic labels.
 - Display or hide the name of feature graphic labels.
 - Copy and paste feature label graphics, as well as cloning a feature graphic label by clicking on it.
 - Auto-generate the creation of a layout model by selecting features and selecting Create Model.
- Start-up Configuration
 - Additional configuration options for assigning the GPU mode and memory, along with an auto-save feature and training image cache path, can now be set from the Options dialog, which is available in the Starting Cognex ViDi Suite startup dialog.
 - Localization Support
 - The ViDi Suite GUI has been localized into six languages: French, German, Japanese, Korean, Simplified Chinese and Spanish. The language can be selected from the Locale drop-down within the Options dialog.

Resolved Issues 4.1.0

- To improve the ability to determine if a view is labeled or not, a new property, `IView.IsLabeled`, has been added to the .NET API.
- Resolved an issue with large images and the Red Analyze tool in Unsupervised mode that could result in an invalid exception "Database is Locked" error.

ViDi 3.4.1

- Blue Locate tool

The Blue Locate tool has undergone significant overhaul, including the following:

- Create a Layout Model, which provides presence/absence verification of features in areas of an image.
- New label, marking and model graphics to both increase visibility and usability by making labeled and marked features clearer, and handles to enhance graphic interaction when moving and resizing labels.
- Feature identifiers can now be up to 140 characters.
- Improved capabilities for oriented and scaled features.
- Improved workflow when labeling images/views, with the tool remembering the previously labeled feature, allowing you to start with one image, create a label, and then apply that label to remainder of your images.
- Improved performance of node models, along with a new Model Editor GUI.

- The tool can now create a region of interest for downstream tools based on a feature, a match, or a node or layout model.
- Training workflow
 - There is a new paradigm for defining the images/views that will be used to train tools, allowing the process to be more transparent and controllable through integration with the new image sample sets.
- Image sample sets
 - The ability to create and manage images/views as training and testing sample sets has been added, which allows for better management of the images/views used to train and test tools.
- Database Overview filtering
 - While in Expert Mode, it is now possible to filter results and statistics in the Database Overview, using the syntax of the Display filters.
- Blue Read tool
 - Capability to identify and read rotated characters.
- Red Analyze tool
 - An eraser tool has been added which allows you to remove areas of defect regions and masks.
- In addition to the above new features, there have been numerous performance and stability improvements

Resolved Issues 3.4.1

- Resolved an issue where exporting or cloning a large workspace could cause the ViDi Suite GUI to become unresponsive or unexpectedly quit.
- Resolved an issue where a Blue Locate or Blue Read tool's graphical display of markings could be offset from its actual location due to the language settings of the user's PC.
- Resolved an issue with the Blue Read tool's Label Views dialog not displaying the names of Regex models that had been created.
- Resolved an issue with the Red Analyze tool's generated reports not displaying the markings in the report.

ViDi 3.3.0

- General stability and performance improvements.
- Improved support for NVIDIA® Turing™ Tensor Cores for the Red Analyze and Green Classify tools with the Low Precision parameter enabled.
- Two new model types have been added for the Blue Read tool.
 - A regular expression model, which allows you to specify string matches based on regular expressions. This type of model offers faster, more flexible model matching for applications with linear arrangements of text than the existing node model.
 - A string model, which allows you to match linear strings based on the length of the text string.
- Improved performance for image displays that include a large number (500+) of feature graphics.
- Improved readability of the Green Classify tool's class labels when creating reports for the tool.
- Simplified controls for rotating a tool's Region of Interest (ROI).
- Support for Cognex VisionPro version 9.5 has been added.

Resolved Issues 3.3.0

Issue	Description
AIC-1861	Corrected an issue with NVIDIA drivers 411.31 and newer. For more information, please visit the Cognex Support Site VisionPro ViDi Software Driver Support page.
AIC-1801	The Set Group option has been restored to the Actions for N Views menu in the View List, which allows you to create a group of images when using the Red Analyze tool in Unsupervised Mode.
AIC-1201	Corrected an issue where a workspace would not function correctly if a stream contained a single quote in the name.
AIC-1223	Corrected an issue where the ViDi Suite GUI would become unresponsive when applying a region for a Red Analyze tool with numerous views.
AIC-1387	Corrected an issue where the ViDi Suite GUI would not terminate properly after attempting to connect to a runtime-only service.
AIC-1293	Corrected an issue with interactions of different VisionPro components in the Designer IDE when the ViDi Sub Task Designer plugin was installed.

ViDi 3.2.1

- This release introduces the **ViDi Client/Server** functionality, allows you to use the training and runtime implementations of the ViDi software on multiple PCs, through the use of a server/client model. This functionality gives you the option of using a remote service for runtime inference and/or training, instead of using the GPU on your local PC. This can be useful if you have a more powerful GPU on the server, or perhaps you do not have a GPU installed locally.

This functionality supports up to 4 clients for deployment operation, and up to 8 clients for development.

- This release provides enhancements and speed improvements for the ViDi runtime:
 - Support for NVIDIA® Tensor Cores has been added, and the *GPU Optimization* feature also now supports Tensor Cores.
 - The **Low Precision** parameter has been added to the Red Analyze and Green Classify tools, which optimizes the tools for speed during runtime operation.
- The **Feature Filter** has been added to the Blue Locate and Blue Read tools, which allows you to filter found features by ID, X, Y, size and orientation.
- The ViDi GUI and the ViDi Help file have been translated into Simplified Chinese. To view the GUI and Help in Chinese, the OS language setting must be set to Simplified Chinese.
- Support for up to 32MP images (up to 16k in height or width) has been added.

ViDi 3.1.0

Tool and GUI Changes

- The ViDi Blue Read Tool has been added for Optical Character Recognition (OCR) applications.
- Speed improvements and increased performance for the Blue Locate Tool when matching models.
- The Feature Size parameter is now interactive and can be graphically resized within the GUI.
- Labeling with the Blue tools has been improved to include multi-feature selection and interaction.
- The Blue tools have improved flexibility for model optimization.
- In the results, a Confusion Matrix has been added for the Blue Locate and Blue Read tools.
- A new feature/match and region-focus display mode has been added when using the Database Explorer.
- Checks have been added to provide feedback on wrongly labeled views.

- The examples have been updated, and there is a new example for the Blue Read tool.
- The Green Classify Tool now includes the *Exclusive* parameter, which, when disabled, allows you to label a single image with multiple labels (indicating that the image belongs to multiple classes).
- The Red Analyze Tool – Statistics have been enhanced for better readability.
- There have been numerous issues resolved, and additional enhancements and improvements to the ViDi software.

Processing and Support Changes

- The GPU Memory Optimization is now activated by default (when using either the Windows Display Driver Model or Tesla Compute Cluster drivers). This feature can be activated and/or deactivated via command line arguments and the API.
- Command line arguments have been added to allow you to select the number of GPUs to utilize at startup of ViDi, to specify the GPU mode and to specify the amount of GPU memory to pre-allocate.
- There is a new Cognex VisionPro wrapper assembly, which provides data conversion between VisionPro and ViDi Suite, offering the following:
 - Efficient image conversion
 - Combined graphics
 - Fixturing conversion
 - Calibration conversion
- Support for Cognex Designer 4.0 has been added, with the addition of a ViDi Sub Task block, which contains the ViDi Suite tools and the ability to program the tools within the Cognex Designer IDE.
- Support for Cognex VisionPro 9.3 has been added.
- Support for Microsoft® Windows® 10 Professional (64-bit).
- Support for Microsoft® Windows® 7 Professional (64-bit).
- The performance when loading training Workspaces, utilizing on-demand loading of tools, has been improved.
- A new Workspace archive format, based on ZIP files, has been implemented.

Documentation Updates

You can access the latest ViDi Sub Task Designer Plugin Help and the VisionPro ViDi Help on the Cognex Support website: <https://support.cognex.com/en/documentation/deep-learning>