



Remoting SDK Release Notes

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1. Overview

Remoting Software Development Kit (Remoting SDK) contains API headers, sample code and runtime binaries to enable GPU-accelerated capture, encoding, decoding and management of virtual desktops. This SDK provides an interface for application developers to capture desktop or windowed application on Windows OS.

Remoting SDK is designed for remoting solutions on an Intel Xeon E3®platforms with Intel Iris Pro® Graphics in Physical desktop or Virtualized configuration(for list of supported platforms, refer to web page).

Remoting SDK gives developer ability to fully control the configuration of the stream to provide high quality, low latency settings throughout the streaming process. SDK handles asynchronous encoding of the frame buffer as a H.264 or uncompressed frames.

Primary Remoting SDK features are:

– Virtual Display Configuration:

- o Configuration of remote displays on custom resolution setting, dynamically create and destroy virtual displays, Inject client side EDID to configure host displays and query platform capabilities.

– Display Capture:

- o Capture frame buffer as RGB4/ID3D11Texture2D surface to system memory.
- o Blocking capture feature to wait on screen updates (with timeout).
- o Capture into Intel Quick Sync® video compression for low latency encode.
- o Capture HW Cursor on a separate stream to blend with desktop image on the client-end.

– Compression:

- o Low latency H.264 encode using Intel Quick Sync® including Region of Interest (ROI)
 - Texture encoding using GPU.

– Decompression:

- o Low latency H.264 decode using Intel Quick Sync®.

2. Package Contents

Remote SDK 2018 R2 files

File	Description
Remoting_SDK_R3_2018.exe	Installation file.
IRDSDK.dll	DLL file which contains Remoting SDK functionality.
IRDSDK.h	API header included by application, defines all classes and structures of the Remoting SDK API.
IRDUtills.h	Helper functions defined to facilitate loading Remoting SDK DLL, create instance of IRD objects, display enumeration, platform capability.
clock.h	Helper file with clock support.
IRDFrameGrab.cpp	Sample code for screen capture session.
IRDEncodeOnly.cpp	Sample code for encode session.
IRDDecodeOnly.cpp	Sample code for decode session.
IRDConfigureDisplays.cpp	Sample code for virtual displays management.
Remoting_SDK_Programming_Guide.pdf	Programming guide for <i>Remoting SDK</i> .
Remoting_SDK_Release_Notes.pdf	File with release notes.

3. Release 2.1 (R3 2018)

INFORMATION:

1. Support for *Windows 7* discontinued.

FIXES:

1. Fixed initialization issue of the desktop capture for *Windows 8.1*.
2. Fixed issue with receiving desktop capture to the user specified buffer.
3. Fixed issue with timeout for *GrabFrame* method.
4. Fixed issue for session initialization for older platform/graphics drivers.

KNOWN ISSUES:

1. On older platforms/graphics driver not all functionalities available.

4. Release 2.0 (R2 2018)

NEW:

1. Sample code added to the distribution for following functionalities:
 - a. Desktop capture
 - b. Stream encode
 - c. Stream decode
 - d. Virtual display(s) management
2. Programming guide added to the distribution.

FIXES:

1. Screen Capture: engine for capture of the display content changed. Also for Virtual Displays new capture engine is used.
2. Encode:
 - a. Region of Interest: up to 4 user defined regions can be encoded with different parameters than rest of the buffer.
 - b. Texture encoding: support for ID3D11Texture2D encoding on GPU added.
3. Header files added to the distribution:
 - a. IRSDK.h
 - b. IRDUtils.h