Sentry Firefly

Release notes for 2025R3

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Sentry

UB Change

What's new: add model switch for UB (Default off, may need to re-learn UB after upgrade. Care needs to be taken to upgrade):
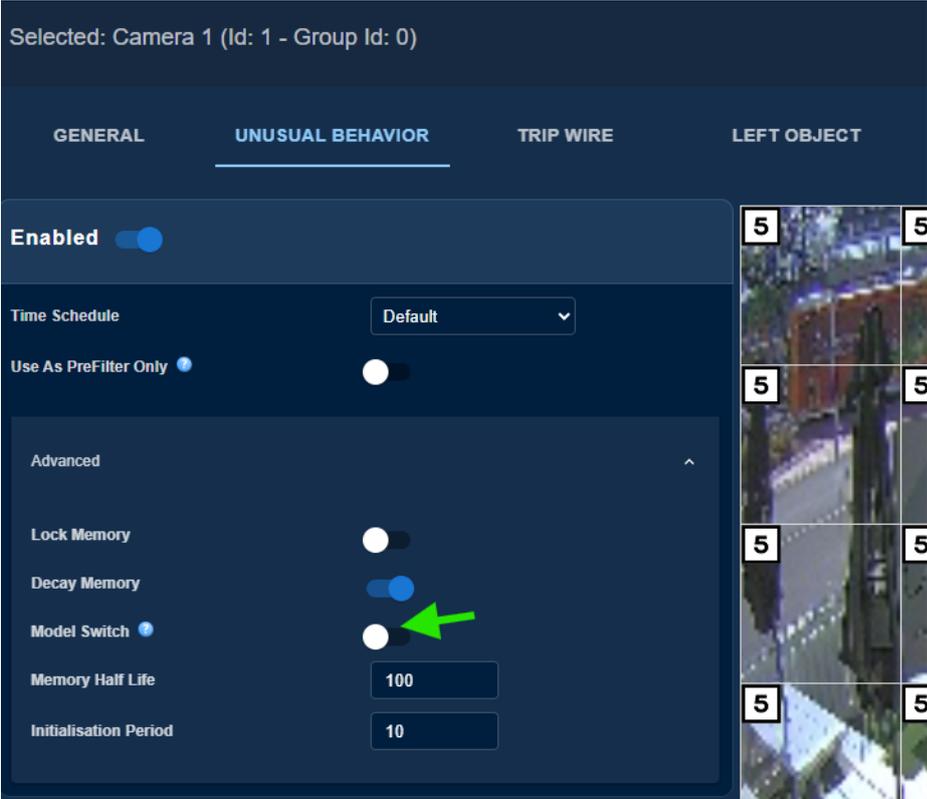
Aurora Investigate Updated Licensing

What's new:

New iSentry Tier Levels Comparison (2025.R2)

Lite:

- Trex Lite - detection range up to 50 m
- Left Object
- Flow Analytics
- Deep learning and Rules Engine ==(excluding weapon/shooting, action, fighting, falling detection, and newly developed models- (R3))==

Professional:

- Left Object
- Flow Analytics
- Deep learning and Rules Engine
- **Trip Wire**
- **Trex Professional (detection range up to 250 m)**
- **Anomaly Detection (self-learning unusual behaviour)**
- ==**Aurora Investigate (R3)**==

Enterprise:

- Left Object
- Flow Analytics
- Deep learning and Rules Engine
- Trip Wire
- Anomaly Detection (self-learning unusual behaviour)
- **Trex Enterprise* (detection range up to 500 m, PTZ TREX detection - max 7 presets)**
- **Spotlight - 2 Virtual Cameras**
- **Aurora Verification**
- **[LPR – server license to pay (one-time fee for a whole server)]**
- ==**Aurora Investigate (R2)**==

Elite:

- Left Object
- Flow Analytics
- Deep learning and Rules Engine
- Trip Wire
- Anomaly Detection (self-learning unusual behaviour)
- [LPR – server license to pay (one-time fee for a whole server)]
- Aurora Verification
- Aurora Investigate**
- **Trex Elite* (detection range up to 1000 m visible light / multi km thermal, PTZ TREX detection – unlimited presets) -** exclusion zones available in Milestone only
- **Spotlight - 4 Virtual Cameras**
- **Keep Watch**

Use-Cases (BETA)

What's new: Use-cases have been extended to include many more standard use cases that have been used for demos/PoCs. These built-in use cases have unique codes as per standard PoC use case document. The web settings allow other/customised use cases to be added for sharing or ease of configuration.

1. TR014 – Fire & Smoke detection

2. UB003 – Fight Detection

3. UB004 – Generate alerts when a crowd is generated

4. UB014 – Fire & Smoke detection

5. UB007 – People falling

6. LO005 – Detect vehicles parked in prohibited areas

7. UB009 – Weapon detection

Scheduled daily restart (Alpha-Internal)

What's new: By editing the key "Downtime" in the Settings.json the user can plan a scheduled restart. Useful for customers that might have unknown hardware/software problems causing system instability.

Updated Shooting Pose Detection

What's new:

- Added full-time detection modes (via TREX and Flow Analytics).
- Adapted meaningful thresholds:
  - 25% - objects that look like a weapon, high sensitivity, low false negative ratio
  - 50% - objects and pose resembles a firearm
  - 70% - clear weapon and pose visible – high accuracy, low false positive ratio.

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(more info in the Websettings manual).

Updated "Monitor" page

What's new:

Add "width" and "height" information to camera status and monitor pages. Alongside the camera status in the monitor website, one can see the resolution collected from the camera. In the example below is 1280x720

ID	Name	UUID	Resolution	DecodeFPS	HealthStatus	LearnStatus	TrexFPS	DeFenceFPS	BitRate_Kbps	UB_FPS	TW_FPS	LO_FPS	TCP_Mode
1	Camera 1	3cedfff4-8b02-4df2-9b8a-...	1280x720	0.517	IDLE	0	0	0	0	0	0	0	ON

Rows per page: 100 ▾   1–1 of 1   ‹ ›

This would help technical team(s) to quickly monitor and identify potential problems

Aurora Investigate update

What's new: The user cannot select other question type than open question for Aurora Investigate (licensing enforced).
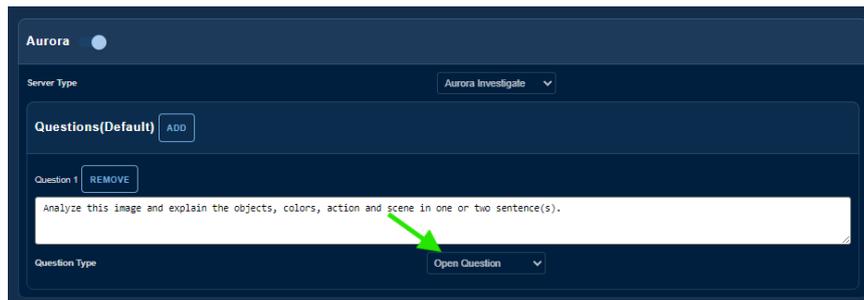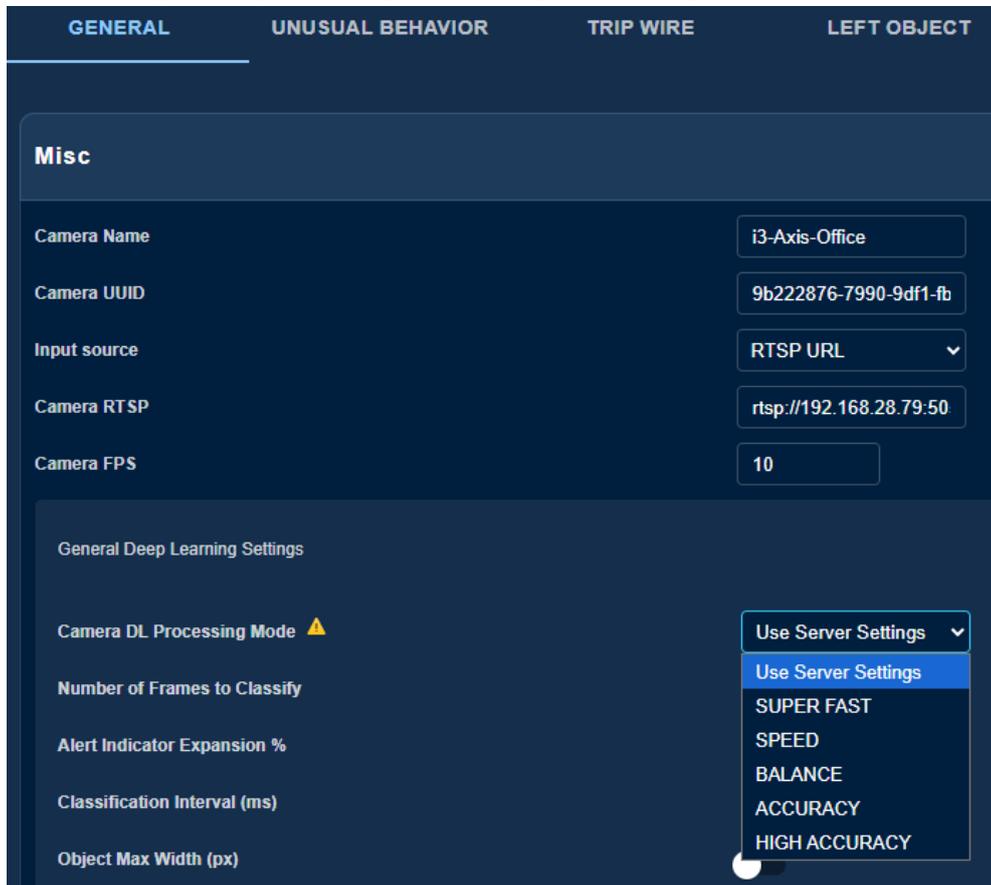
New global alert type

What's new: the list of global alerts has been updated, to improve the finding of global system issues. New global alerts added:

- LLSmain failed
- LLSbackup failed
- Unoptimized DL
- DL overload
- Aurora overload

Please do not forget that VideoProcessor.log (when available) is also reflecting those.

DL Processing mode per camera for "Full Time" processing

What's new: This DL mode is only for full-time per camera analytics such as Trip Wire Deep Learning counting, fight detection, full-time gun detection. By default, this flag is set to use the shared server's settings' "Deep Learning Processing Mode" flag.

Focused Object/Property Item(s)

What's new: System will highlight selected object, even if its outside the "alarm indicator" region. Crucial for critical scenarios like "weapon detection" or "smoke and fire"
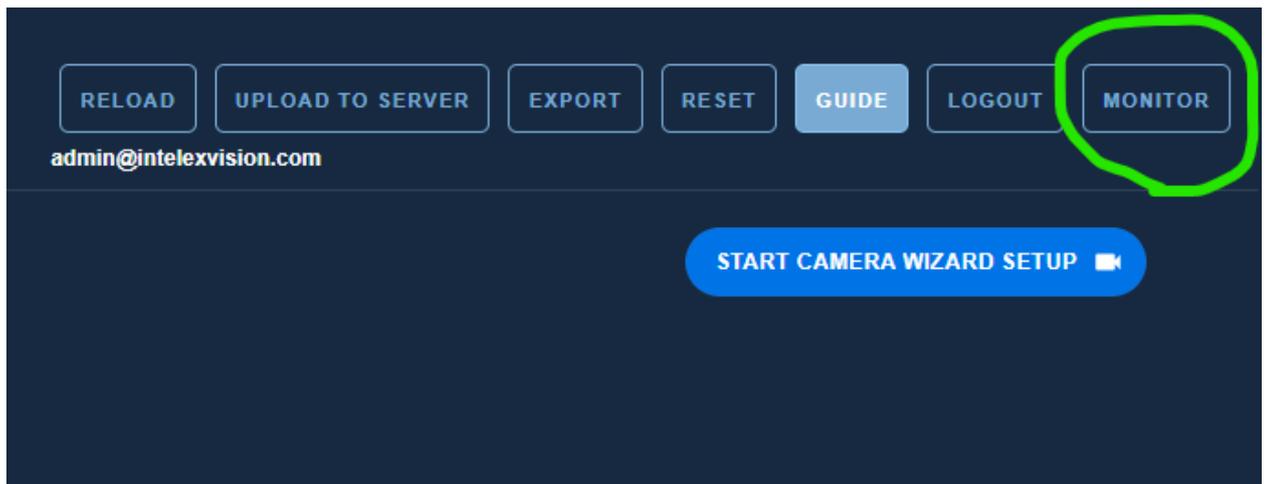

Websettings

Monitor shortcut

What's new: Add a link to the monitor page to quickly navigate to the monitor page

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Option to drop input frames

What's new: This option allows the user to drop frames providing an extra tool to "reduce" the intake of the frames at a high rate like for example 60fps or 30fps. Use it at your own discretion, it might help to alleviate the camera decoding load but remember that ⚠️ FF might miss events when input fps is too low. ⚠️
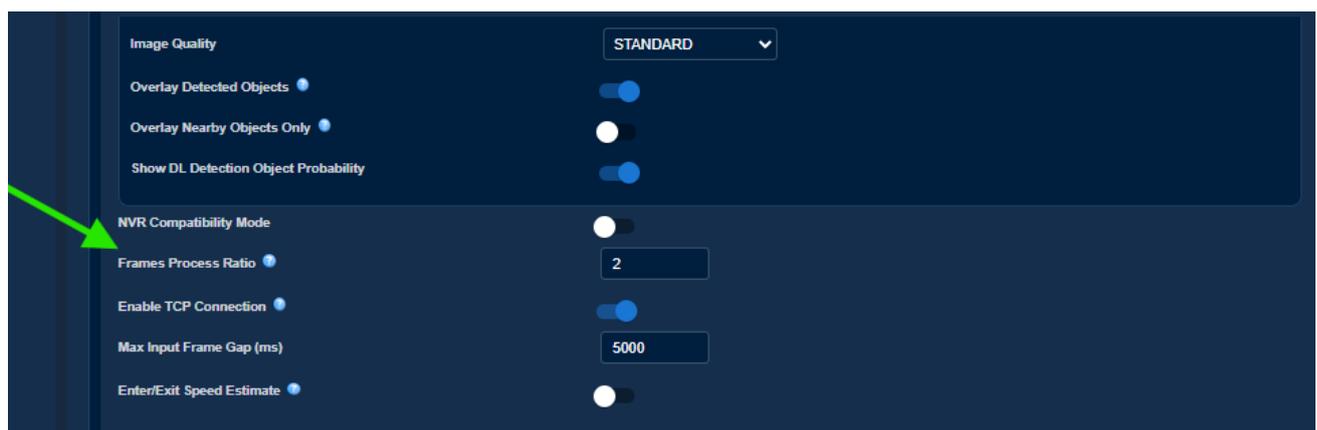
Known Bugs

Spotlight virtual camera

What's new: Since the release of Spotlight camera (clone/virtual camera), starting 2025R2 release, sometimes the output alert video may contain different views from the real camera and any of the clone cameras or any combination of these if there are different alerts from different cameras occurring close together (within the video length). The development team is aware of this, but there is no effective solution at this point. This may take a significant amount of time to implement due to the shift in concept (since the addition of virtual cameras that have any size at any position in the original frame). When no virtual camera is being used, this bug does not apply.

This will not affect a configuration where only one virtual camera or real camera is actively alerting.