



June 2021

Xsens

Release notes MVN
2021.0.1

MVN 2021.0.1 release notes

New versions	MVN: 2021.0.1 (Jun 2021) Awinda firmware: (unchanged) AW-A2 v4.6.0, AW-DNG2(-ANT) v4.6.0, MTw2 v4.6.0 Link firmware: (unchanged) BPACKv1 v1.6.0, BPACKv2 v1.6.0, MTx2 v1.6.0 FWU: 4.3.1
Previous versions	MVN: 2021.0 (Apr 2021) Awinda firmware: AW-A2 v4.4.0, AW-DNG2 v4.4.0, MTw2 v4.4.0 Link firmware: BPACKv1 v1.6.0, BPACKv2 v1.6.0 MTx2 v1.6.0 FWU: 4.3.1
Release date	June 2021
Operating system	Windows 10, 64-bit
Meaning of icons	+added, ^changed, !note, #fixed, -removed

1 Introduction

This document describes the new features, improvements, and bug fixes in the new release 2021.0.1 for Xsens software: MVN Basic, MVN Analyze Plus, MVN Analyze Pro, MVN Animate Plus and MVN Animate Pro.

2 Major improvements and new features

2.1 MVN

- + MVN Animate/Analyze Plus licenses added
- + MVN Analyze renamed to MVN Analyze Pro
- + MotionCloud accessible through MVN 2021.0
- + Improved recording state visibility (red border)
- + Initially hide all optional body dimensions
- + Binary FBX exporting possible
- + Add markers during recording
- + support for new Awinda Dongle (AW-DNG2-ANT)

2.2 Awinda / Awinda Starter

- + new Awinda Dongle with antenna (AW-DNG2-ANT)

It is required to have the firmware of all devices of your MVN Awinda system on the latest version (4.6.0) to enjoy the latest features in MVN.

Download the Firmware Updater (FWU) from the Xsens website to perform firmware updates.

3 Bug fixes

3.1 MVN

- # Fix for flickering hands when using Manus gloves (seen with lower update rates)
- # Fix for jittering Vive trackers/HMD (seen in VR applications that use the Vive Headset)
- # Fixes for crashes and instability during rOBR with multiple systems
- # Improved frame rate for MANUS integration
- # Fix on potential crash of MVN when changing session name via the UDP RC protocol
- # Fix on Batch Export MVNX files for Korean, Japanese, and Chinese language settings
- # Fix on crashing when waiting to connect bodypack to Remote OBR
- # Clear difference in file type (and icon) for .mvn files and .mvnx files
- # Fixed tilting of hands when calibrating
- # Resolved "Loss of Connection" when switching to 30Hz in SDK
- # Fix on missing some outputs in Batch Export to .mvnx

4 Minor updates

4.1 MVN

- Fix for Excel export to folder with non-English characters
- Fix for error "Hardware Error/Initialization Failure" when inputting body dimensions
- Fix for (temporary) problems during installation of MVN Basic
- Fix MVN crash when clicking in the Source column (but not on the checkbox) in the External Data channel table
- Fix on MVN crashing when using special character in ROBR download folder

5 Known Issues

Problem with different frame rate settings with multi-character/subject causing (when uploading these to MotionCloud) wrong selection. Work around is to select single (selected) MVN files for uploading.