

Pixelink SDK Version 4



Stock **#58-179** 1 In Stock

-

1

+

£520^{.00}

ADD TO CART

Volume Pricing	
Qty 1+	£520.00 each
Need More?	Request Quote

 Prices shown are exclusive of VAT/local taxes

Product Downloads

General

Type:

Camera Accessory

Regulatory Compliance

Compliant	RoHS 2015:
Compliant	Reach 224:

Certificate of Conformance:

Product Details

Developer's Software [#58-179](#)

The Pixelink SDK provides access to the full Application Programming Interface (API), sample applications with complete source code, wrappers for 3rd party controls such as LabVIEW, as well as full documentation. The SDK is compatible with Visual Basic, Visual C and Visual C++ on Windows™ (32-bit and 64-bit) and Linux Ubuntu (32-bit and 64-bit desktop versions) platforms. With the Pixelink SDK, developers can integrate Pixelink cameras into their custom applications with ease. The API can be used to query and control the feature set supported by the Pixelink camera. The SDK also provides an API function call logging mechanism, which shows the sequence of API calls used and their parameter values to assist application developers.

In order to keep customers up-to-date with new software patches, releases and source code, Pixelink® forwards a registration card and registration number with every purchase of the Pixelink® SDK in the place of a software CD. Once customers are registered, via the online registration center, Pixelink® will provide the most up to date software, sample source code and documentation.

Note: Pixel Capture is a free-to-download camera control software that allows users to adjust camera features from a user friendly GUI. **Pixelink SDK 4** is a paid Software Development Kit primarily designed for customers who wish to develop their own camera applications. The Pixelink SDK includes the tools needed to develop your own applications using the Pixelink API. This means that the C/C++ header and library files are included so that you can write code in C, C++, or .net that calls functions in the Pixelink API.

- Seamless Integration of Liquid Lenses
- One-Push Autofocus, High Speed Focus Movement
- Easy to Use USB 3.0 Interface

Pixelink® USB 3.0 Autofocus Liquid Lens Cameras provide the ability to seamlessly integrate and control liquid lenses. By enabling the liquid lens to be directly connected to the camera, it allows for the camera to drive and control the liquid lens without the need of a separate driver to achieve fast, continuous focus control. This simple autofocus system makes these cameras ideal for high speed applications such as bar code reading, inspection, and biomedical applications. Pixelink® USB 3.0 Autofocus Liquid Lens Cameras are compatible with our [TECHSPEC® Liquid Lens Cx Series Fixed Focal Length Lenses](#), which combine high resolution image performance with built-in liquid lens integration.

To get started, choose a camera and find the appropriate CxLens Liquid Lens options listed under the Accessories section. These lenses are available in 12mm, 16mm, 25mm, 35mm, and 50mm focal lengths and are ready to mount to the Pixelink® USB 3.0 Autofocus Liquid Lens Cameras.

Note: Imaging lens with liquid lens sold separately. Choose one from Liquid Lens Cx Series Fixed Focal Length Lenses.

Pixelink Capture is a free, user-friendly application included with all Pixelink cameras, offering real-time image and video capture through an intuitive graphical interface. In contrast, the Pixelink SDK is a comprehensive development toolkit for Windows and Linux that enables developers to build custom applications with full camera control via C/C++, .NET, or Python. The SDK is available as a trial download, allowing users to evaluate its capabilities before purchasing a license. Links to software downloads (SDK and Capture) are available on the product pages.