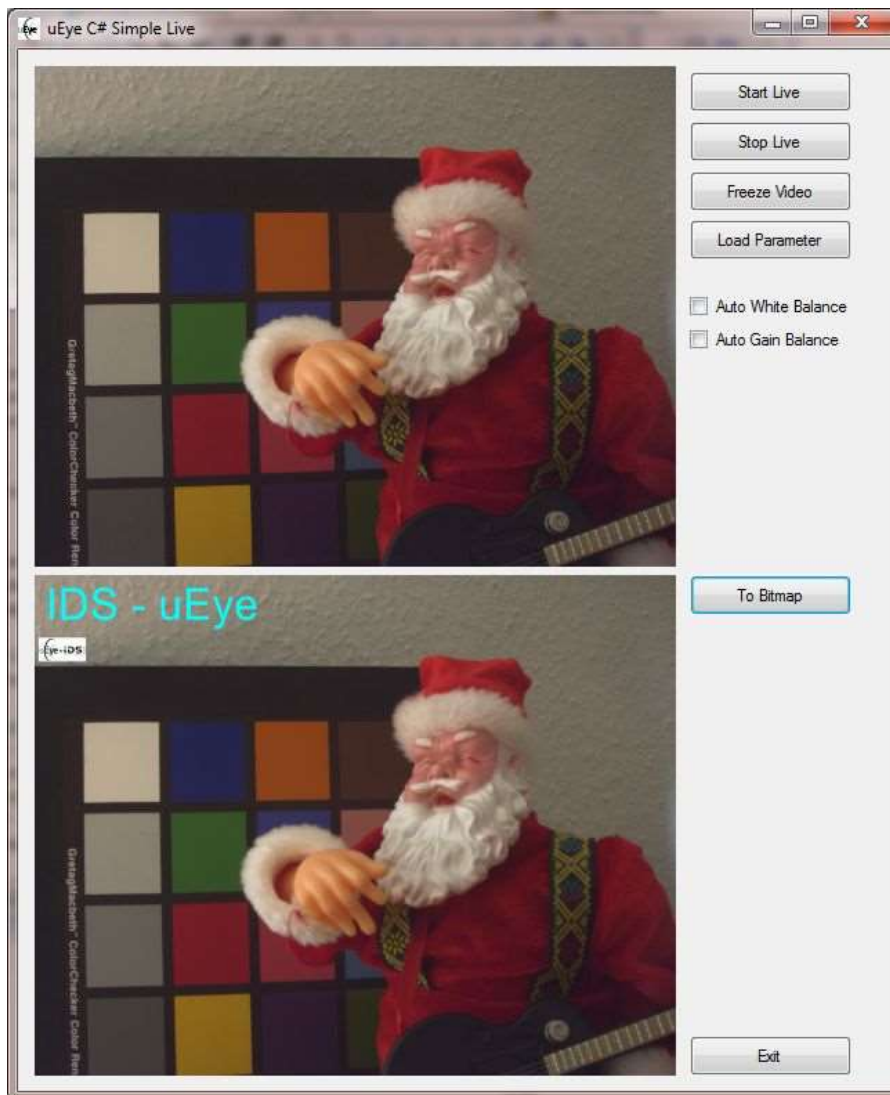## Name

uEye_DotNet_CSharp_TextOnBitmap_ProgrammingExample

Programming language and interface

C# using the uEyeDotNet.dll

Description

This sample shows how to acquire images in DIB-mode and convert an image from a previously defined image memory into a bitmap, how to copy it into another bitmap and how to draw text and a bitmap into the image. This is done using the .NET System.Drawing.Graphics – class.

Among others, uEye API functions/methods used

```
uEye.Memory.ToBitmap(int s32MemId, out System.Drawing.Bitmap bitmap)
```

Comments

Showing the usage of the .NET System.Drawing.

Sample Wiring

-

Accessories

-

Cameras

All uEye cameras

Contact

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