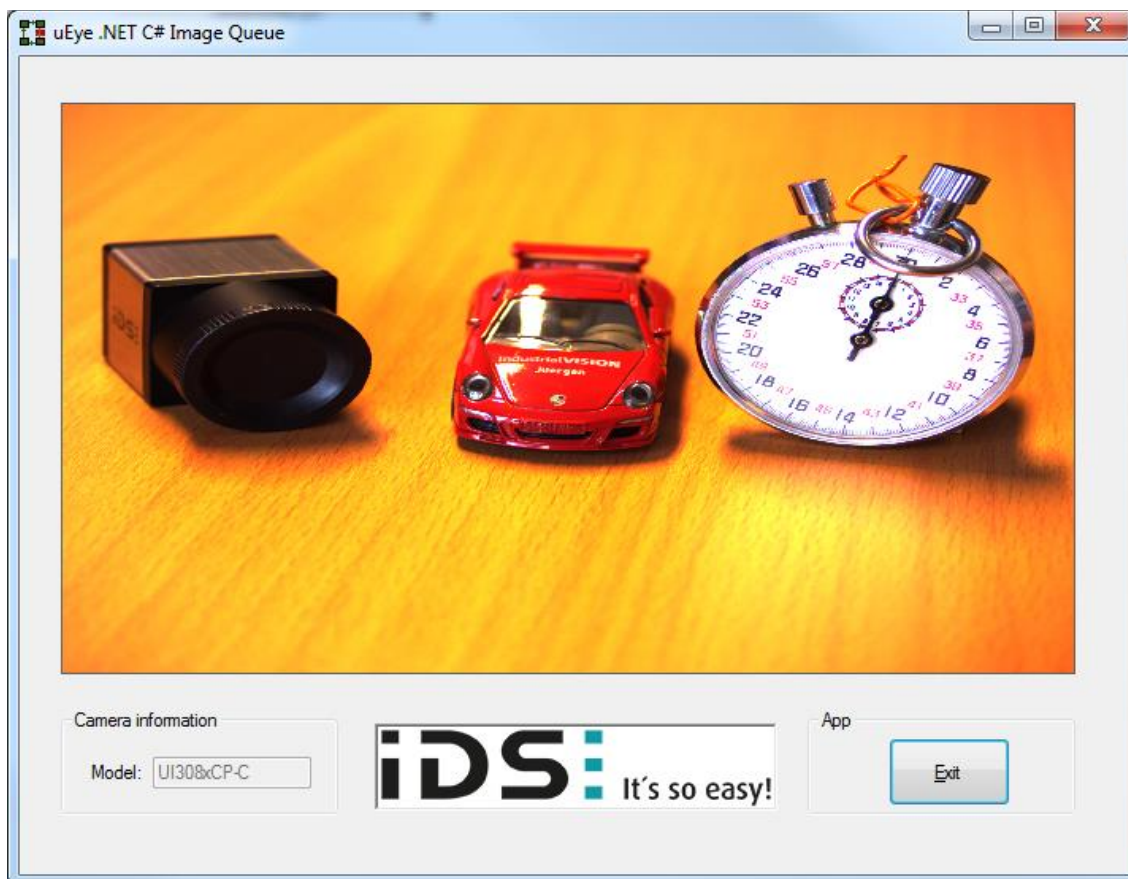


Name

uEye_DotNet_CSharp_ImageQueue



Programming language and interface

IDS Software Suite:	V4.90.3	
uEye SDK	<input type="checkbox"/> Core SDK (C/C++)	<input checked="" type="checkbox"/> .NET SDK (C#)
Platform of executable file:	<input type="checkbox"/> 32-bit	<input checked="" type="checkbox"/> 64-bit
Development platform:	Visual Studio 2015	
Operating system	<input checked="" type="checkbox"/> Windows	<input type="checkbox"/> Linux

Description

This sample shows the basic idea how to continuously capture images using the uEye image queue. A ring image buffer system is established for covering 1 second of video.

Using the image queue, the oldest buffer can always be fetched. The image buffer is automatically locked. After safely processing the image data the buffer is unlocked and put back to the queue to be re-used.

Collecting the image buffers is done in a detached worker thread. That thread does not depend on GUI interaction and allows collecting image without being interrupted.

Among others, uEye API .NET functions/methods used

```
Camera.Init
Camera.Exit

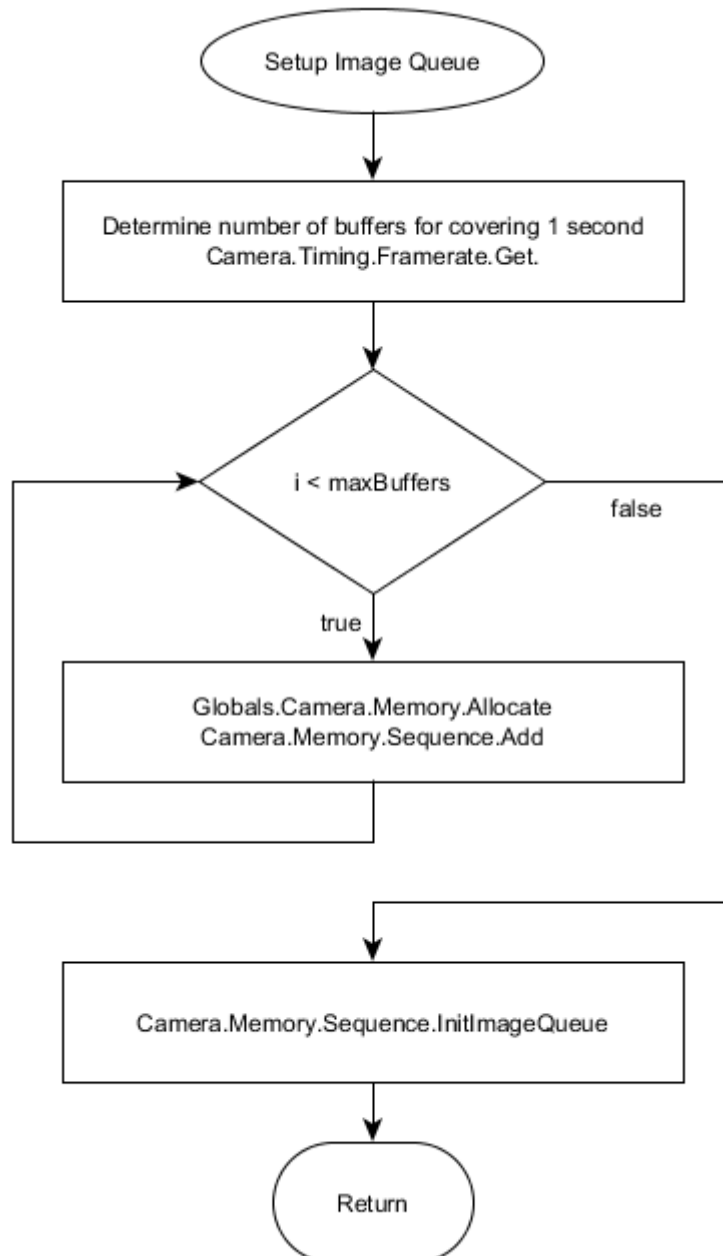
Camera.Information.GetSensorInfo
Camera.Timing.Framerate.Get

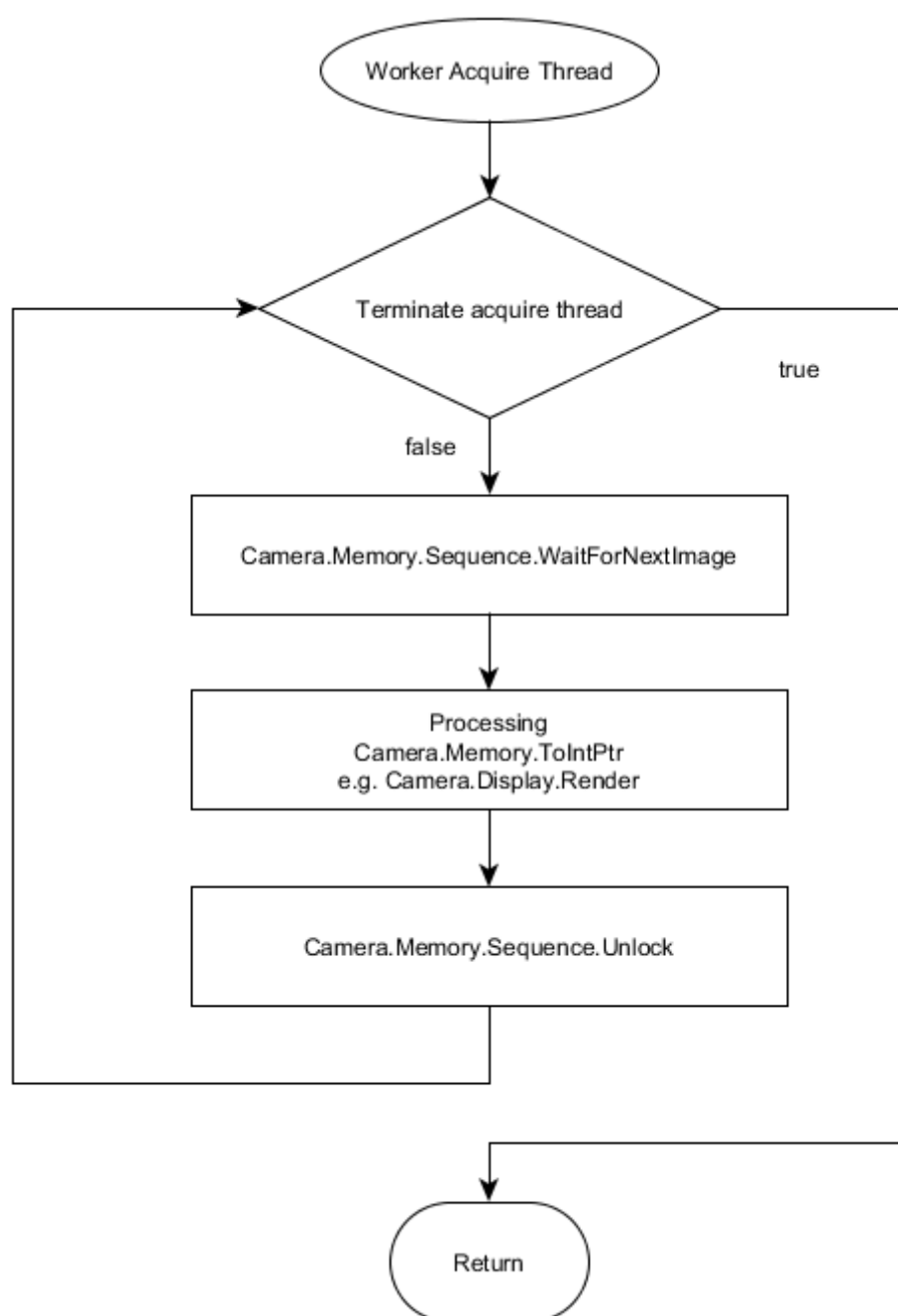
Globals.Camera.Memory.Allocate
Camera.Memory.Sequence.Add
Globals.Camera.Memory.Sequence.InitImageQueue
Camera.Memory.Sequence.WaitForNextImage
Camera.Memory.ToIntPtr
Camera.Memory.Sequence.Unlock

Globals.Camera.Acquisition.Capture
Camera.Display.Render
```

Flowcharts

The flowcharts below show how the most interesting parts of the sample software work. The flowcharts do not cover the whole application.





Cameras

All uEye camera models. Note that XS and UI-3013XC camera might require an extra handling.

Contact

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