

Name

Getting started: uEye .NET SDK

Programming language and interface

IDS Software Suite:	4.90.6	
Operating system	<input checked="" type="checkbox"/> Windows	<input type="checkbox"/> Linux

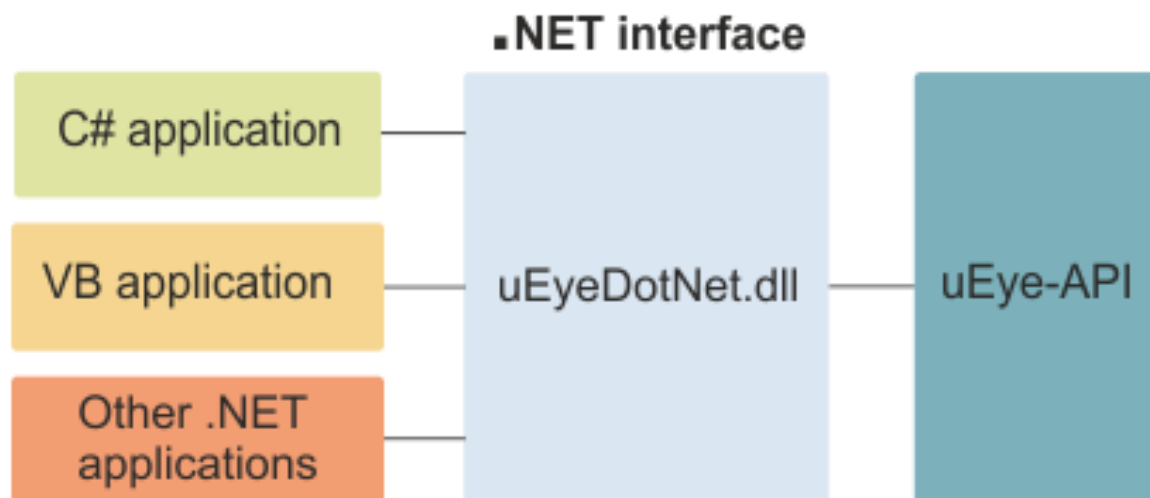
Description

The uEye API is part of the comprehensive IDS Software Suite for uEye cameras which is available as a free download.

In addition to the drivers, the IDS Software Suite features the IDS Camera Manager, the uEye Cockpit and a software development kit (SDK) for creating your own uEye programs.

Numerous demo applications make it easy for you to get started with uEye programming.

For detailed information about requirements, installation and programming, please refer to the uEye manual: <https://en.ids-imaging.com/manuals-ueye-software.html>



Prerequisites

An IDE (for example: Microsoft Visual Studio 2015), installed IDS Software Suite (<https://en.ids-imaging.com/download-ueye-win32.html>) and a connected uEye camera. To make sure the driver is properly installed and the camera is working, you could start the uEye Cockpit to get a live image.

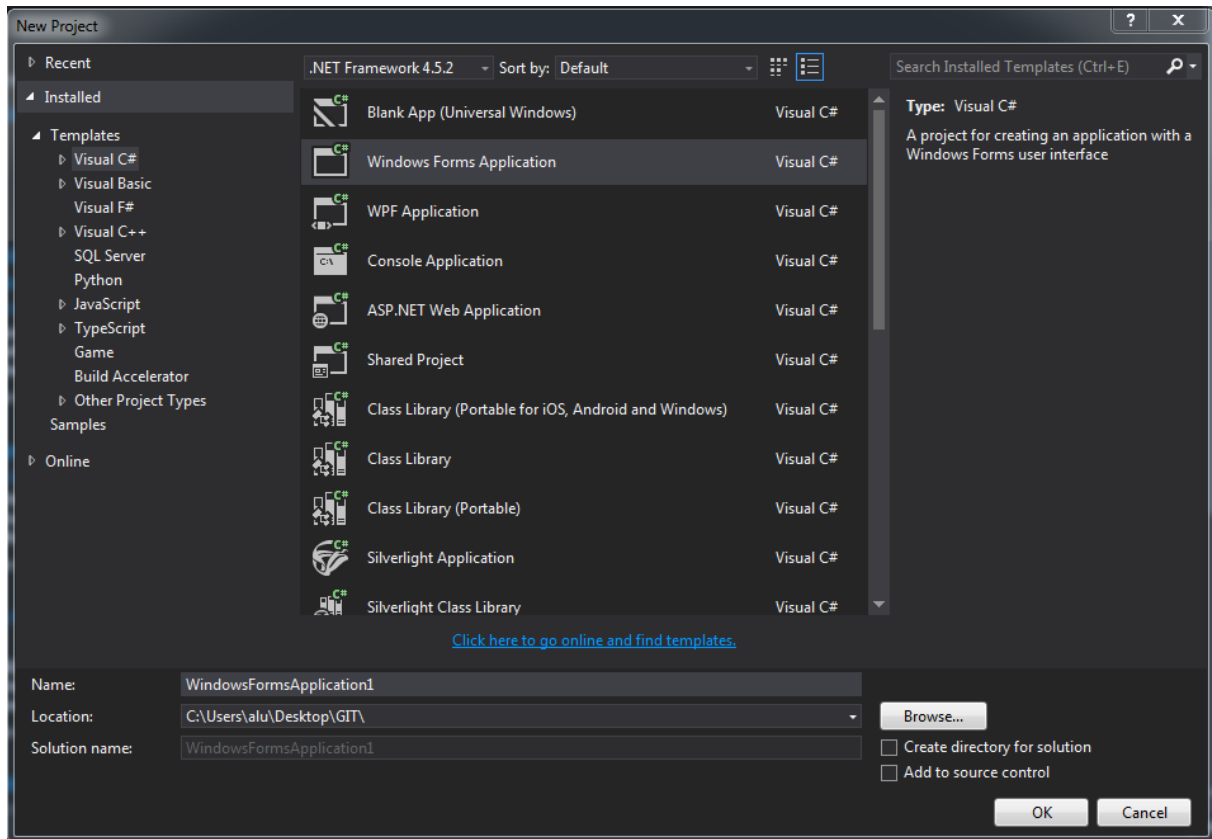
In the following example, we use Microsoft Visual Studio 2015 and IDS Software Suite 4.90.

It shows how to create a simple C# and VB .NET Project.

Project creation

After entering the main menu of Microsoft Visual Studio 2015, go to **File → New → Project...**

Go to **Installed → Templates → Visual C# or Visual Basic → Windows Forms Application**.

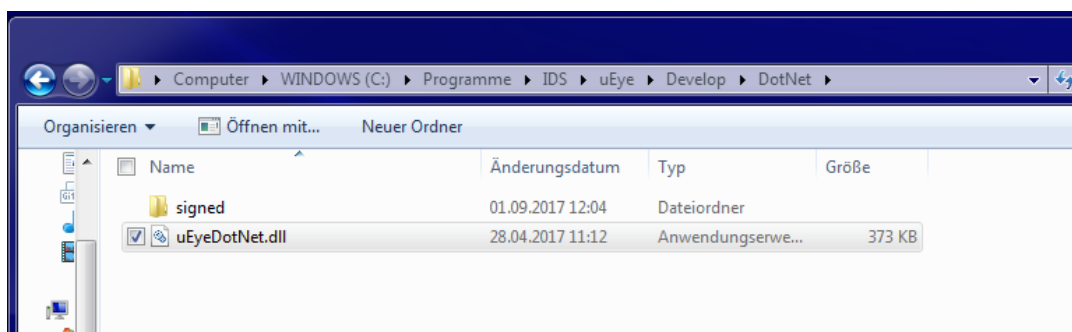


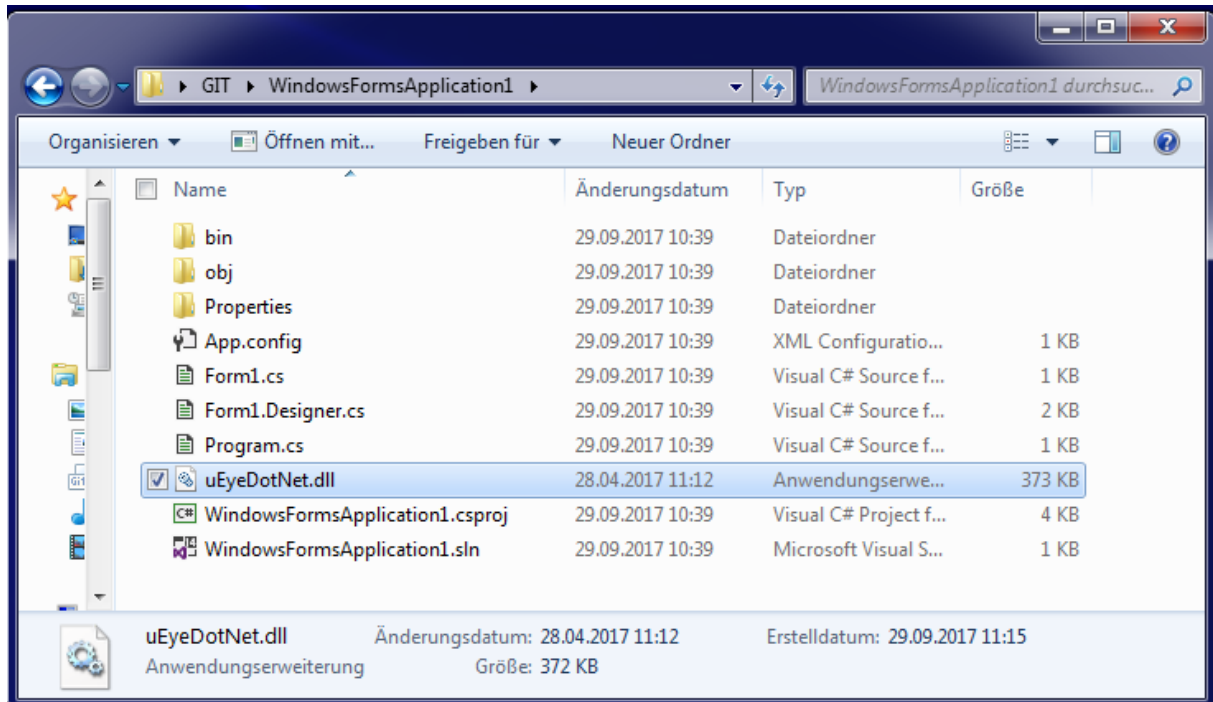
Enter name and location for the project. Push the **OK** button.

Setting-up the IDE

Copy the **uEyeDotNet.dll** file into your project directory.

(You find the **uEyeDotNet.dll** on your PC after installing the complete IDS Software Suite. If you do not change the installation directory, you find it here: `C:\Program Files\IDS\uEye\Develop\DotNet`)





Reopen your project in Microsoft Visual Studio.

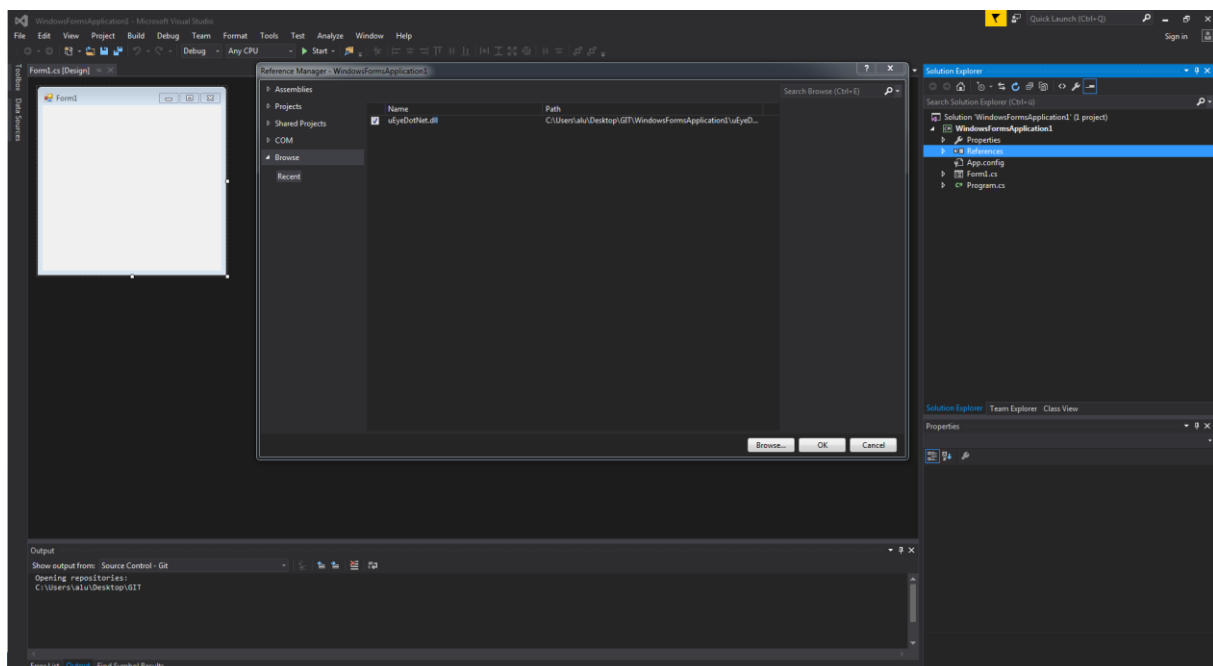
You should see the **Solution Explorer** on the right side.

Right-click on the **References** entry.

Select **Add reference**. A dialog opens for adding the references.

Open the **Browser** tab and search for your copied **uEyeDotNet.dll**.

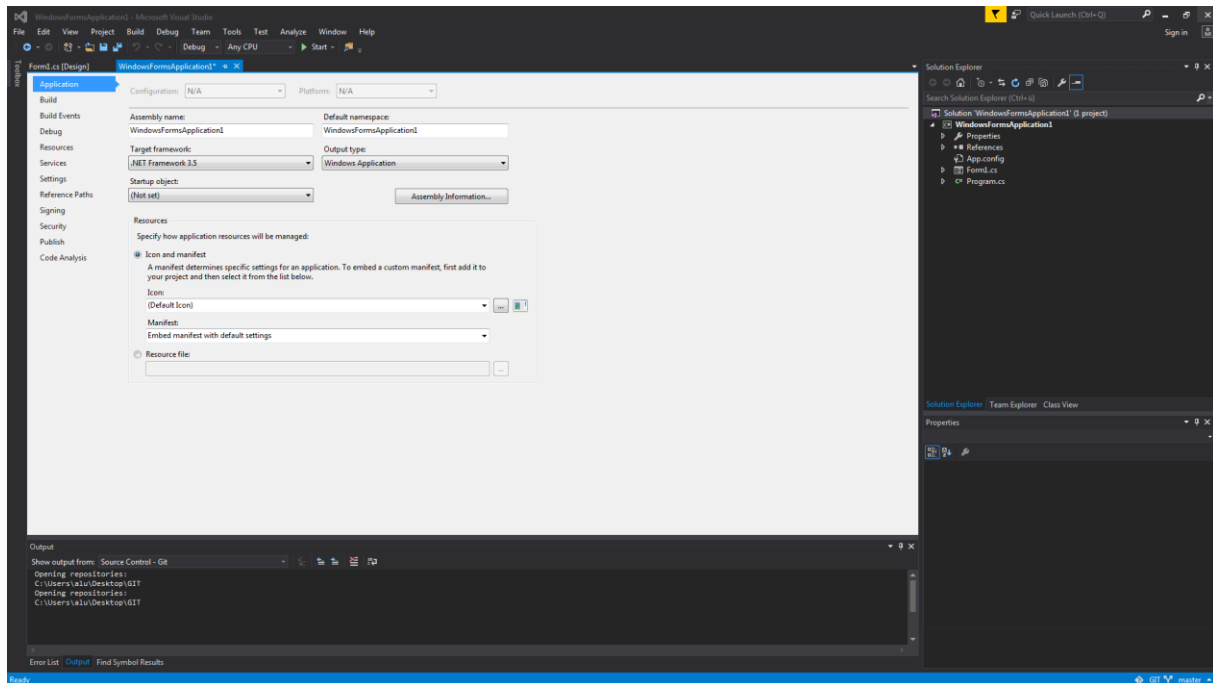
Select the file and press **OK**.



There is also a **signed version** of the **uEyeDotNet.dll** in the same directory.

Now, right-click in the **Solution Explorer** on the Properties entry.

In the **Application** tab set the target framework to **.NET Framework 3.5**.



HINT: Don't forget to create a uEye .NET object, e.g.

```
uEye.Camera cam = new uEye.Camera(); (C#)
```

or

```
Dim WithEvents Camera As New uEye.Camera() (VB)
```

in order to work with the uEye .NET interface.

Now take a look at the SimpleSingleGrab_C_Sharp/ SimpleSingleGrab_VB example to start with uEye .NET programming. The example was kept as simple as possible to help you get started.

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