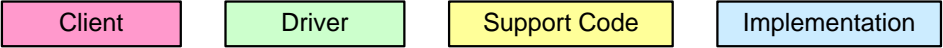
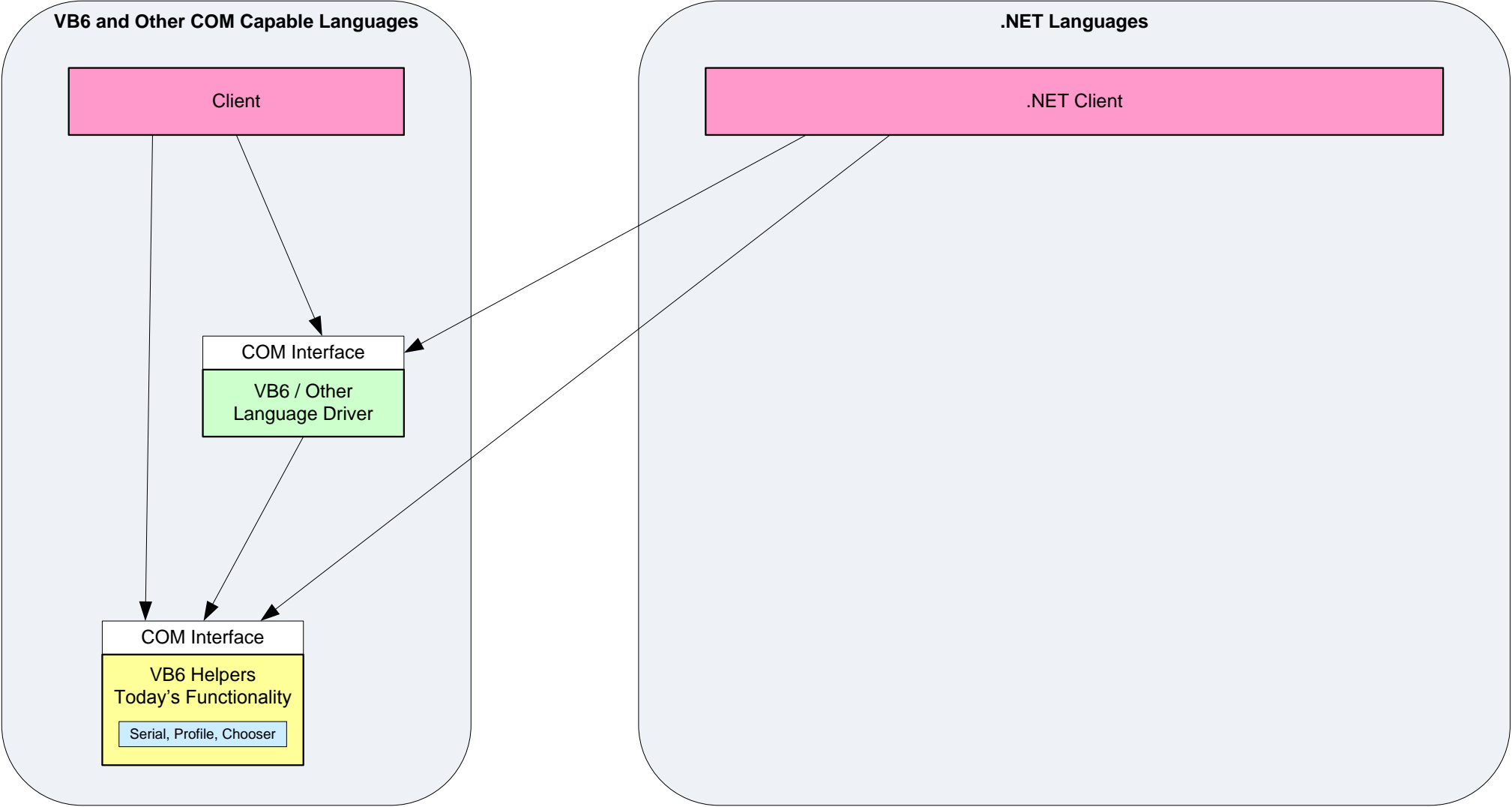
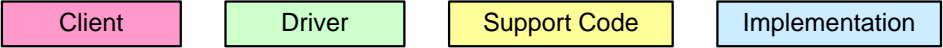
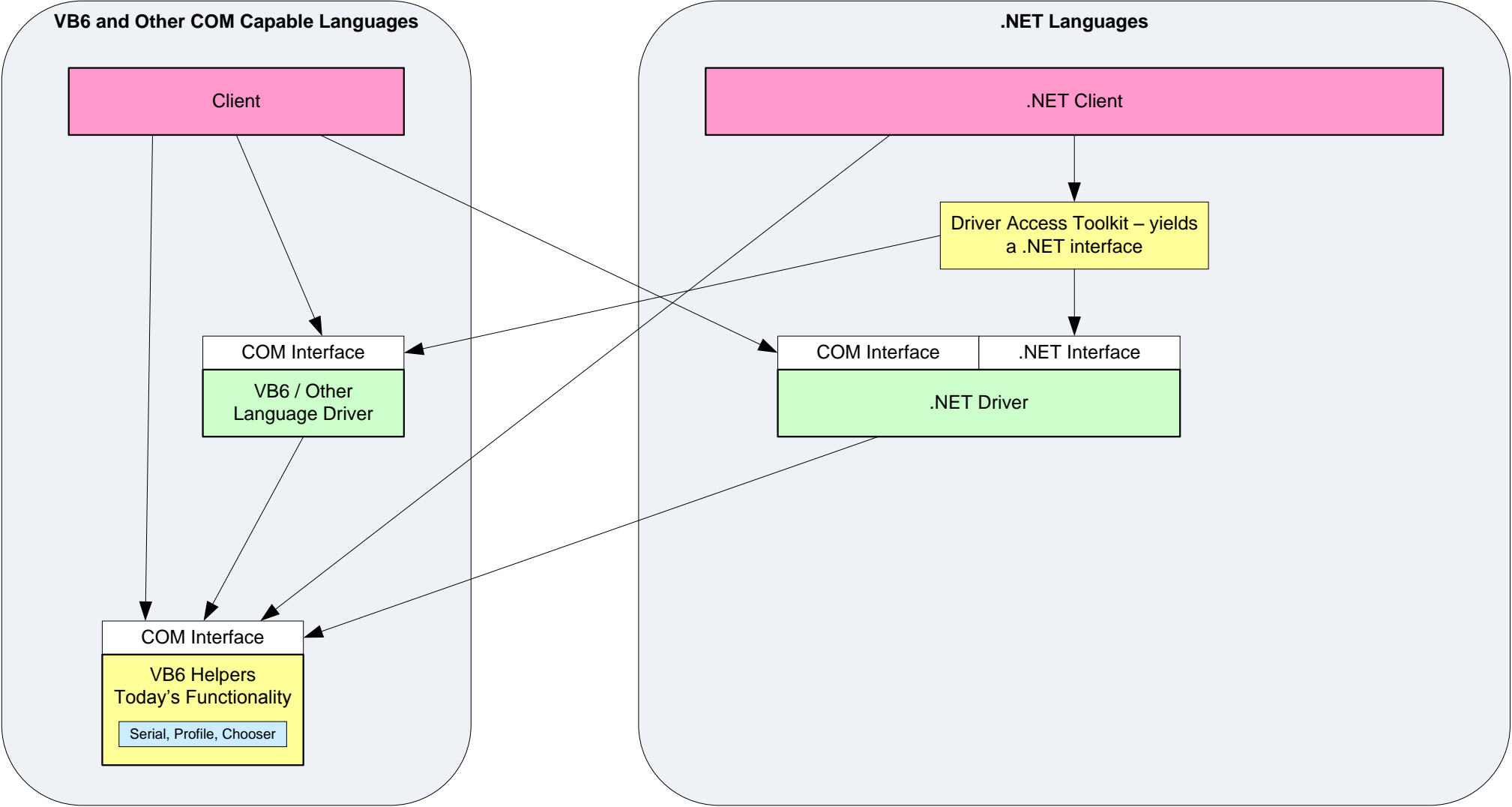


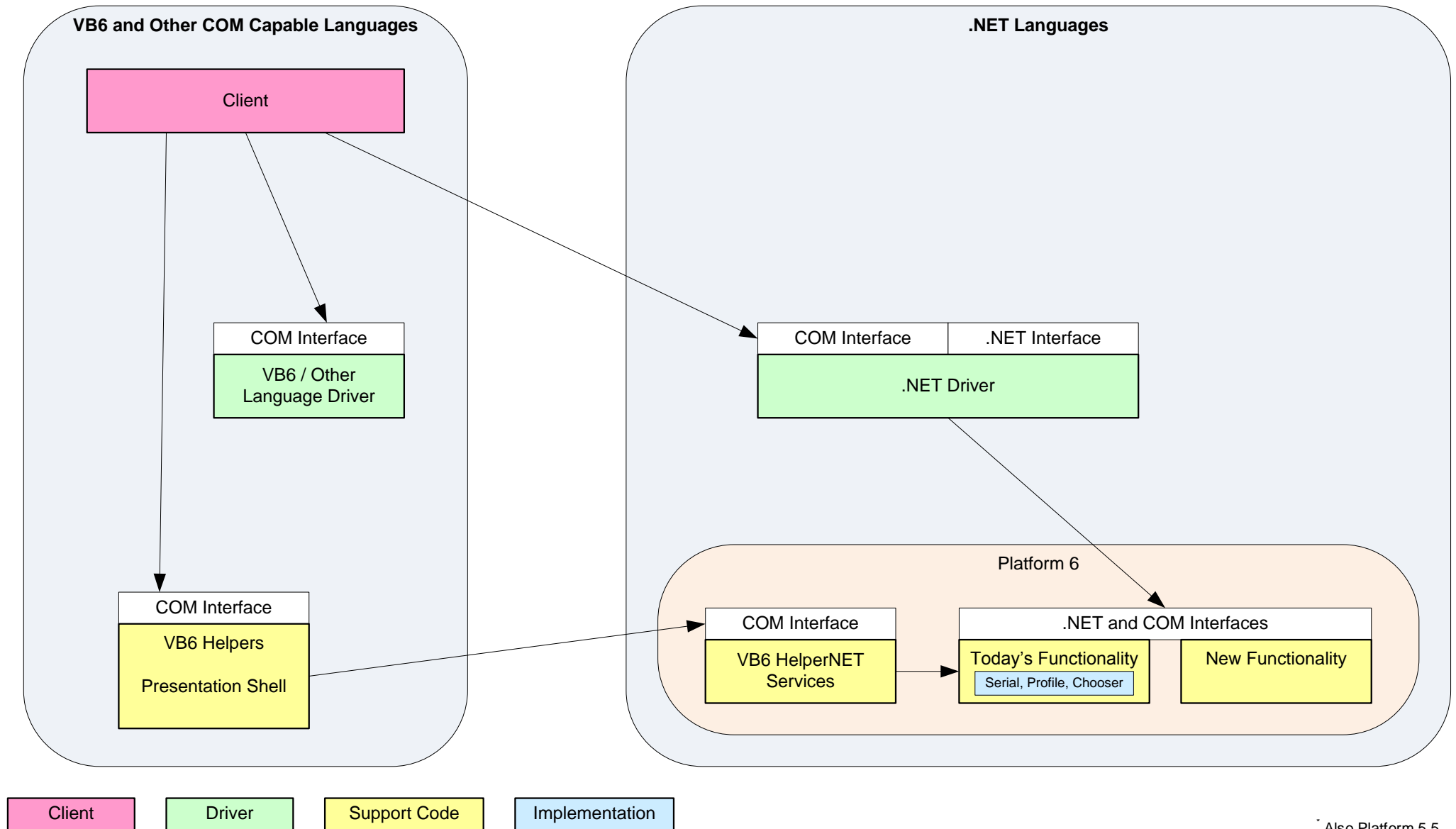
Platform 4



Platform 5

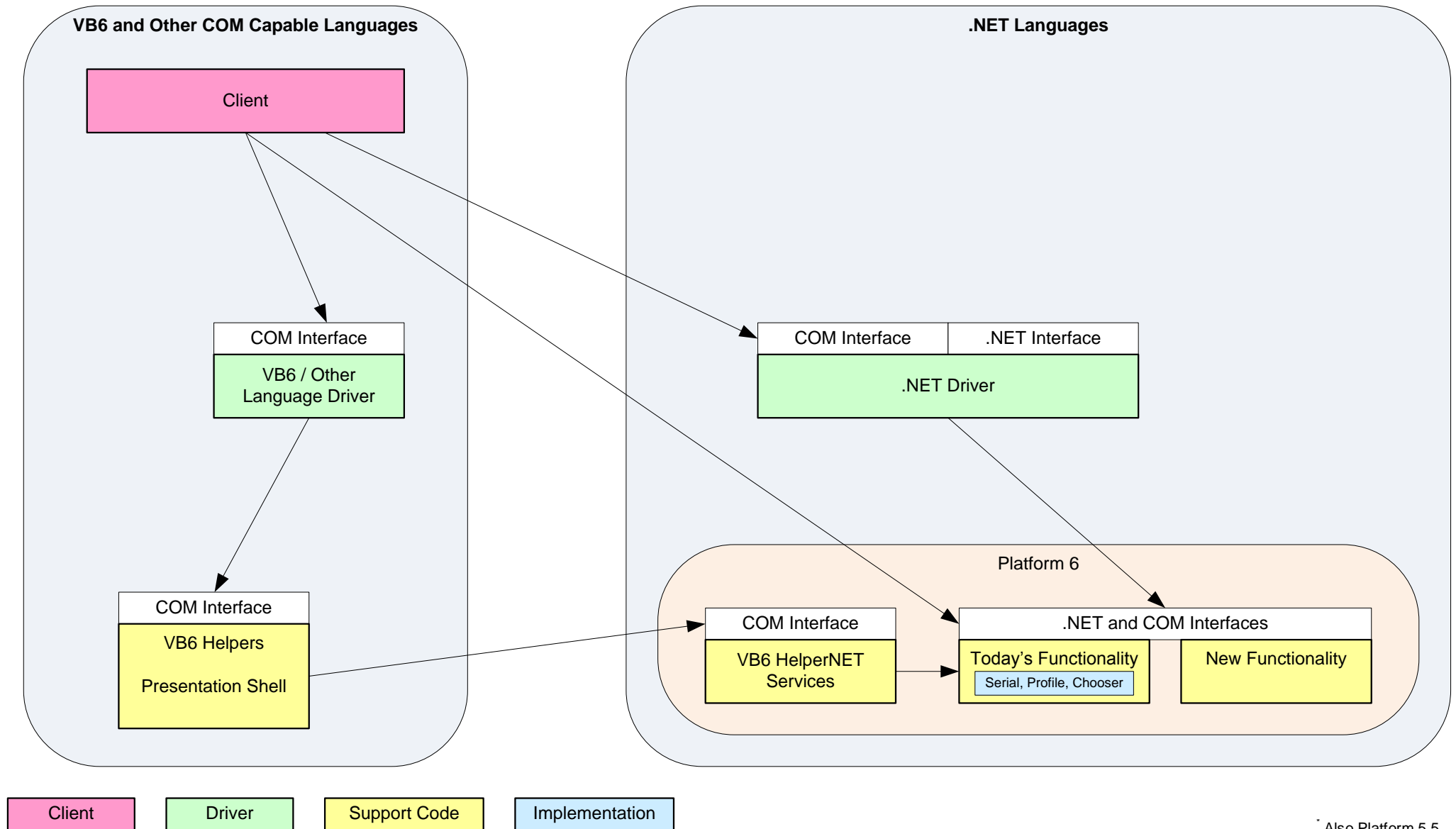


Platform 6* - Original COM Clients



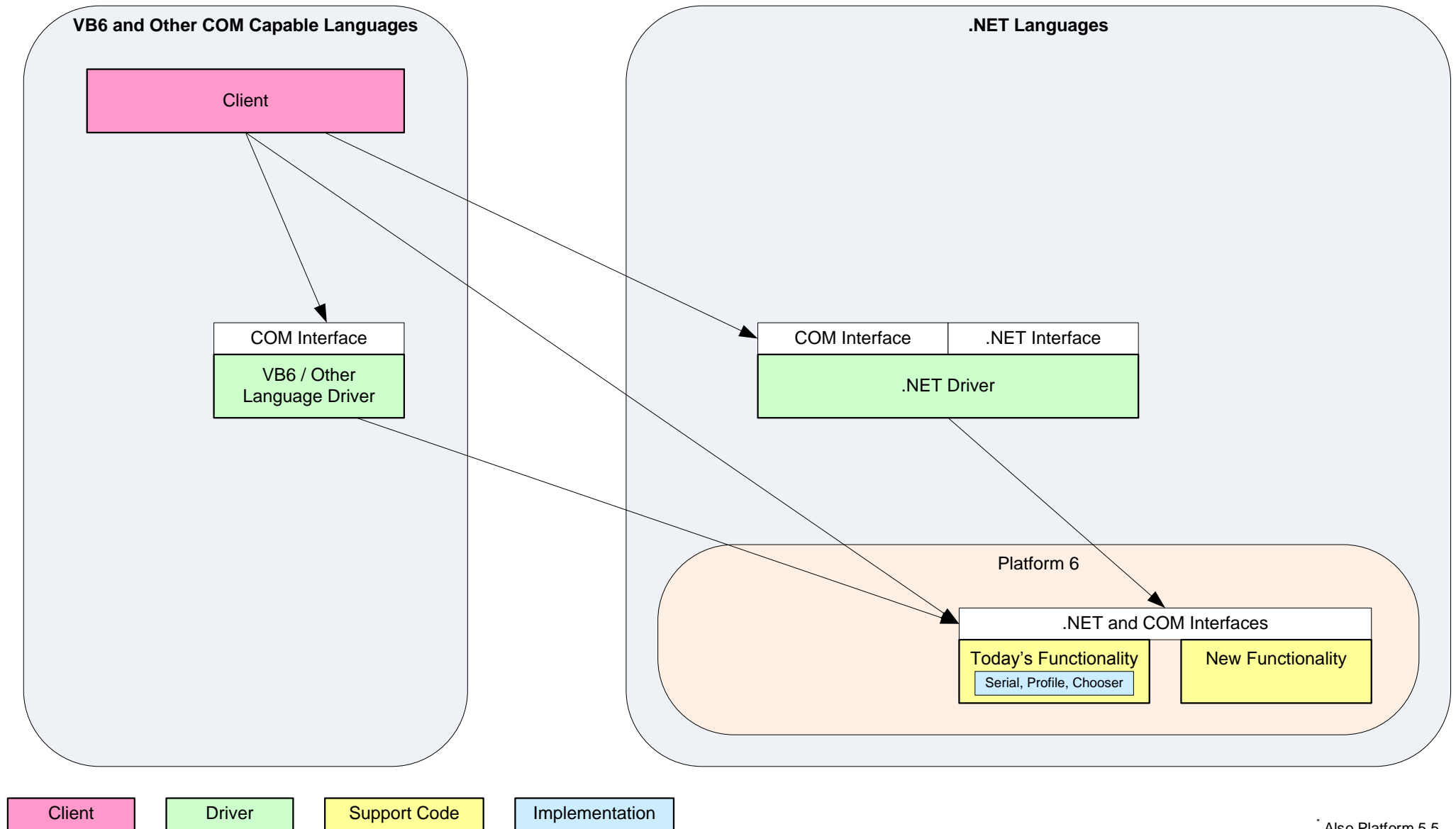
* Also Platform 5.5

Platform 6* - New COM Clients



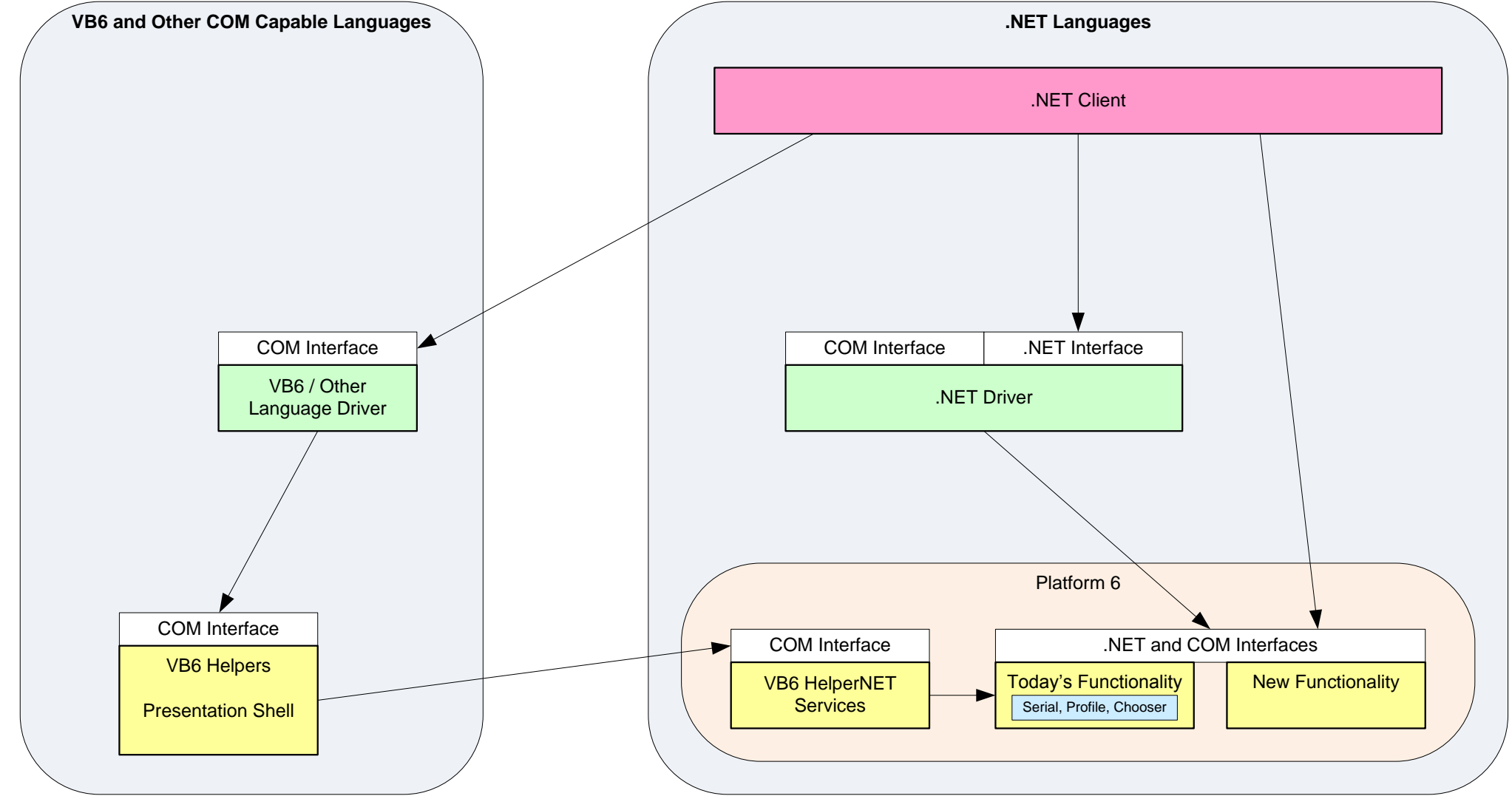
* Also Platform 5.5

Platform 6* - New COM Drivers



* Also Platform 5.5

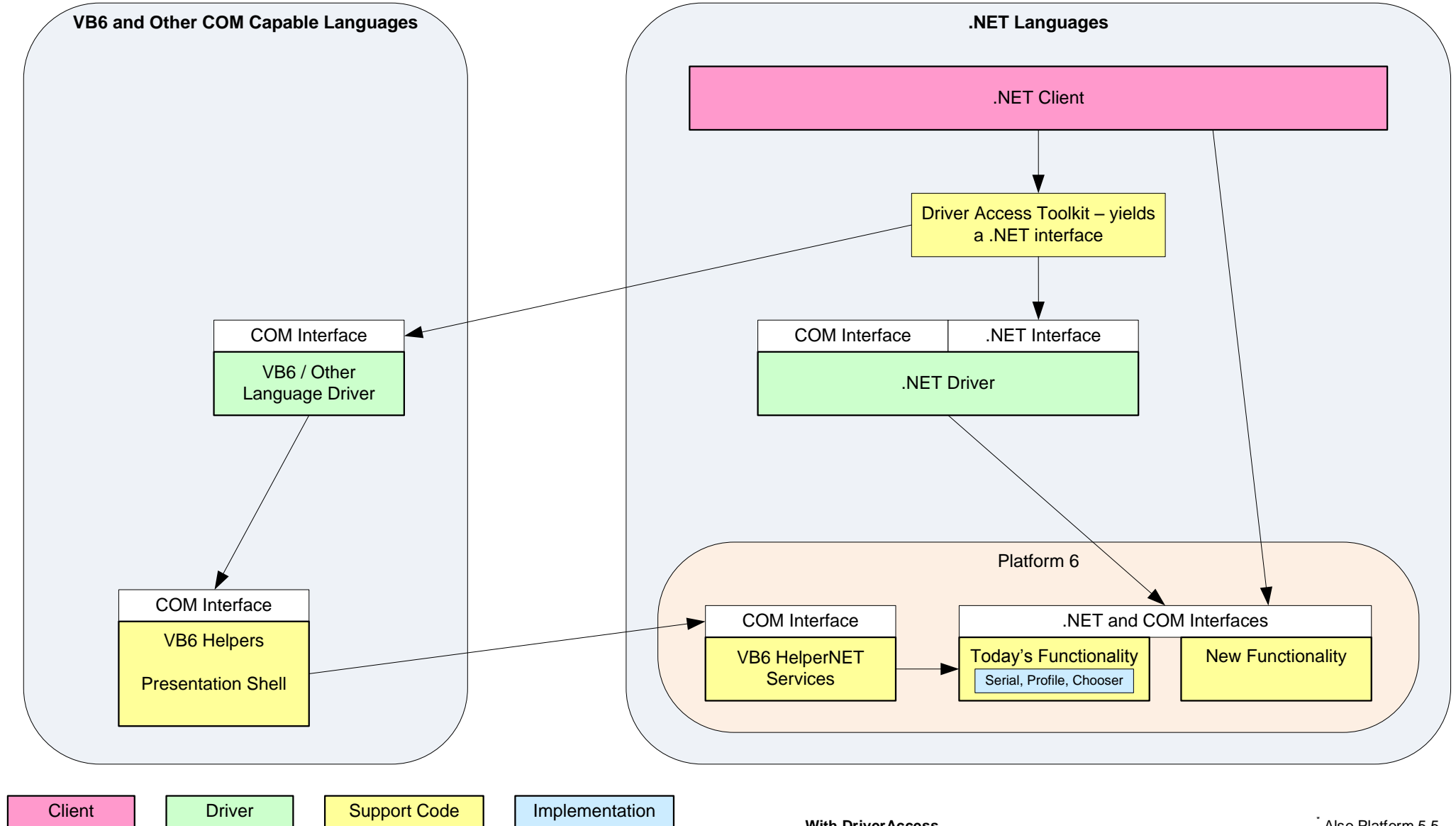
Platform 6* - .NET Clients (Direct)



- Without DriverAccess**
- the .NET client sees devices as objects, i.e. not strongly typed to the device interface.
 - Client has to deal with any issues arising from some drivers supporting early interfaces such as CameraV1 and some later interfaces such as CameraV2

* Also Platform 5.5

Platform 6* - .NET Clients (Using DriverAccess)



With DriverAccess

- the .NET client sees devices as strongly typed to the device interface (Intellisense shows available methods).
- Client receives a consistent Platform 6 device interface with any missing device specific members from earlier interfaces throwing NotImplementedException.

* Also Platform 5.5