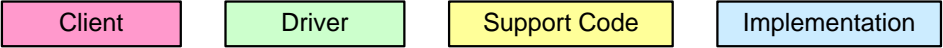
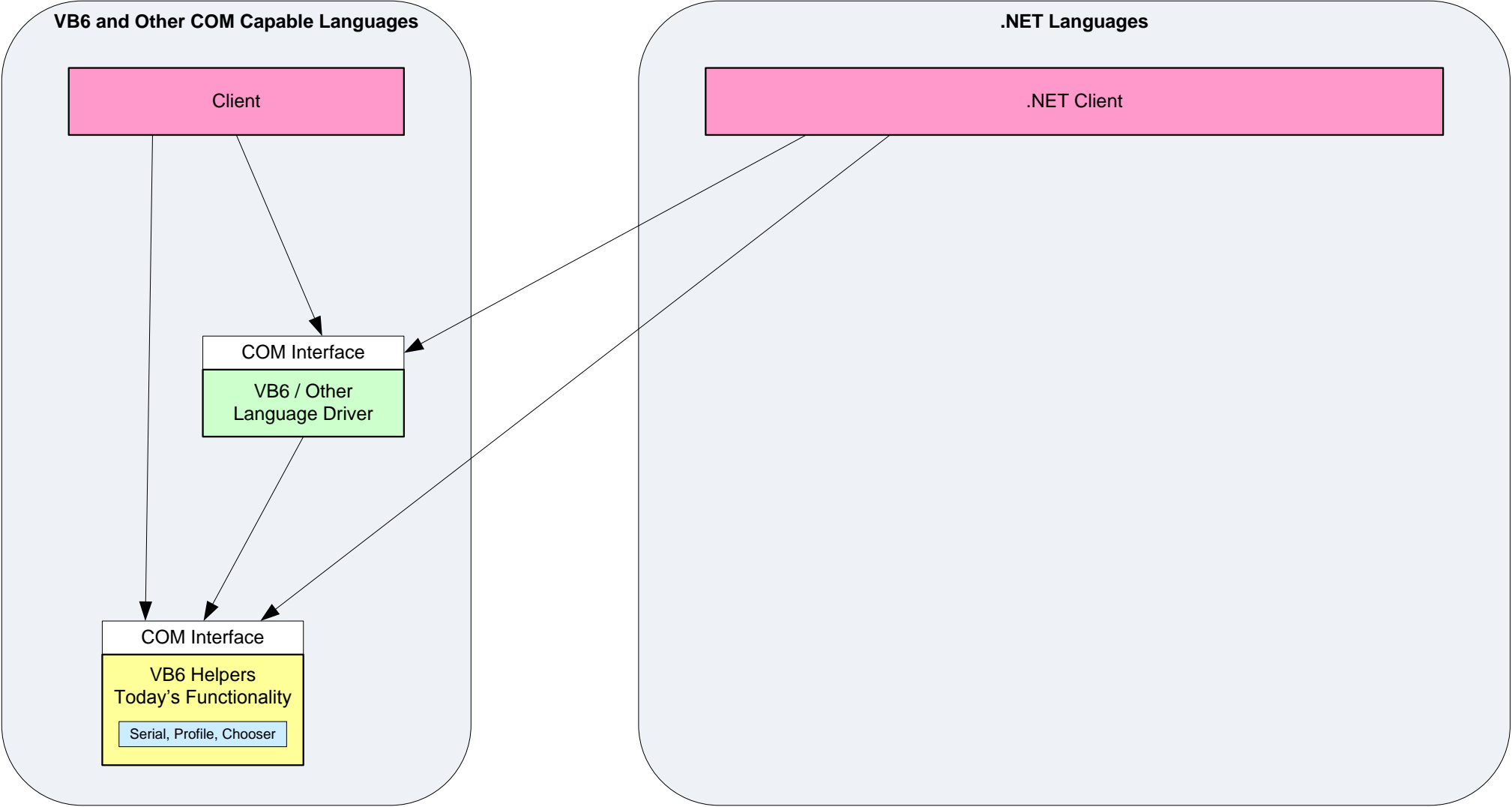
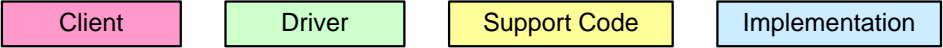
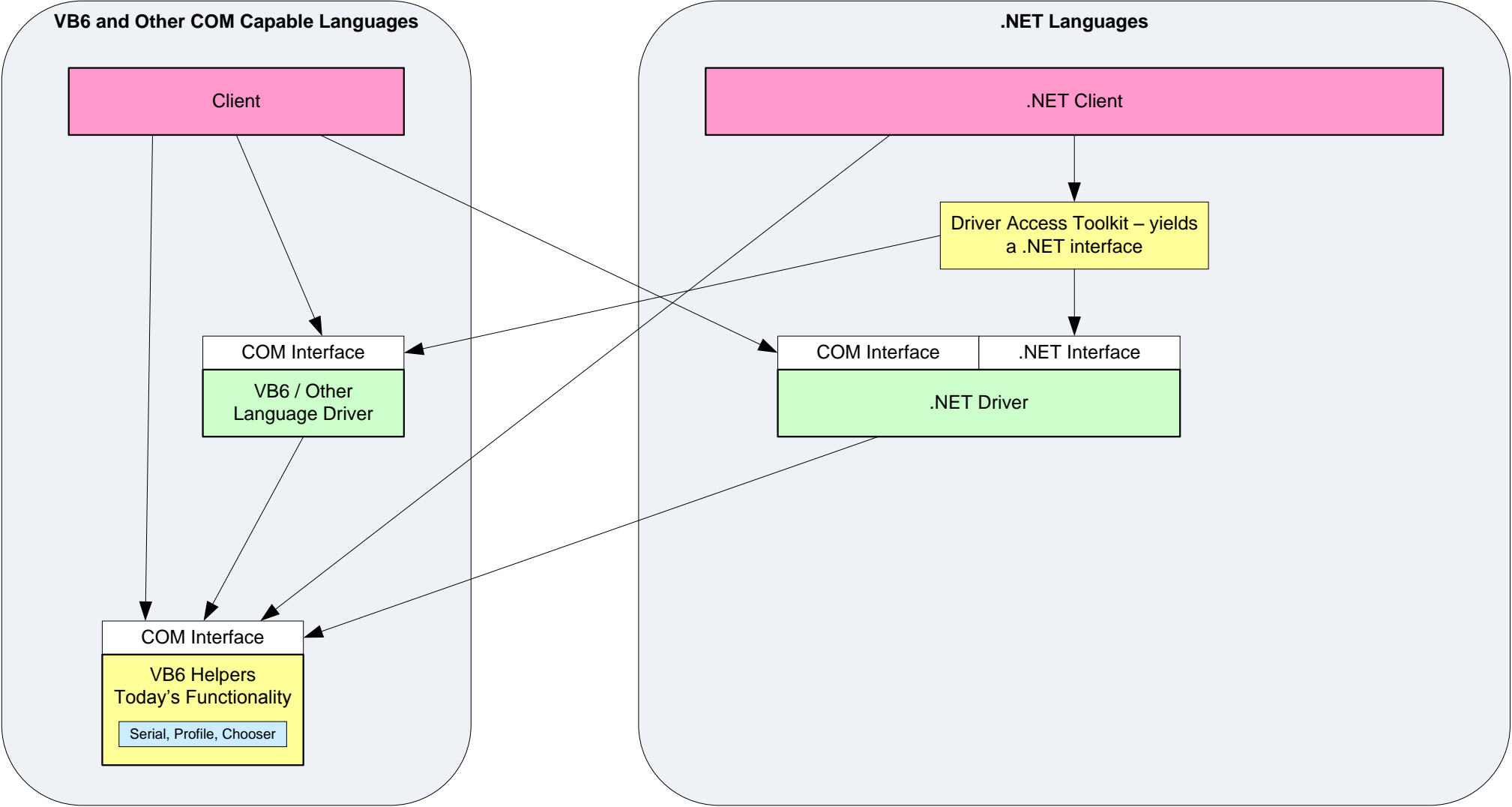


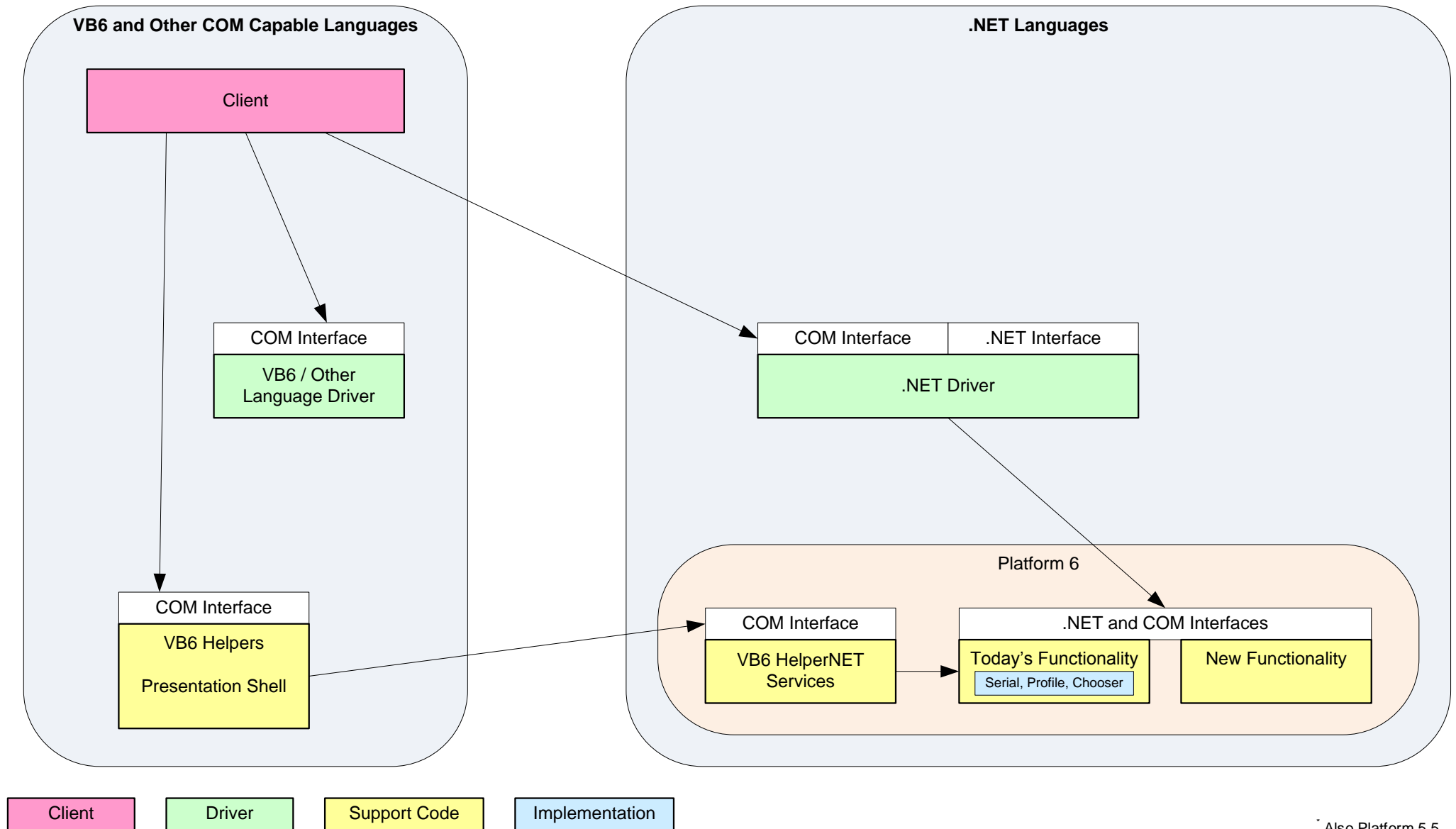
Platform 4



# Platform 5

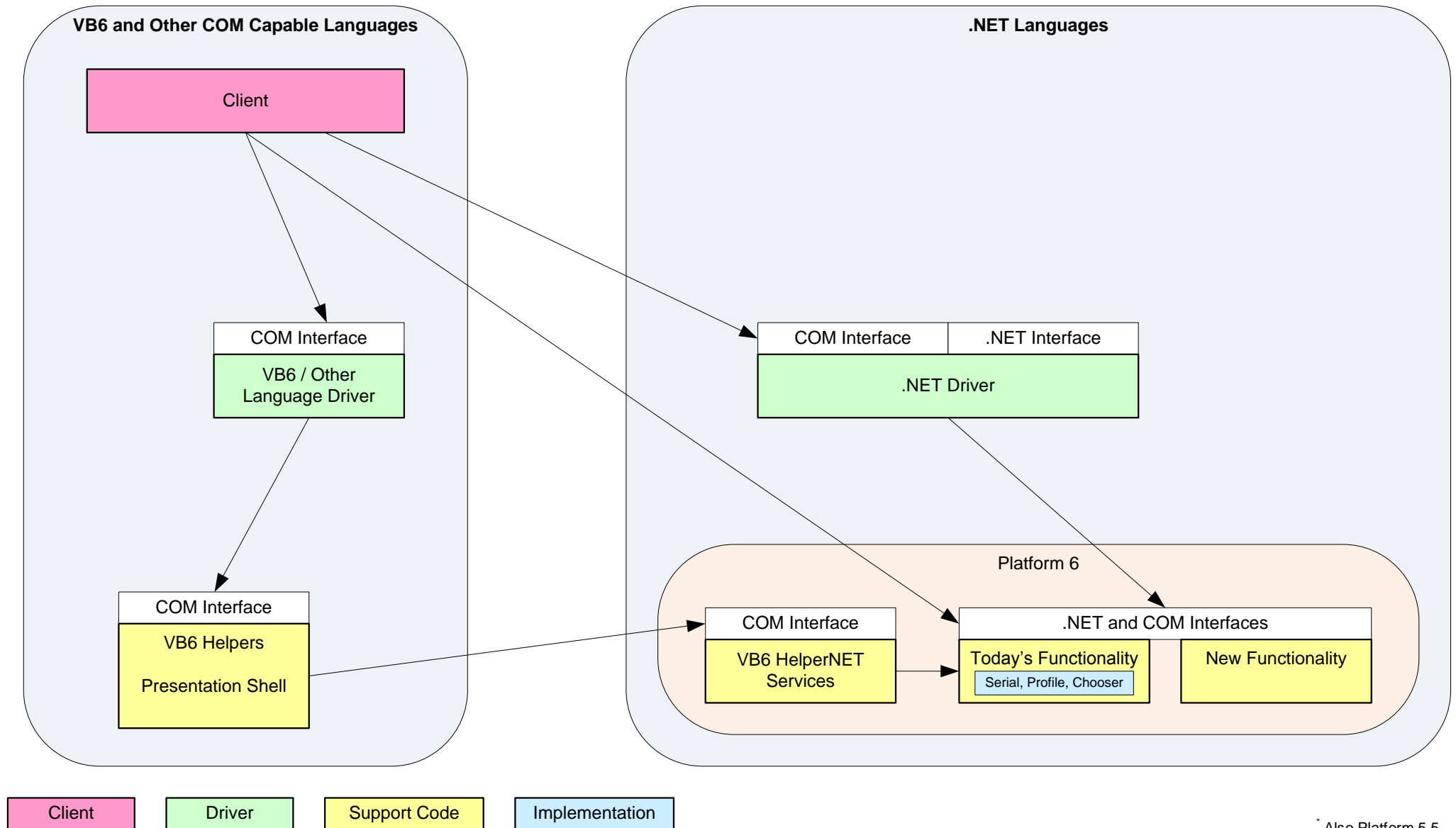


## Platform 6\* - Original COM Clients



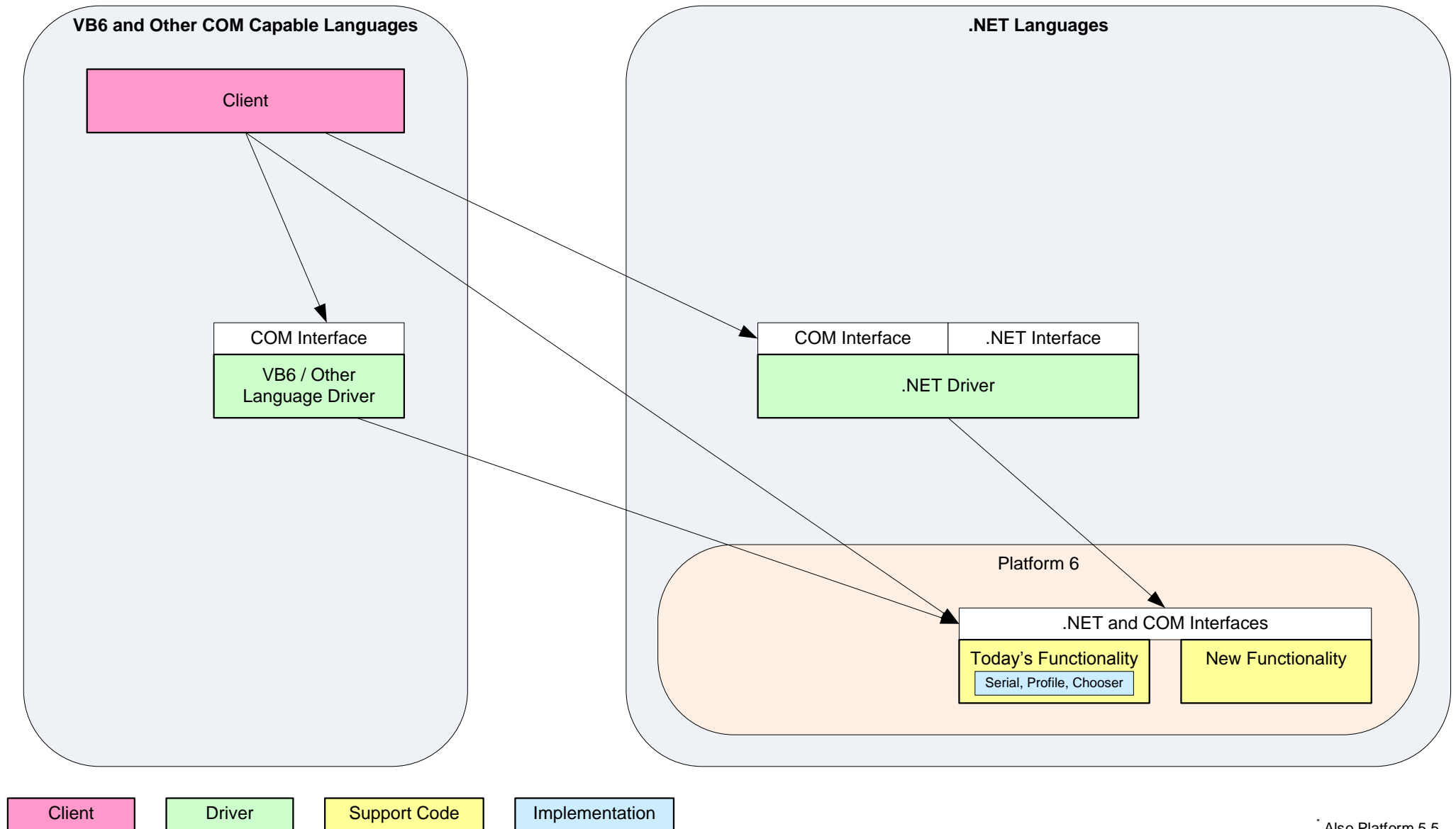
\* Also Platform 5.5

## Platform 6\* - New COM Clients



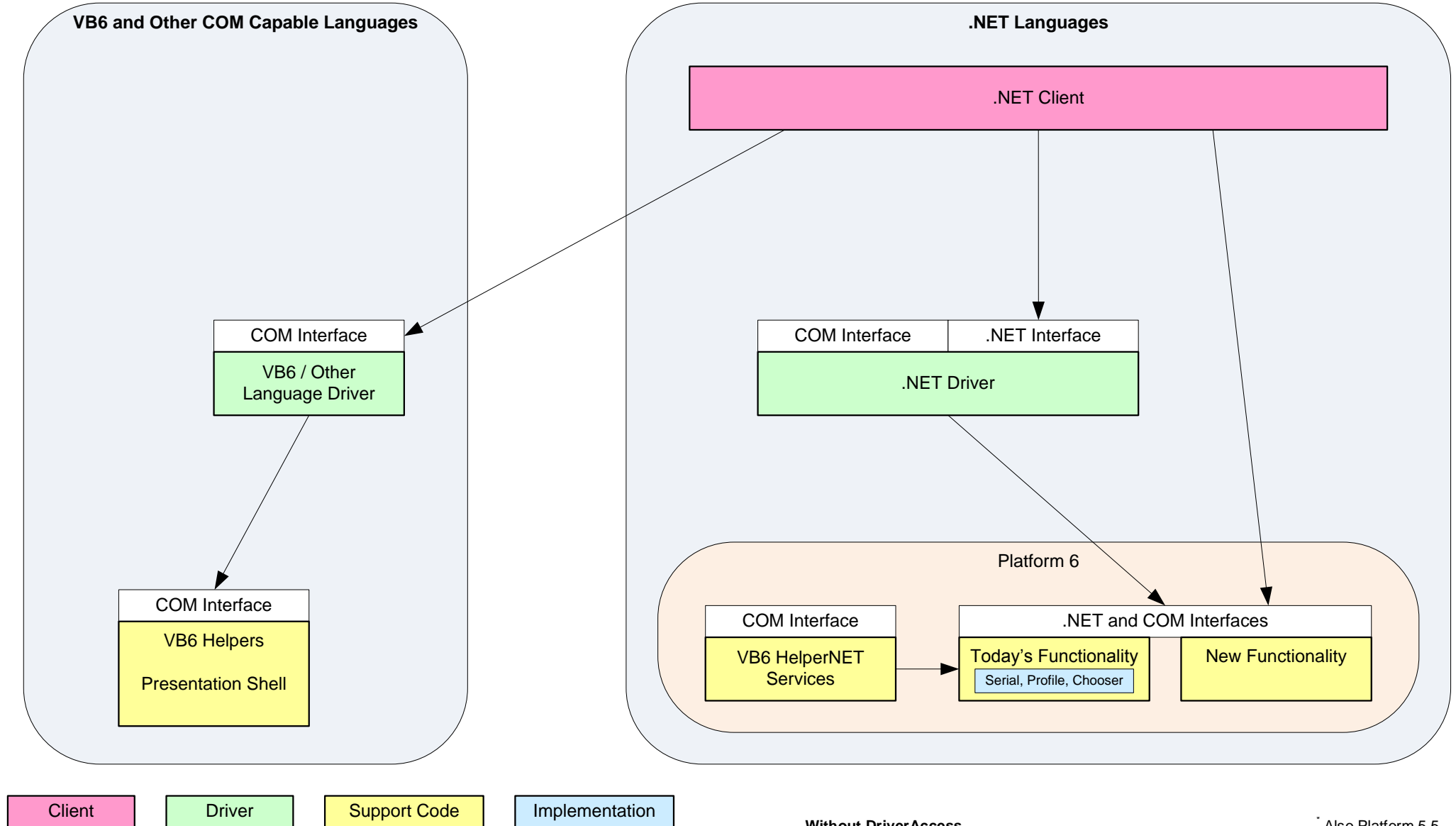
\* Also Platform 5.5

## Platform 6\* - New COM Drivers



\* Also Platform 5.5

## Platform 6\* - .NET Clients (Direct)

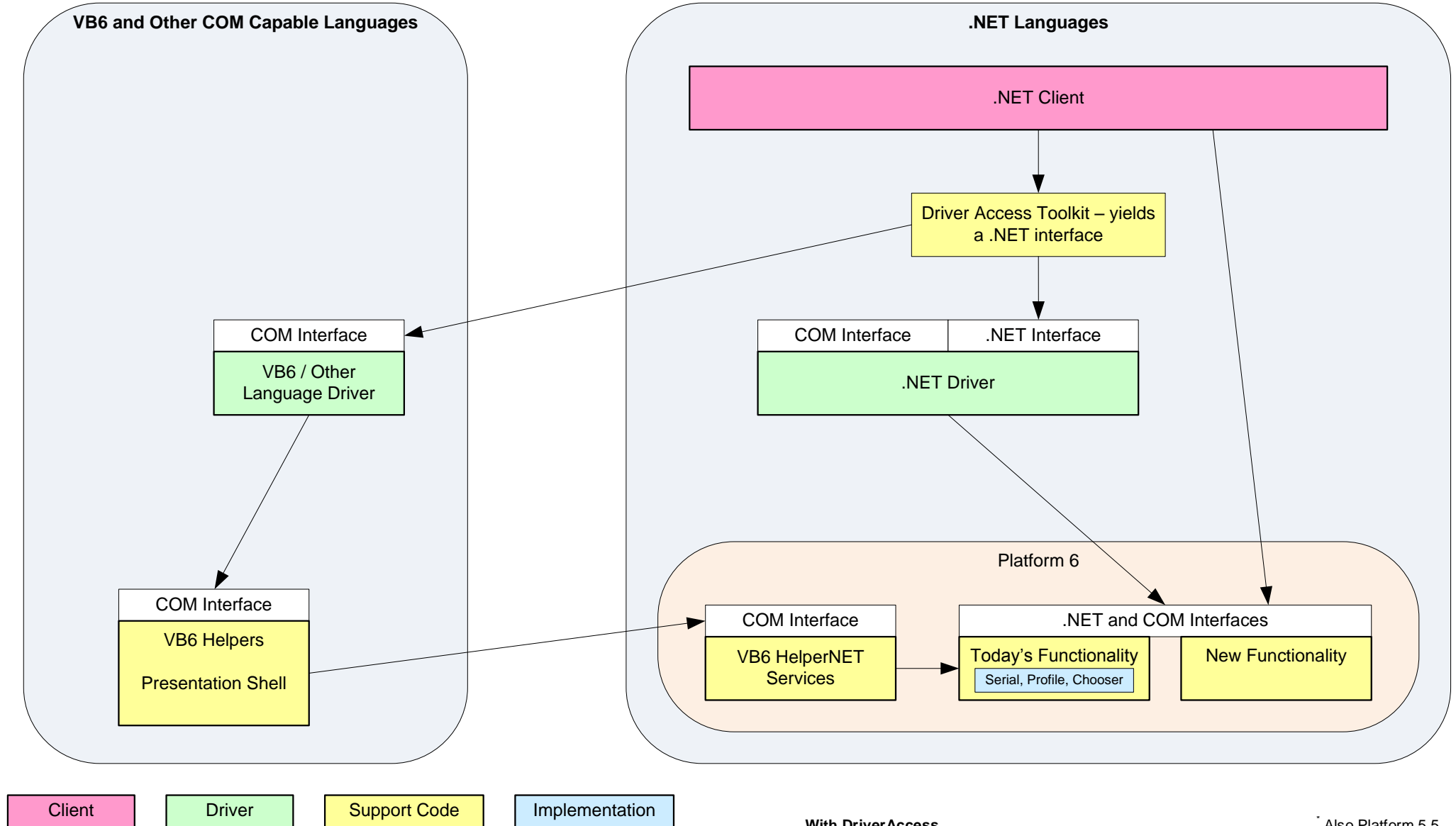


### Without DriverAccess

- 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