

# SICK AppSpace SDK 1.6.0 release note



## Revision history

| Status            | RELEASED   |
|-------------------|------------|
| Version           | 1.0        |
| Last update       | 16.02.2026 |
| Revision comments |            |

## Summary

SICK AppSpace - SDK is the Software Development Kit for the creation of application software for programmable sensors, released as an extension in the Visual Studio Code marketplace. This document pertains to the version 1.6.0, released on 16.02.2026 . It contains an overview of the important new features, improvements, fixes, remaining known limitations and issues, since version 1.5.0 from July 2025.

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# Highlights

## Free usage

SICK AppSpace - SDK (free demo) is published in the VSCode Marketplace.

It is publicly available and usable for free. The user receives and agrees to a free demo license according to the [general terms and condition](#). The user further agrees to send telemetry data according to <https://www.sick.com/de/en/privacy-policy-data-processing-information-sick-appspace-tools/ dataprotection-dataprocessing-information/>.

To productively use the SDK and enable advanced features, see the comparison below, the user may login with their SICK ID. Register a new SICK ID in just a few seconds here: <https://id.sick.com/>

Included in this release is a **getting started guide** which provides installation instructions and a **how-to build your first sensor app** (<https://github.com/SICKAG/SICK-AppSpace-SDK-Docs>).

For a complete onboarding training, checkout the Web-Based-Training, here: [SIA](#)

The user may download the SICK AppEngine(x64) for [Windows](#) or for [Linux](#) and use it for non-productive use in a demo mode.

# Features

## Develop & Execute

LUA language support is added to the editor. This includes support for SensorApp specific language features and device and algorithm APIs. With the UI-Builder, user interfaces for SensorApps are created in a structured view, just by drag and drop of UI Elements.

Execute the SensorApp directly to a connected programmable device.

Building the source code as a SensorApp package, completes the development journey.

## Device file system access

The device file system is integrated with VSCode to provide easy access to files on the device.

## Device Console

The device console shows the output of deployed SensorApps in VSCode and thus provides immediate feedback.

# Changelog

1.6.0 - 16.02.2026

## Features

- App details information on hover
- Automatic device reachability checks via configurable watchdog
- Folder of apps downloaded from a device can now be selected
- Aliases for devices in the device list
- Export apps as zip
- Automatic setting of app author on app creation
- Project quick deploy button on editor top bar
- New command to create flow files
- Visual indication for locked devices
- Single app workspaces
- Remembering network selection on successive device scans
- Reupload of all apps on a device
- Jump to function/event definition/reference capability
- Schema for flow files
- Visual error if device does not match device driver for connection
- Support unpacking of legacy MSDDs with source code
- Extended code navigation
- Display current active Lua version in the bottom status bar
- Added current Lua version to SPAK package
- Option to restart Lua Language Server via command palette
- Device hover information:
  - Displaying IP Address of device if connection address is a hostname
  - Device firmware version added
  - Lua version of device added
  - Displaying multi app debug capability of device

## Changes

- Upgrade SCX runtime to version 3.2.0
- Faster adding of new devices
- Device list refreshing improved
- Removed device id's in favor of name in all user directed UIs
- "Device Console" renamed to "SICK AppSpace Device Console" for consistent naming
- Uses generation is now optional when building SPAK
- Added build processor config into project hash to better detect configuration changes
- Streamlined titles of commands, views, notifications,...
- Restart of languages server now available as command
- Recreating Lua API only on relevant manifest changes
- Lua version now only adjustable on User and Workspace level, not on Folder level anymore

## Fixes

- Unreachable devices are no longer listed in the device filesystem
- App hashes are now correct for watched apps
- CROWNs with single-quoted entries can now be renamed correctly
- Successive deployment of protected apps are now possible without errors
- Only valid blocks are now displayed in the blocks editor (flows)
- Fixed USES information in SPAK manifest
- Create API documentation now also available for watched projects
- More robust app management
- Memory leak in SCX due to removed devices
- Reduced load on device to be less likely to crash COLA connections
- Device console more robust
- Type warnings when using Script.notify fixed
- Type lookup for global API elements fixed
- `Script.Queue` API code fixed
- More robust USES calculation for large workspaces
- USES calculation: USES now correctly added, even if no previous uses have been detected

## Removals

- Lua doc settings via Language Server in favor of DocTool API documentation feature
- AppSpace subscriptions no longer displayed



# 1.5.0 - 09.07.2025

## Features

- Blocks editor to modify control and data flow files
- Sick AppEngine emulator extension ([windows only](#))
- Device console
  - Highlighting of console output
  - Linked files ([e.g. on Log.severe](#))
- Automatic saving of project files on deployment
- SICK ID login offering on app deployment and SAPK build ([if not logged in](#))
- Manifest documentation toolchain
  - Documentation of single apps via context menu
  - Option for local and bundled documentation for SAPKs during build process
- Full support for refactoring of CROWN paths, functions and events
- Create new apps from CSK templates
- "Go to code" CodeLens in manifest files
- Extracting of used CROWNs during app build for compatibility checks
- Deployment of protected apps is now possible
- Walkthrough for AppSpace SDK essentials
- Language Server:
  - Support for Lua 5.4
  - Support for "Go to code" Manifest CodeLens
  - New setting to customize connection timeout
  - Support for Sumnekos language configuration

## Changes

- Possibility to trigger CROWN path, function and event renaming in manifest files
- Allow an arbitrary number of projects to be watched
- Apps to be downloaded from device can now be selected
- Subscriptions are no longer offered and needed
- SICK ID login state gets not cached way longer
- Improved UX for importing samples, e.g. no errors anymore if sample is already downloaded
- Language Server:
  - Update to Sumneko 3.14.0
  - Possibility to trigger CROWN path, function and event renaming in script files
  - Removed support for documentation export in favor of manifest documentation support
  - Removed need to restart language server on every manifest change

## Fixes

- SIM300 is now supported
- Breakpoints in scripts inside subfolders are now reachable on Windows
- Title of workspace tab now correctly changes
- Downloaded apps from device on Windows now have correct file paths in the zip file
- SICK ID Login is no possible even if login was abandoned before
- Exporting of logs now possible again on Windows
- Language Server:
  - Manifest switching now works even if math constants are not defined in the manifest
  - Consolidated output channels if language server is restarted
  - Updated language server state in status bar
  - Fixed annotations of math lib to reduce warnings
  - Diagnosis for *require* statements is corrected
  - Fixed minor memory leaks

# 1.4.0 - 10.03.2025

 Starting with this release, VSCode is required in version 1.92 or above.

## Features

- CROWN function & event renaming as beta feature ([activate in settings](#))
- Drag n' drop of zipped apps into workspace pane imports them ([not supported inside WSL](#))
- Welcome views for empty device and workspace list
- Support to deploy prebuilt msdd files ([pages/customName.msdd](#))
- Jump into main script of app ([context menu of application in workspace pane and command palette](#))
- New command to change device selection
- Possibility to deploy apps without selected device ([selection will pop up](#))
- Extended command palette
- Language Server:
  - Support for ARM on Linux/macOS
  - Highlighting of CROWN traits
  - Display errors/warnings related to `require()` statements

## Changes

- Updated device connectivity to SCX v1.3.10
- Merge icons to scan for devices and add device manually
- "Run without Debug" (CTRL + F5) no starts the apps on the device, if identical
- Increased performance of device list
- Icon for device page changed from `globe` to `preview`
- Clarified Device Monitor UI
- Updated Manifest XSD
- Language Server update to Sumneko 3.13.5

## Fixes

- Debugging of threads is now possible
- App model configuration updates on app changes of device
- Improved error handling in case of device connectivity issues
- Full UTF8 support in device console
- Installation and removal of protected apps is now possible again
- Filesystem access for devices with low max buffer size is fixed
- Language Server:
  - Using strings for function parameters in combination with aliases do not result in type mismatches anymore
  - Manifest file is now correctly opened, if affected via code actions

 **Performance on first start after update**

Caution on systems with anti virus: The internal update process, running after the first start after the extension upgrade, may take a long time (5 minutes and more).

The progress is logged in the output "SICK AppSpace Log ( Device connectivity process)

**Update still running**

```
[WARN] [AggregatedProfileImplementationRepository] The profile implementation with id will still be installed
```

**Update finished**

```
[INFO] [AggregatedProfileImplementationRepository] Profile Implementation with id created
```

If you additionally run into a *Timeout Extension activation failed*, see output "SICK AppSpace Log", please restart Visual Studio Code after the Update has finished, see Code block above.

## Features

- Device Monitor
- Support for dockable api in AppEngine
- SICK ID integration
- Import of CSK Modules
- Load all apps form a device
- Import manifest of selected device for offline usage
- Remove imported offline manifests
- Debug features (only if supported by device):
  - Multi app debugging (Only with active subscription, subscription only available for SICK internals)
  - Step Out
  - Return values of debug code execution (Debug console > *return xyz*)
  - Support to set variables via variables tab in debug view
- Sail UI builds (experimental)
- Preview of sail build UIs

## Changes

- Debugging now needs the user to be logged in via SICK ID (no subscription needed)
- Harmonized device login
- Device login now only shows relevant subset of userlevels
- Ctrl + F5 no longer starts the debugger
- Checksum calculation of SAR files now matches the calculation on the device
- Deprecation of *license.xml* in favor of SICK ID
- UIBuilder - ControlLibraries:
  - *Update to @sick-davinci/basic-elements@7.2.3*: minor styling changes, that affect e.g. height and width of the elements
  - *number-input* type of value changed from *string* to *number*
  - *FileUploadButton* payload of *finished* event changed from *boolean* to *{success: boolean, path: string}*

## Fixes

- Restored support for images in visual debugger
- Manifest changes are now correctly applied to build app
- Hash calculation of app fixed

 Starting with this release, VSCode is required in version 1.85 or above.

## Features

- "Home view": Central view for starters with useful links & quick access to some functions
- Create zip with log files for bug reports
- Import apps from zip
- Import app samples from GitHub
- "Parameter Editor": XML-based editing of Parameter files (\*.cid.xml) with an intelligent outline view and wizard-like editing capabilities.
- Display the LanguageServer state with the possibility to restart it
- Show the user-defined name "LocationName" in the device list, if it has been set
- Partial app transfer - If an app is already installed on a device only the changes will be transferred

## Changes

- Minor usability improvements
  - Disable/hide buttons when they cannot be used
  - Align "Workspace explorer" behavior with VSCode (if there is only one workspace folder open, the projects will be rendered as a flat list)
  - All file chooser now have a title on Linux systems

## Fixes

- LanguageServer
  - Stability improvements
  - Detection of concurring extensions (Sumneko LanguageServer)
- Image not displayed in the debugger ImageView
- Adding / Removing workspace folders not being detected

## 1.1.1 - 19.09.2023

### Fixes

- LUA support (LanguageServer) not working with VsCode >= 1.82

## 1.1.0 - 29.08.2023



Due to the update of the "Device connectivity services" a reinstallation of those services is required.

The device configuration (device list) will be lost.

See "[known issue device list empty after update](#)"



We replaced the formatter that is used for LUA files. Therefore you might have to update your configuration.

See "[known issue lua format options not used](#)"

### Features

- Multiple instances of VSCode are now supported
- Debugging
  - See line execution time
  - View & traverse the callstack (AppEngine >= 3.0.0)
  - View local variables
  - View global variables
  - Use "watch" (Expressions are not supported)
  - 2D/3D image viewer (experimental)
- App development & Packaging
  - Jump to CROWN from the CROWN viewer
  - SAPKs now contain build information about the tooling and build-environment
- AppManagement
  - Start, stop and delete apps on a device
- UI-Builder
  - Update to @sick-appspace/uibuilder@3.5.0, @sick-appspace/uibuilderservice@6.0.0, @sick-appspace/controllibrary@4.0.1
  - The control library will now be extracted to AppData, so it won't be replaced on updates

### Fixes

- Device connectivity
  - Closing VSCode while installing the device connectivity services no longer results in broken installation
- Device file system
  - Renaming directories
- App development & deployment
  - Manifest changes of newly created apps are now handled
  - App names are now determined by the project.mf.xml instead of the directory name
  - App deployment issues with slow devices
  - Packaging SAPKs that include apps with "big" or very many files
- Lua language support
  - Code completion now works on empty lines after comments
  - Code completion issues when typing too fast
  - Diagnostics & completion for standard lua functions

## 1.0.3 - 01.02.2023

**!** Currently updates of the "Device connectivity" extension results in a loss of the device list/configuration. The device list is not automatically migrated, but you can restore it.

### Fixes

- Fix occasional crash of the device communication services
- Fixed bug that caused the AppSpace SDK to load indefinitely
- Fixed bug that resulted in huge log files
- Fix some issues after a device list refresh, when the selected device is no longer reachable

## 1.0.2 - 10.01.2023

### Fixes

- Fixed bug, preventing the SICK AppSpace Programmable Core plugin to activate. For users having such issues in 1.0.1: Please update first to 1.0.2, then delete the following folder:

```
windows: %appdata%\\SICK\\AppSpace\\MaxwellConnect  
linux: ~/.config/SICK/AppSpace/MaxwellConnect
```

Be aware that this removes all your devices from the device list. We apologize for this inconvenience.

## 1.0.1 - 14.12.2022

### Fixes

- Correct and faster manifest download
- Loosen file name restrictions
- Errors in "Redhat XML" no longer prevents start of the SICK AppSpace SDK
- Trigger manifest change for new apps
- Generate "desc" attribute for served function parameters (was shown as an error before)

## Roadmap

| Limitation | Description  |
|------------|--|
| CLI        | A Command Line Interface is planned to be released in a future version.  |
| Usability  | Settings and detailed configurations are based on text file. Depending on user feedback, we may offer user interface for certain configurations. |

## Limitations

| Limitation             | Description  |
|------------------------|--|
| Protect SensorApp      | Protection settings for your SensorApp to restrict reading the source code by others or duplicating the app from one sensor to another are currently not available. The source code of all sensor apps build with this version are readable by others. |
| Import app from device | Only unprotected apps can be imported from a device.   |

# Known issues

## Workspace & building

| Issue  | Description  | Workaround  |
|--|--|---|
| Build watcher does not register changes              | The watcher does NOT work for symlinked <b>files</b> it only works for directories.  | If possible, include the parent directory as symlink.   |
| Multiple build triggered                             | After removing a symlinked directory, the VSCode watcher still triggers the change event as if the symlink was never removed.<br>This shouldn't have any bad side effects, except for performance (unnecessary rebuilds) | Restart VSCode  |
| Name conflicts in project manifest are not validated | Name conflicts in the project.mf.xml are not displayed as error to the users and are not validated when building SAR or SAPK files.<br>This can lead to unpredictable behavior.  | None  |
| Building SAPK fails                                  | Deploying apps to a device or building SAPK fails. In the SICK AppSpace Log output channel a message shows up:<br>"Failed to build msdd"<br>This error message is caused by a corrupted UIBuilder control-library        | <ol style="list-style-type: none"> <li>1. Close vscode.</li> <li>2. In the file system, navigate to <code>%APPDATA%\SICK\AppSpace\ui-builder\control-library</code> and delete the folder with the version number, eg. '5.0.2'.</li> <li>3. Restart vscode. The UIBuilder will reinstall the control-library, this takes a moment.</li> </ol> |

## Language server

| Issue  | Description   | Workaround   |
|--|---|--|
| Custom path structure not loaded                       | Directories defined by <code>Lua.workspace.library</code> are not loaded.   | A further <code>scripts</code> folder must be placed in which the Lua code must be placed. |
| No effect of certain <code>Lua.format.*</code> options | The old formatter was replaced by a new one including the settings options. | Use <code>Lua.format.defaultConfig</code> instead.   |

## UI-Builder

| Issue  | Description  | Workaround   |
|--|--|--|
| Missing parameter bindings                   | "Parameter Bindings" work only with parameters in the workspace. Parameters from the device are not loaded.  |  |
| Unexpected behavior on shortcut              | Changed keyboard shortcuts are not respected by the UI-Builder.  | If changed one should add <code>activeCustomEditorId != 'sickag.ui-builder-plugin.HtmlEditor'</code> to the <code>When</code> condition in Keyboard Shortcuts. |
| Unexpected behavior with edit menu           | It is not recommended to use VSCode menu Edit > operations with UIBuilder as <ul style="list-style-type: none"> <li>◦ Cut-copy-paste operates on VSCode's history and not the UIBuilder's.</li> <li>◦ Other operations should have no effect.</li> </ul> | Use the built-in functionality of the UI-Builder.  |
| No log output for broken MSDD builds         | There is no error log in OUTPUT > SICK AppSpace Build, if your .msdd build breaks.   | Open Help > Toggle Developer Tool to display UI logs.  |
| App not updated though build process changed | App change not detected when switching msdd build from legacy sopasjs to new sail build  | Delete app from device and retry   |

|   |  |  |
|---|--|--|
| Issues with sick-viewer2d and sick-viewer3d | <ul style="list-style-type: none"><li>• click "Options" then click "Fullscreen" options menu is mispaced</li><li>• click "Fullscreen" type errors "Element is not connected" and "Permissions check failed" may appear</li></ul> |  |
|---|--|--|

## Device connectivity

| Issue                          | Description   | Workaround  |
|--------------------------------|---|---|
| "Failed to activate extension" | <p>Possible reasons:</p> <ol style="list-style-type: none"> <li>VSCode has been closed during the installation of the device connectivity services.<br/>The installation might be corrupt.</li> </ol> | <p>If the device connectivity services fail to start, a webview should open and perform several diagnostics.<br/>Try to resolve the issue with the offered solutions (buttons).</p> <p>Possible solution (manual):</p> <p>Restart VSCode</p> <p>if this does not help, reset SickConnectX:</p> <ol style="list-style-type: none"> <li>Check the log of the device connectivity (see output channel)<br/>The blocked ports should be listed in the log.</li> <li>Delete the following folder: <ul style="list-style-type: none"> <li>Windows: '%APPDATA%/SICK/AppSpace/MaxwellConnect/instances/scx-runtime-3.0.1'</li> <li>Linux: '~/.config/SICK/AppSpace/MaxwellConnect/instances/scx-runtime-3.0.1'</li> </ul> </li> <li>Restart VSCode</li> </ol> |
| Device list empty after update | <p>Currently updates of the "Device connectivity" results in a loss of the device list/configuration.</p> <p>Migration from SDK 1.5.0 to ≥ 1.6.0 is currently not supported</p>                       | Populate the device list again  |
| WSL: Devices are not reachable | USB Support might be blocked by the IT device connectivity refuses to work  | <p>Disable USB capability of the device-connectivity by setting the environment variable <code>NASRT_ENABLE_USB</code> to false, e.g. via <code>.bashrc</code>:</p> <pre>echo "export NASRT_ENABLE_USB=false" &gt;&gt; \$HOME/.bashrc</pre> <p>Or via windows variables (this is mandatory if VSCode is not started via WSL terminal!):</p> <p><code>NASRT_ENABLE_USB=false</code></p> <p><code>WSLENV=NASRT_ENABLE_USB</code></p>  |

## Device / App Model

| Issue   | Description  | Workaround   |
|---|--|--|
| Device manifest not loaded                      | Device must be in the same network and accessible from the current device. | <ul style="list-style-type: none"> <li>Ensure device is in the same network</li> <li>Add device IP to <code>NO_PROXY</code> environment variable</li> <li>Remove and add the device again</li> </ul> |
| Device manifest not loaded (SAE 1.6.x, - 1.8.0) | The device manifest can currently not be loaded from those SAE versions    | None   |

## Device console

| Issue   | Description  | Workaround  |
|---|--|---|
| No output received anymore for selected device  | The device console stopped printing console messages   | Internal connection to the device lost (SCX does not support an event for this at the moment)<br><br>1. Unselect the device<br>2. Select the device again   |
| No output printed after (re-selecting) device   | The device console does not print any more messages after following these steps:<br><br>1. View device console<br>2. Unselect device from list<br>3. Select device again | Restart VSCode<br><br><b>Note</b> As the device connectivity is shared between all instances, all VSCode instances with active SDK have to be restarted.  |
| No device console output of any selected device | No matter which device is connected or how often VSCode was restarted, no output is printed  | Reset SickConnectX:<br><br>1. Close all VSCode instances<br>2. Delete your MaxwellConnect instance<br><b>Linux:</b> ' <code>~/.config/SICK/AppSpace/MaxwellConnect/instances/scx-runtime-3.0.1</code> '<br><b>Windows:</b> ' <code>%APPDATA%/SICK/AppSpace/MaxwellConnect/instances/scx-runtime-3.0.1</code> '<br>3. Restart VSCode Device Connectivity will be reinstalled |

## Debugging

| Issue                                     | Description  | Workaround  |
|---|--|---|
| 2D/3D viewer shapes are drawn incorrectly |  | None  |
| Debugging does not start                  | After starting the debugger VSCode stays in a loop indicating the debugger is starting but nothing happens | Reset SickConnectX:<br><br>1. Close all VSCode instances<br>2. Delete your MaxwellConnect instance<br><b>Linux:</b> ' <code>~/.config/SICK/AppSpace/MaxwellConnect/instances/scx-runtime-3.0.1</code> '<br><b>Windows:</b> ' <code>%APPDATA%/SICK/AppSpace/MaxwellConnect/instances/scx-runtime-3.0.1</code> '<br>3. Restart VSCode Device Connectivity will be reinstalled |

## Device file system

| Issue   | Description  | Workaround   |
|---|--|--|
| Create new file on device file system shows error           | When creating a new file on the "Device filesystem" an error message is shown.<br>The file is created regardless, but not shown in the UI until refresh. | Refresh the "File explorer" view after the error message appeared. |
| Files with special symbols in name are no longer accessible | If you create or rename a file with special non-ASCII symbols in their name, they will no longer be accessible.  | None. Be cautious when choosing file names.                        |

## Supported hardware & software

This release supports the following SICK AppSpace-enabled devices:

| Product family | Part number | Device type          |
|----------------|-------------|----------------------|
| SICK AppEngine | 1613796     | SICK AppEngine (x64) |

|               |         |                 |
|---------------|---------|-----------------|
| InspectorP61x | 1116350 | V2D611P-MMSCE4  |
|               | 1114809 | V2D611P-MMSBE4  |
| InspectorP62x | 1110847 | V2D621P-2MSFBB5 |
|               | 1110848 | V2D621P-2MSFFB5 |
|               | 1110849 | V2D621P-2MDFGB5 |
| InspectorP63x | 1082298 | V2D631P-2MXCXB0 |
|               | 1082299 | V2D631P-2MXSXB0 |
|               | 1082300 | V2D632P-2MXCXB0 |
|               | 1082301 | V2D632P-2MXSXB0 |
| InspectorP64x | 1082302 | V2D642P-2MCXXA6 |
| InspectorP65x | 1082303 | V2D652P-2MCXXA6 |
|               | 1082304 | V2D654P-2MCXXA6 |
|               | 1082305 | V2D652P-2MEWHA6 |
|               | 1082306 | V2D654P-2MEWHA6 |
| MRS1000P      | 1104278 | MRS1104P-111011 |
| RFU61x        | 1091102 | RFU610-10600    |
|               | 1099890 | RFU610-10601    |
|               | 1101394 | RFU610-10605    |
|               | 1104441 | RFU610-10614    |
|               | 1104443 | RFU610-10603    |
|               | 1104444 | RFU610-10604    |
|               | 1104445 | RFU610-10613    |
|               | 1104446 | RFU610-10610    |
|               | 1104447 | RFU610-10607    |
|               | 1104448 | RFU610-10618    |
|               | 1104449 | RFU610-10609    |
| RFU62x        | 1062599 | RFU620-10100    |
|               | 1062600 | RFU620-10400    |
|               | 1062601 | RFU620-10500    |
|               | 1062602 | RFU620-10101    |
|               | 1062603 | RFU620-10401    |
|               | 1062604 | RFU620-10501    |
|               | 1068727 | RFU620-10107    |
|               | 1068728 | RFU620-10105    |
|               | 1069453 | RFU620-10503    |
|               | 1069677 | RFU620-10104    |
|               | 1070407 | RFU620-10504    |
|               | 1077860 | RFU620-10505    |
|               | 1077863 | RFU620-10514    |
|               | 1083557 | RFU620-10510    |

|        |         |              |
|--------|---------|--------------|
|        | 1083976 | RFU620-10507 |
|        | 1084997 | RFU620-10111 |
|        | 1086439 | RFU620-10110 |
|        | 1088871 | RFU620-10508 |
|        | 1091355 | RFU620-10103 |
|        | 1092037 | RFU620-10112 |
|        | 1094605 | RFU620-10108 |
|        | 1096414 | RFU620-10114 |
|        | 1101686 | RFU620-10118 |
|        | 1101700 | RFU620-10102 |
| RFU63x | 1054396 | RFU630-13100 |
|        | 1054397 | RFU630-13101 |
|        | 1057943 | RFU630-13105 |
|        | 1058117 | RFU630-04100 |
|        | 1058775 | RFU630-13102 |
|        | 1059999 | RFU630-04101 |
|        | 1061498 | RFU630-13107 |
|        | 1067133 | RFU630-13106 |
|        | 1067473 | RFU630-13103 |
|        | 1068569 | RFU630-04106 |
|        | 1068726 | RFU630-13104 |
|        | 1070903 | RFU630-13108 |
|        | 1070904 | RFU630-04108 |
|        | 1073196 | RFU630-04105 |
|        | 1073376 | RFU630-04102 |
|        | 1073377 | RFU630-04109 |
|        | 1073442 | RFU630-13110 |
|        | 1074302 | RFU630-13112 |
|        | 1077861 | RFU630-13113 |
|        | 1077862 | RFU630-13111 |
|        | 1083558 | RFU630-13115 |
|        | 1087776 | RFU630-04117 |
|        | 1093152 | RFU630-04104 |
|        | 1095224 | RFU630-13114 |
|        | 1104670 | RFU630-04103 |
| RFU65x | 1073556 | RFU650-10100 |
|        | 1076522 | RFU650-10101 |
|        | 1083559 | RFU650-10105 |
|        | 1083560 | RFU650-10106 |
|        | 1087587 | RFU650-10102 |

|                    |         |                    |
|--------------------|---------|--------------------|
|                    | 1092036 | RFU650-10104       |
|                    | 1096413 | RFU650-10103       |
| SID                | 1098321 | SID120             |
|                    | 1101360 | SID70              |
| SIM10xx            | 1097816 | SIM1000-0P0B100    |
|                    | 1098146 | SIM1012-0P0G200    |
|                    | 1111314 | SIM1012-0P0G200S01 |
|                    | 1098148 | SIM1004-0P0G311    |
| SIM2x00            | 1080579 | SIM2000-0A10A00    |
|                    | 1081902 | SIM2000-2P04G10    |
|                    | 1092673 | SIM2500-2P03G10    |
| SIM10xx Flexi Soft | 1097817 | SIM1000-0P0B110    |
| SIM4x00            | 1078787 | SIM4000-0P03G10    |
| TIM8xxP            | 1090292 | TIM881P-2100101    |
| TriSpectorP1000    | 1091318 | V3T11P-MR12A8      |
|                    | 1091319 | V3T12P-MR32A8      |
|                    | 1091320 | V3T13P-MR62A8      |
|                    | 1091321 | V3T12P-MR32A7      |
|                    | 1091322 | V3T11P-MR12A7      |
|                    | 1091323 | V3T13P-MR62A7      |
| Visionary-T AP     | 1102953 | V3S140-2AAAAAA     |
|                    | 1102954 | V3S140-2AABAAB     |
| Visionary-S AP     | 1114319 | V3S142-1AAAAAA     |
|                    | 1114320 | V3S142-1AABAAB     |

# Installation

## Components

|                   |   |
|-------------------|---|
| SICK AppSpace SDK | 1.6.0   |
| Code samples      | <a href="https://gitlab.com/sick-appspace/samples">https://gitlab.com/sick-appspace/samples</a>     |
| UI Builder        | 3.5.0, WYSIWYM and web programming tool for creating app UIs, based on DaVinci basic elements 5.6.4 |

## System requirements

|           |   |
|-----------|---|
| OS        | Windows 10 x86_64<br>Windows 11 x86_64<br>Ubuntu 22.04 x86_64 |
| HDD       | min 1 GB  |
| RAM       | min 4 GB, 8 GB recommended                                    |
| Processor | 1 GHz CPU   |
| Browser   | Chrome for support of WebGL and WebSockets                    |
| IDE       | Microsoft Visual Studio Code v1.92                            |

## Installation instructions & first steps

Please find installation instructions and first steps tutorials here: <https://github.com/SICKAG/SICK-AppSpace-SDK-Docs>