MOBILE SDK Q Search Documentation

Overview (//developer.dji.com/mobile-sdk)

INTRODUCTION

Hardware Introduction (product introduction.html)

Mobile SDK Introduction (mobile sdk introduction.html)

UX SDK Introduction (ux sdk introduction.html)

SDK Architectural Overview (sdk architectural overview.html)

GET STARTED IMMEDIATELY

Run Sample Application (../quickstart/index.html)

CONCEPTS TO UNDERSTAND

Flight Control

Documentation Introduction

Documentation (//developer.dji.com/mobile-sdk/documentation)

API Reference ▼

2017-03-07

DoिComentation ///developer.dji.com/mobile-sdk/downloads) Support (//developer.dji.com/mobile-sdk/support)
The goal of the Mobile SDK Documentation is to give any developer with iOS or Android experience the knowle understanding required to create world changing applications using DJI's technology.

> In addition to detailing how to use the Mobile SDK, this documentation describes and compares the products it the key technologies available.

Get Started Immediately

Developers can Run the Sample Application (../quick-start/index.html) to immediately run code and see how the be used.

One of DJI's aircraft or handheld cameras will be required to run the sample application.

Introduction

Most of DJI's aircraft and handheld cameras can be automated using the DJI Mobile SDK. This section introduce these products, and introduces the Mobile SDK and it's architecture.

- · Hardware Products (./product_introduction.html)
- Mobile SDK Introduction (./mobile_sdk_introduction.html)
- SDK Architectural Overview (./sdk_architectural_overview.html)

Concepts to Understand

DJI products use technologies that not all developers are familiar with. Understanding the concepts of these tec development easier, and allow developers to fully utilize the capability of DJI's aircraft and handheld cameras.

- Flight Control (./flightController_concepts.html)
- Camera Exposure (./camera_concepts.html)

Guides

Guides contain detailed information on product and SDK components. Most of the technologies and terminolo SDK is covered in these guides.

- Flight Controller (./component-guide-flightController.html)
- Camera (./component-guide-camera.html)
- Gimbal (./component-guide-gimbal.html)
- AirLink (./component-guide-airlink.html)
- Remote Controller (./component-guide-remotecontroller.html)
- Smart Battery (./component-guide-battery.html)
- Missions (./component-guide-missions.html)
- SDK Manager (./sdk-guide-sdkmanager.html)

Development Workflow

From registering as a developer, to deploying an application, this section will take developers through the full d

- Prerequisites (../application-development-workflow/workflow-prerequisits.html)
- Register as a DJI Developer & Download SDK (../application-development-workflow/workflow-register.html)
- Integrate SDK into Application (../application-development-workflow/workflow-integrate.html)
- Run Application (../application-development-workflow/workflow-run.html)
- Testing, Profiling & Debugging (../application-development-workflow/workflow-testing.html)
- Deploy (../application-development-workflow/workflow-deploy.html)

Tutorials

Several iOS and Android tutorials are provided as examples on how to use the SDK for different applications.

iOS

- Camera Application (../ios-tutorials/index.html)
- Photo and Video Playback Application (../ios-tutorials/PlaybackDemo.html)
- MapView and Waypoint Application (../ios-tutorials/GSDemo.html)
- Panorama Application (../ios-tutorials/PanoDemo.html)
- TapFly and ActiveTrack Application (../ios-tutorials/P4MissionsDemo.html)
- Using the Bridge App (../ios-tutorials/BridgeAppDemo.html)
- Using the Remote Logger (../ios-tutorials/RemoteLoggerDemo.html)
- Simulator Application (../ios-tutorials/SimulatorDemo.html)
- GEO System Application (../ios-tutorials/GEODemo.html)

Android

- Camera Application (../android-tutorials/index.html)
- MapView and Waypoint Application (GaodeMap) (../android-tutorials/GSDemo-Gaode-Map.html)
- MapView and Waypoint Application (GoogleMap) (../android-tutorials/GSDemo-Google-Map.html)
- TapFly and ActiveTrack Application (../android-tutorials/P4MissionsDemo.html)
- Simulator Application (../android-tutorials/SimulatorDemo.html)
- GEO System Application (../android-tutorials/GEODemo.html)

Sample Code

• Android Video Stream Decoding Sample (../sample-code/index.html)

API Reference

Full API descriptions are available for iOS and Android.

Mobile SDK (//developer.dji.com/mobile-sdk)

UX SDK (//developer.dji.com/uxsdk)

Onboard SDK (//developer.dji.com/onboardsdk)

Guidance SDK

SDK

(//developer.dji.com/guidance-

sdk) Payload SDK

(//developer.dji.com/payload-sdk)

Windows SDK

(//developer.dji.com/windows-

INFO

Products

COMMUNITY CONTACT US BUSINESS COOPERATION iOS API Reference (http://developer.dji.com/api-reference/ios-api/index.html)

• Android ARP Reference (http://developgr.diji.com/api-reference/androide ချား/jindex.html)

(//developer.dji.com/products) (http://stackoverflow.com/questions/tag**gedi/dij**:dev@dji.com) sdk) FAQ

YouTube

(https://www.youtube.com/channel/UCPQwN5xsob8zZGlcDhkYqUA)

Frequently with questions asked by developers can be found here (../faq/index.html). (https://twitter.com/djidevelopers)



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