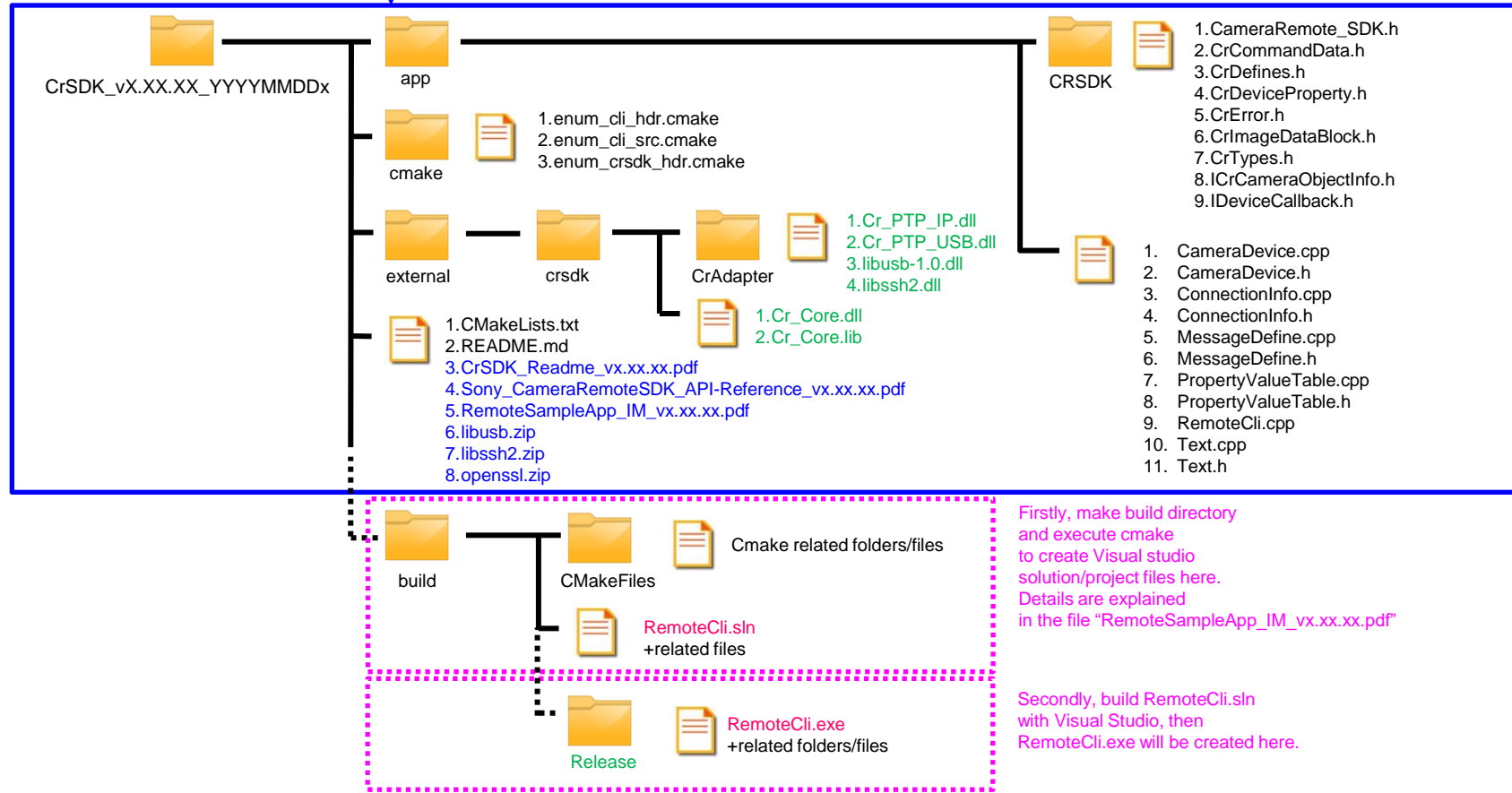


# ■ Contents for Windows

SONY

CrSDK\_vX.XX.XX\_YYYYMMDDx.zip

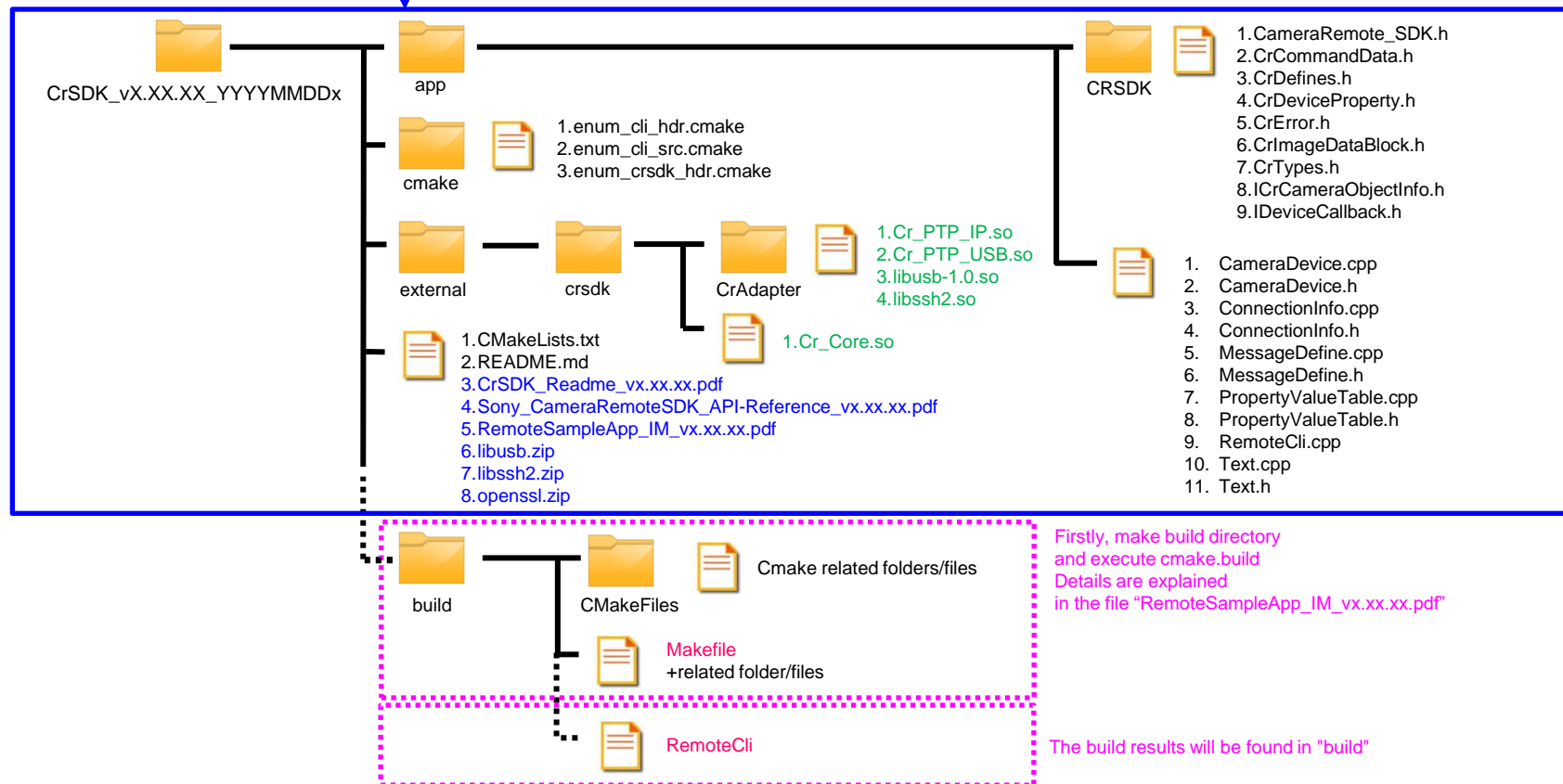
unzip



# ■ Contents for Linux

CrSDK\_vX.XX.XX\_YYYYMMDDx.zip

unzip

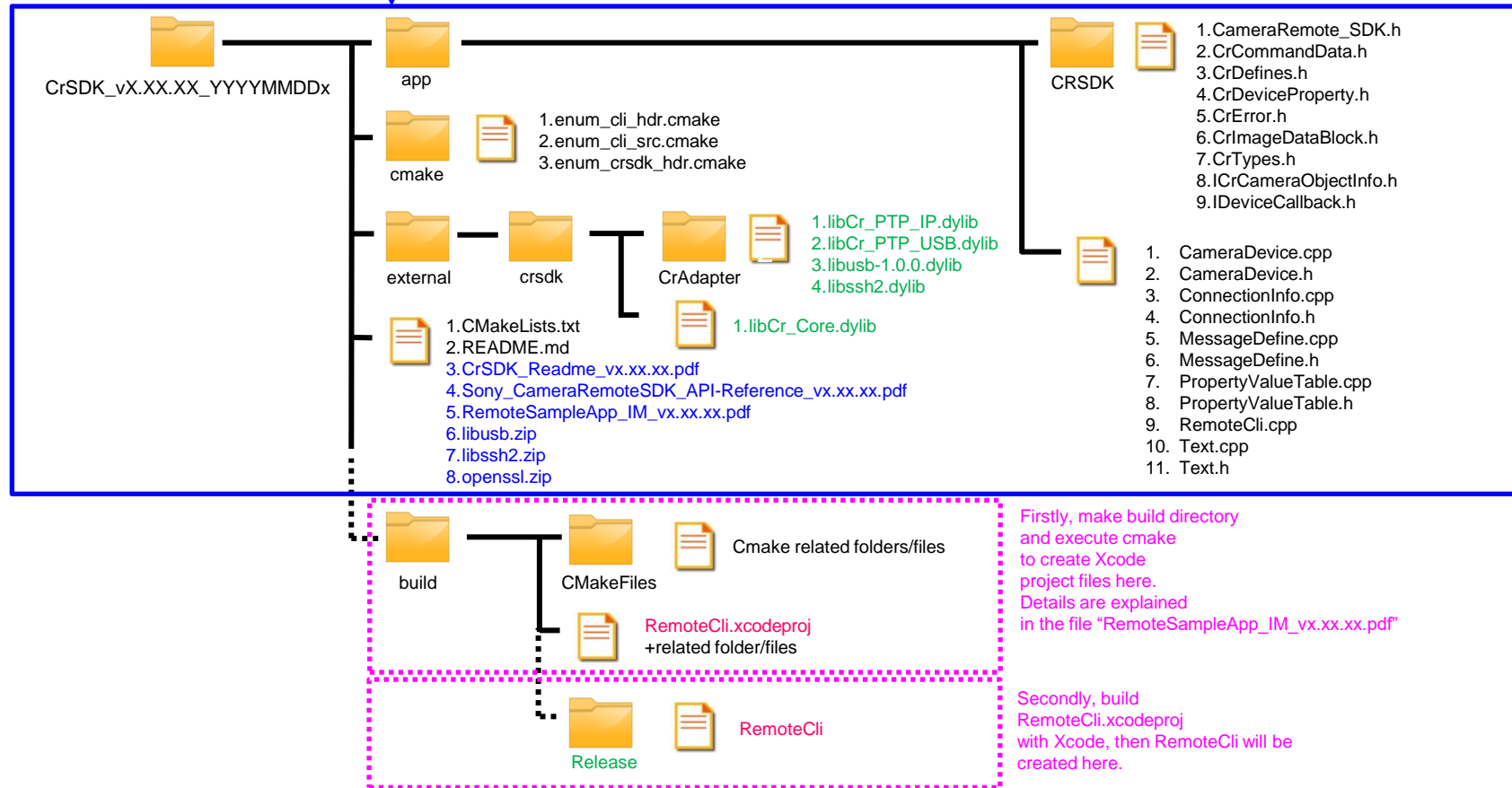


# ■ Contents for macOS

SONY

CrSDK\_vX.XX.XX\_YYYYMMDDx.zip

unzip



## ■ Notes for SDK Release



- ◇CrSDK\_vX.X.XX\_YYYYMMDDx folder  
Manual files and Readme files are included.
- ◇RemoteSampleApp\_IM\_vx.xx.xx.pdf  
It is recommended to start and learn how it works with this sample application first.  
Please read Sample Application Manual first of all, as the condition/preparation/build explanation is described.  
You can build with the file/folder configuration as it is.
- ◇Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf  
API Reference for CameraRemoteSDK. Also sequence, tips & trouble shooting, and product help guide URL are included.
- ◇Readme.pdf  
This file.
- ◇app folder  
Source files and CRSDK folder are included.
- ◇CRSDK folder  
Header files are included. When you build your application, you need the files in this folder to use SDK APIs.  
If the header files have changed, you need to replace the header files and rebuild.
- ◇external folder  
Library files are included.  
When you build/distribute your application, you need the files in this folder,  
**however please note that the file “libusb-1.0.xx” is Open Source Software  
and you need to cover its license conditions.** In detail, please check the libusb website <http://libusb.info/>.
- ◇libusb.zip  
You can check the source files including the license/copyright descriptions by unzipping this file.

License Agreement of this Camera Remote SDK is linked with the following URL. <http://www.sony.net/CameraRemoteSDK/>

Sony is a trademark or registered trademark of Sony Corporation. All other trademarks and copyrights are the property of their respective owners.

## ■ Notes about libusb when using Silex Technology “SX Virtual Link” application

◇ In the case Silex Technology “SX Virtual Link” application is installed, there is a possibility that Sony camera is not recognized by SDK. Then, please replace the following file with the one downloaded from Silex Site. Also the latest “SX Virtual Link” must be installed.

◆ The file to be replaced in SDK  
CrAdapter/libusb-1.0.dll

◆ Silex Site for libusb download  
[https://www.silex.jp/support/downfile/libusb-1.0\(UDS04022020\).zip](https://www.silex.jp/support/downfile/libusb-1.0(UDS04022020).zip)

◆ Silex Site for the latest “SX Virtual Link” install  
<https://www.silex.jp/support/download/virtuallink.html>

#Regarding Silex Site, only Japanese web site is available as of March in 2021.

◇ Please replace following 2 dll files to update from Ver. 1.00.00 to Ver. 1.00.01.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_USB.dll

◇ If you are using LiveView function, please refer to the Sample Application code and update your Application code, as the memory new/delete codes are updated.

“void CameraDevice::get\_live\_view()” of the “CameraDevice.cpp”

◇ If you are using command line output, please refer to the Sample Application code and update your Application code, as the locale setting codes are added.

“int main()” of the “RemoteCli.cpp(RemoteSampleApp.cpp)”

◇ Linux package is added.

◇ Some supporting commands are added.

Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.

◇ Please replace following 2 dll files to update from former versions to the latest version.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_USB.dll

#In Linux case, “dll” should be replaced with “so”.

- ◇ Linux 32bit ARMv7 package is added.
- ◇ "Supporting products" is updated.
- ◇ Some supporting commands are added.

Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.

- ◇ Please replace following 2 dll files to update from former versions to the latest version.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_USB.dll

#In Linux case, "dll" should be replaced with "so".



- ◇ This version is released for Windows only.
- ◇ The stability issue occasionally happened when connecting/disconnecting the camera via USB was fixed.
- ◇ Please replace following 2 dll files to update from former versions to the latest version.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_USB.dll

◇ macOS package is added.

◇ Some supporting commands are added.

Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.

◇ To update the SDK to the latest version,  
please replace following 2 dll files and  
please replace the header files in CRSDK folder and rebuild your application.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_USB.dll

#In Linux case, “dll” should be replaced with “so”.

#In macOS case, “dll” should be replaced with “dylib”.

- ◇ "Supporting products" is updated.
- ◇ PC Linux package is added.
- ◇ "Supporting physical layer" is updated.
  - The information about models supporting ethernet is added.
- ◇ Some supporting commands are added.
  - Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.
- ◇ To update the SDK to the latest version,  
please replace following 3 dll files and  
please replace the header files in CRSDK folder and rebuild your application.
  - Cr\_Core.dll
  - CrAdapter/Cr\_PTP\_IP.dll
  - CrAdapter/Cr\_PTP\_USB.dll

#In Linux case, "dll" should be replaced with "so".

#In macOS case, "dll" should be replaced with "dylib".

◇ "Supporting products" is updated.

◇ Added some support commands and the function to pull out contents from the camera.  
- Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.

◇ To update the SDK to the latest version,  
please replace following 3 dll files and  
please replace the header files in CRSDK folder and rebuild your application.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_IP.dll

CrAdapter/Cr\_PTP\_USB.dll

#In Linux case, "dll" should be replaced with "so".

#In macOS case, "dll" should be replaced with "dylib".

Added three callback functions, the application needs to prepare three new functions in a class that inherits IDeviceCallback.

◇ "Supporting products" is updated.

◇ Some supporting commands are added.

- Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.

◇ To update the SDK to the latest version,  
please replace following 4 dll files and  
please replace the header files in CRSdk folder and rebuild your application.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_IP.dll

CrAdapter/Cr\_PTP\_USB.dll

CrAdapter/libusb-1.0.dll

A parameter has been added to the OnCompleteDownload callback function.

Classes that inherit from IDeviceCallback must correspond to the changed definition.

◇ Support for Ethernet-connected cameras with SSH authentication.

The following dll files are required for this.

CrAdapter/libssh2.dll

#In Linux case, "dll" should be replaced with "so".

#In macOS case, "dll" should be replaced with "dylib".

◇ "Supporting products" is updated.

◇ Some supporting commands are added.

- Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.

◇ To update the SDK to the latest version,  
please replace following 3 dll files and  
please replace the header files in CRSDK folder and rebuild your application.

Cr\_Core.dll

CrAdapter/Cr\_PTP\_IP.dll

CrAdapter/Cr\_PTP\_USB.dll

#In Linux case, "dll" should be replaced with "so".

#In macOS case, "dll" should be replaced with "dylib".

- ◇ "Supporting products" is updated.
- ◇ Some supporting commands are added.
  - Please check Sony\_CameraRemoteSDK\_API-Reference\_vx.xx.xx.pdf in detail.
- ◇ To update the SDK to the latest version,  
please replace following 5 dll files and  
please replace the header files in CRSDK folder and rebuild your application.
  - Cr\_Core.dll
  - CrAdapter/Cr\_PTP\_IP.dll
  - CrAdapter/Cr\_PTP\_USB.dll
  - CrAdapter/libssh2.dll
  - CrAdapter/libusb-1.0.dll
  - #In Linux case, "dll" should be replaced with "so".
  - #In macOS case, "dll" should be replaced with "dylib".
  - The 5 files for macOS have been updated to universal binaries.
- ◇ To update each camera to the latest System Software (Firmware) before use.

## ◇ Frame Rate Setting value

The CrDeviceProperty\_Movie\_Recording\_FrameRateSetting values for the following models have been changed to be represented by exact values.

- ILME-FX3 (Ver. 3.00 or late)
- ILME-FX30 (Ver. 2.00 or late)

When using these models, please refer to the table and replace the definitions.

Enumeration	Ver 1.07.00		Ver 1.08.00	
	ILME-FX6	Other	ILME-FX3/ILME-FX30	Other
CrRecordingFrameRateSettingMovie_120p	-	✓	-	Same as Ver 1.07.00
CrRecordingFrameRateSettingMovie_100p	-	✓	✓	
CrRecordingFrameRateSettingMovie_60p	-	✓	-	
CrRecordingFrameRateSettingMovie_50p	✓	✓	✓	
CrRecordingFrameRateSettingMovie_30p	-	✓	-	
CrRecordingFrameRateSettingMovie_25p	✓	✓	✓	
CrRecordingFrameRateSettingMovie_24p	✓	✓	-	
CrRecordingFrameRateSettingMovie_23_98p	✓	-	✓	
CrRecordingFrameRateSettingMovie_29_97p	✓	-	✓	
CrRecordingFrameRateSettingMovie_59_94p	✓	-	✓	
CrRecordingFrameRateSettingMovie_24_00p	-	-	✓	
CrRecordingFrameRateSettingMovie_119_88p	-	-	✓	