

TYCampport3

3

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# Chapter 1

## Main Page

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### 1.1 Note

Depth camera, called "device", consists of several components. Each component is a hardware module or virtual module, such as RGB sensor, depth sensor. Each component has its own features, such as image width, exposure time, etc..

NOTE: The component TY\_COMPONENT\_DEVICE is a virtual component that contains all features related to the whole device, such as trigger mode, device IP.

Each frame consists of several images. Normally, all the images have identical timestamp, means they are captured at the same time.



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all documented files with brief descriptions:

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## Chapter 4

# Class Documentation

### 4.1 DepthEnhanceParameters Struct Reference

default parameter value definition

```
#include <TYImageProc.h>
```

#### Public Attributes

- float [sigma\\_s](#)  
*filter param on space*
- float [sigma\\_r](#)  
*filter param on range*
- int [outlier\\_win\\_sz](#)  
*outlier filter windows ize*
- float **outlier\_rate**

#### 4.1.1 Detailed Description

default parameter value definition

Definition at line 54 of file TYImageProc.h.

The documentation for this struct was generated from the following file:

- [TYImageProc.h](#)

### 4.2 DepthSpeckleFilterParameters Struct Reference

default parameter value definition

```
#include <TYImageProc.h>
```

## Public Attributes

- int **max\_speckle\_size**
- int **max\_speckle\_diff**

### 4.2.1 Detailed Description

default parameter value definition

Definition at line 34 of file TYImageProc.h.

The documentation for this struct was generated from the following file:

- [TYImageProc.h](#)

## 4.3 TY\_ACC\_BIAS Struct Reference

```
#include <TYApi.h>
```

## Public Attributes

- float **data** [3]

### 4.3.1 Detailed Description

a 3x3 matrix

.	.	.
BIASx	BIASy	BIASz

Definition at line 888 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.4 TY\_ACC\_MISALIGNMENT Struct Reference

```
#include <TYApi.h>
```

## Public Attributes

- float **data** [3 \*3]

#### 4.4.1 Detailed Description

a 3x3 matrix  $\begin{bmatrix} | & | & | \\ | & | & | \\ | & | & | \end{bmatrix}$

.	.	.
1	-GAMAy <sub>z</sub>	GAMAz <sub>y</sub>
GAMAx <sub>z</sub>	1	-GAMAz <sub>x</sub>
-GAMAx <sub>y</sub>	GAMAy <sub>x</sub>	1

Definition at line 900 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.5 TY\_ACC\_SCALE Struct Reference

```
#include <TYApi.h>
```

### Public Attributes

- float **data** [3 \*3]

### 4.5.1 Detailed Description

a 3x3 matrix

.	.	.
SCALE <sub>x</sub>	0	0
0	SCALE <sub>y</sub>	0
0	0	SCALE <sub>z</sub>

Definition at line 911 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.6 TY\_AEC\_ROI\_PARAM Struct Reference

### Public Attributes

- uint32\_t **x**
- uint32\_t **y**
- uint32\_t **w**
- uint32\_t **h**

### 4.6.1 Detailed Description

Definition at line 854 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.7 TY\_BYTEARRAY\_ATTR Struct Reference

byte array data structure

```
#include <TYApi.h>
```

### Public Attributes

- [int32\\_t size](#)  
*Bytes array size in bytes.*
- [int32\\_t unit\\_size](#)
- [int32\\_t valid\\_size](#)

### 4.7.1 Detailed Description

byte array data structure

See also

[TYGetByteArray](#)

Definition at line 722 of file TYApi.h.

### 4.7.2 Member Data Documentation

#### 4.7.2.1 unit\_size

```
int32_t TY_BYTEARRAY_ATTR::unit_size
```

unit size in bytes for special parse

Definition at line 725 of file TYApi.h.

#### 4.7.2.2 valid\_size

```
int32_t TY_BYTEARRAY_ATTR::valid_size
```

valid size in bytes in case has reserved member, Must be multiple of unit\_size, mem\_length = valid\_size/unit\_size

Definition at line 728 of file TYApi.h.

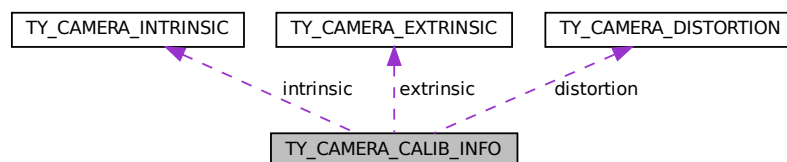
The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.8 TY\_CAMERA\_CALIB\_INFO Struct Reference

```
#include <TYApi.h>
```

Collaboration diagram for TY\_CAMERA\_CALIB\_INFO:



### Public Attributes

- `int32_t intrinsicWidth`
- `int32_t intrinsicHeight`
- [TY\\_CAMERA\\_INTRINSIC](#) `intrinsic`
- [TY\\_CAMERA\\_EXTRINSIC](#) `extrinsic`
- [TY\\_CAMERA\\_DISTORTION](#) `distortion`

#### 4.8.1 Detailed Description

camera 's caillbration data

See also

[TYGetStruct](#)

Definition at line 797 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.9 TY\_CAMERA\_DISTORTION Struct Reference

```
#include <TYApi.h>
```

### Public Attributes

- float [data](#) [12]

*Definition is compatible with opencv3.0+ :k1,k2,p1,p2,k3,k4,k5,k6,s1,s2,s3,s4.*

### 4.9.1 Detailed Description

camera distortion parameters

See also

[TYGetStruct](#) Usage:

```
TY_CAMERA_DISTORTION distortion;
TYGetStruct(hDevice, some_compoent, TY_STRUCT_CAM_DISTORTION, &
    distortion, sizeof(distortion));
```

Definition at line 789 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.10 TY\_CAMERA\_EXTRINSIC Struct Reference

```
#include <TYApi.h>
```

### Public Attributes

- float **data** [4 \*4]

### 4.10.1 Detailed Description

a 4x4 matrix

.	.	.	.
r11	r12	r13	t1
r21	r22	r23	t2
r31	r32	r33	t3
0	0	0	1

See also

[TYGetStruct](#) Usage:

```
TY_CAMERA_EXTRINSIC extrinsic;
TYGetStruct(hDevice, some_compoent, TY_STRUCT_EXTRINSIC, &extrinsic, sizeof(extrinsic));
```

Definition at line 777 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.11 TY\_CAMERA\_INTRINSIC Struct Reference

```
#include <TYApi.h>
```

### Public Attributes

- float **data** [3 \*3]

### 4.11.1 Detailed Description

a 3x3 matrix

.	.	.
fx	0	cx
0	fy	cy
0	0	1

See also

[TYGetStruct](#) Usage:

```
TY_CAMERA_INTRINSIC intrinsic;
TYGetStruct(hDevice, some_compoent, TY_STRUCT_CAM_INTRINSIC, &intrinsic,
            sizeof(intrinsic));
```

Definition at line 759 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.12 TY\_CAMERA\_STATISTICS Struct Reference

### Public Attributes

- uint64\_t **packetReceived**
- uint64\_t **packetLost**
- uint64\_t **imageOutputed**
- uint64\_t **imageDropped**
- uint8\_t **rsvd** [1024]



### 4.12.1 Detailed Description

Definition at line 862 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.13 TY\_CAMERA\_TO\_IMU Struct Reference

```
#include <TYApi.h>
```

### Public Attributes

- float **data** [4 \*4]

### 4.13.1 Detailed Description

a 4x4 matrix

.	.	.	.
r11	r12	r13	t1
r21	r22	r23	t2
r31	r32	r33	t3
0	0	0	1

Definition at line 954 of file TYApi.h.

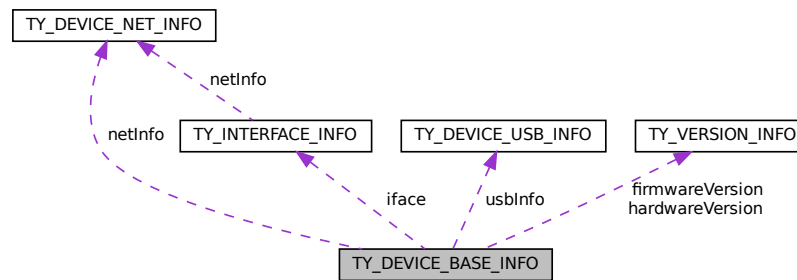
The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.14 TY\_DEVICE\_BASE\_INFO Struct Reference

```
#include <TYApi.h>
```

Collaboration diagram for TY\_DEVICE\_BASE\_INFO:



## Public Attributes

- [TY\\_INTERFACE\\_INFO](#) `iface`
- char `id` [32]  
*device serial number*
- char `vendorName` [32]
- char `userDefinedName` [32]
- char `modelName` [32]  
*device model name*
- [TY\\_VERSION\\_INFO](#) `hardwareVersion`  
*deprecated*
- [TY\\_VERSION\\_INFO](#) `firmwareVersion`  
*deprecated*
- union {  
    [TY\\_DEVICE\\_NET\\_INFO](#) `netInfo`  
    [TY\\_DEVICE\\_USB\\_INFO](#) `usbInfo`  
};
- char `buildHash` [256]
- char `configVersion` [256]
- char `reserved` [256]

### 4.14.1 Detailed Description

See also

[TYGetDeviceList](#)

Definition at line 670 of file `TYApi.h`.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.15 TY\_DEVICE\_NET\_INFO Struct Reference

device network information

```
#include <TYApi.h>
```

### Public Attributes

- char **mac** [32]
- char **ip** [32]
- char **netmask** [32]
- char **gateway** [32]
- char **broadcast** [32]
- char **reserved** [96]

### 4.15.1 Detailed Description

device network information

Definition at line 642 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.16 TY\_DEVICE\_USB\_INFO Struct Reference

### Public Attributes

- int **bus**
- int **addr**
- char **reserved** [248]

### 4.16.1 Detailed Description

Definition at line 652 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.17 TY\_DI\_WORKMODE Struct Reference

### Public Attributes

- TY\_E\_DI\_MODE **mode**
- TY\_E\_DI\_INT\_ACTION **int\_act**
- uint32\_t **mode\_supported**
- uint32\_t **int\_act\_supported**
- uint32\_t **status**
- uint32\_t **reserved** [3]

### 4.17.1 Detailed Description

Definition at line 1029 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.18 TY\_DO\_WORKMODE Struct Reference

### Public Attributes

- TY\_E\_DO\_MODE **mode**
- TY\_E\_VOLT\_T **volt**
- uint32\_t **freq**
- uint32\_t **duty**
- uint32\_t **mode\_supported**
- uint32\_t **volt\_supported**
- uint32\_t **reserved** [3]

### 4.18.1 Detailed Description

Definition at line 1006 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.19 TY\_ENUM\_ENTRY Struct Reference

```
#include <TYApi.h>
```

### Public Attributes

- char **description** [64]
- uint32\_t **value**
- uint32\_t **reserved** [3]

#### 4.19.1 Detailed Description

enum feature entry information

See also

[TYGetEnumEntryInfo](#)

Definition at line 733 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.20 TY\_EVENT\_INFO Struct Reference

### Public Attributes

- TY\_EVENT **eventId**
- char **message** [124]

#### 4.20.1 Detailed Description

Definition at line 1000 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.21 TY\_FEATURE\_INFO Struct Reference

### Public Attributes

- bool **isValid**  
*true if feature exists, false otherwise*
- TY\_ACCESS\_MODE **accessMode**  
*feature access privilege*
- bool **writableAtRun**  
*feature can be written while capturing*
- char **reserved0** [1]
- TY\_COMPONENT\_ID **componentID**  
*owner of this feature*
- TY\_FEATURE\_ID **featureID**  
*feature unique id*
- char **name** [32]  
*describe string*
- TY\_COMPONENT\_ID **bindComponentID**  
*component ID current feature bind to*
- TY\_FEATURE\_ID **bindFeatureID**  
*feature ID current feature bind to*
- char **reserved** [252]

### 4.21.1 Detailed Description

Definition at line 688 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.22 TY\_FLOAT\_RANGE Struct Reference

float range data structure

```
#include <TYApi.h>
```

### Public Attributes

- float **min**
- float **max**
- float **inc**  
*increasing step*
- float **reserved** [1]

### 4.22.1 Detailed Description

float range data structure

See also

[TYGetFloatRange](#)

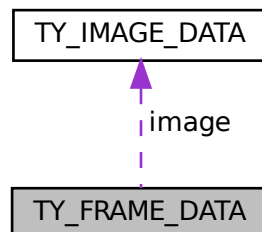
Definition at line 712 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.23 TY\_FRAME\_DATA Struct Reference

Collaboration diagram for TY\_FRAME\_DATA:



## Public Attributes

- void \* [userBuffer](#)  
*Pointer to user enqueued buffer, user should enqueue this buffer in the end of callback.*
- int32\_t [bufferSize](#)  
*Size of userBuffer.*
- int32\_t [validCount](#)  
*Number of valid data.*
- int32\_t [reserved](#) [6]  
*Reserved: reserved[0],laser\_val;.*
- [TY\\_IMAGE\\_DATA image](#) [10]  
*Buffer data, max to 10 images per frame, each buffer data could be an image or something else.*

### 4.23.1 Detailed Description

Definition at line 990 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.24 TY\_GYRO\_BIAS Struct Reference

```
#include <TYApi.h>
```

## Public Attributes

- float **data** [3]

### 4.24.1 Detailed Description

a 3x3 matrix

.	.	.
BIASx	BIASy	BIASz

Definition at line 920 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.25 TY\_GYRO\_MISALIGNMENT Struct Reference

```
#include <TYApi.h>
```

## Public Attributes

- float **data** [3 \*3]

### 4.25.1 Detailed Description

a 3x3 matrix

.	.	.
1	-ALPHAy <sub>z</sub>	ALPHA <sub>z</sub> y
0	1	-ALPHA <sub>z</sub> x
0	0	1

Definition at line 931 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.26 TY\_GYRO\_SCALE Struct Reference

```
#include <TYApi.h>
```

## Public Attributes

- float **data** [3 \*3]

### 4.26.1 Detailed Description

a 3x3 matrix

.	.	.
SCALE <sub>x</sub>	0	0
0	SCALE <sub>y</sub>	0
0	0	SCALE <sub>z</sub>

Definition at line 942 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.27 TY\_IMAGE\_DATA Struct Reference



### Public Attributes

- uint64\_t [timestamp](#)  
*Timestamp in microseconds.*
- int32\_t [imageIndex](#)  
*image index used in trigger mode*
- int32\_t [status](#)  
*Status of this buffer.*
- [TY\\_COMPONENT\\_ID](#) [componentID](#)  
*Where current data come from.*
- int32\_t [size](#)  
*Buffer size.*
- void \* [buffer](#)  
*Pointer to data buffer.*
- int32\_t [width](#)  
*Image width in pixels.*
- int32\_t [height](#)  
*Image height in pixels.*
- [TY\\_PIXEL\\_FORMAT](#) [pixelFormat](#)  
*Pixel format, see [TY\\_PIXEL\\_FORMAT\\_LIST](#).*
- int32\_t [reserved](#) [9]  
*Reserved.*

#### 4.27.1 Detailed Description

Definition at line 975 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.28 TY\_IMU\_DATA Struct Reference

### Public Attributes

- uint64\_t **timestamp**
- float **acc\_x**
- float **acc\_y**
- float **acc\_z**
- float **gyro\_x**
- float **gyro\_y**
- float **gyro\_z**
- float **temperature**
- float **reserved** [1]

### 4.28.1 Detailed Description

Definition at line 871 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.29 TY\_INT\_RANGE Struct Reference

### Public Attributes

- int32\_t **min**
- int32\_t **max**
- int32\_t **inc**  
*increasing step*
- int32\_t **reserved** [1]

### 4.29.1 Detailed Description

Definition at line 702 of file TYApi.h.

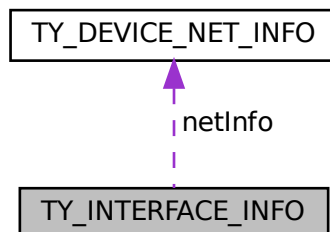
The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.30 TY\_INTERFACE\_INFO Struct Reference

```
#include <TYApi.h>
```

Collaboration diagram for TY\_INTERFACE\_INFO:



### Public Attributes

- char **name** [32]
- char **id** [32]
- TY\_INTERFACE\_TYPE **type**
- char **reserved** [4]
- [TY\\_DEVICE\\_NET\\_INFO](#) **netInfo**

#### 4.30.1 Detailed Description

See also

[TYGetInterfaceList](#)

Definition at line 660 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

## 4.31 TY\_ISP\_FEATURE\_INFO Struct Reference

### Public Attributes

- [TY\\_ISP\\_FEATURE\\_ID](#) **id**
- int32\_t **size**
- const char \* **name**
- const char \* **value\_type**
- TY\_ACCESS\_MODE **mode**

#### 4.31.1 Detailed Description

Definition at line 63 of file TyIsp.h.

The documentation for this struct was generated from the following file:

- [TyIsp.h](#)

## 4.32 TY\_PIXEL\_COLOR\_DESC Struct Reference

### Public Attributes

- int16\_t **x**
- int16\_t **y**
- uint8\_t **bgr\_ch1**
- uint8\_t **bgr\_ch2**
- uint8\_t **bgr\_ch3**
- uint8\_t **rsvd**

#### 4.32.1 Detailed Description

Definition at line 20 of file TYCoordinateMapper.h.

The documentation for this struct was generated from the following file:

- [TYCoordinateMapper.h](#)

### 4.33 TY\_PIXEL\_DESC Struct Reference

#### Public Attributes

- int16\_t **x**
- int16\_t **y**
- uint16\_t **depth**
- uint16\_t **rsvd**

#### 4.33.1 Detailed Description

Definition at line 12 of file TYCoordinateMapper.h.

The documentation for this struct was generated from the following file:

- [TYCoordinateMapper.h](#)

### 4.34 TY\_TOF\_FREQ Struct Reference

#### Public Attributes

- uint32\_t **freq1**
- uint32\_t **freq2**

#### 4.34.1 Detailed Description

Definition at line 959 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

### 4.35 TY\_TRIGGER\_PARAM Struct Reference

#### Public Attributes

- TY\_TRIGGER\_MODE **mode**
- int8\_t **fps**
- int8\_t **rsvd**

#### 4.35.1 Detailed Description

Definition at line 808 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

### 4.36 TY\_TRIGGER\_PARAM\_EX Struct Reference

#### Public Attributes

- TY\_TRIGGER\_MODE **mode**
- 

```
union {  
    struct {  
        int8_t fps  
        int8_t duty  
        int32_t laser_stream  
        int32_t led_stream  
        int32_t led_expo  
        int32_t led_gain  
    }  
    struct {  
        int32_t ir_gain [2]  
    }  
    int32_t rsvd [32]  
};
```

#### 4.36.1 Detailed Description

Definition at line 816 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

### 4.37 TY\_TRIGGER\_TIMER\_LIST Struct Reference

#### Public Attributes

- uint64\_t **start\_time\_us**
- uint32\_t **offset\_us\_count**
- uint32\_t **offset\_us\_list** [50]

#### 4.37.1 Detailed Description

Definition at line 839 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

### 4.38 TY\_TRIGGER\_TIMER\_PERIOD Struct Reference

#### Public Attributes

- uint64\_t **start\_time\_us**
- uint32\_t **trigger\_count**
- uint32\_t **period\_us**

#### 4.38.1 Detailed Description

Definition at line 847 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

### 4.39 TY\_VECT\_3F Struct Reference

#### Public Attributes

- float **x**
- float **y**
- float **z**

#### 4.39.1 Detailed Description

Definition at line 740 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

### 4.40 TY\_VERSION\_INFO Struct Reference

#### Public Attributes

- int32\_t **major**
- int32\_t **minor**
- int32\_t **patch**
- int32\_t **reserved**

#### 4.40.1 Detailed Description

Definition at line 633 of file TYApi.h.

The documentation for this struct was generated from the following file:

- [TYApi.h](#)

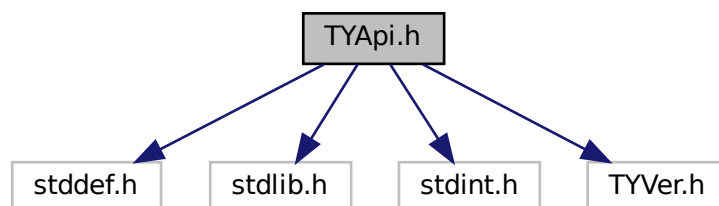
## Chapter 5

# File Documentation

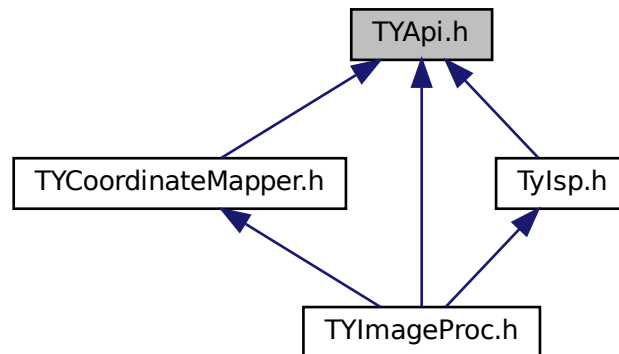
### 5.1 TYApi.h File Reference

[TYApi.h](#) includes camera control and data receiving interface, which supports configuration for image resolution, frame rate, exposure time, gain, working mode, etc.

```
#include <stddef.h>
#include <stdlib.h>
#include <stdint.h>
#include "TYVer.h"
Include dependency graph for TYApi.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- struct [TY\\_VERSION\\_INFO](#)
- struct [TY\\_DEVICE\\_NET\\_INFO](#)
  - device network information*
- struct [TY\\_DEVICE\\_USB\\_INFO](#)
- struct [TY\\_INTERFACE\\_INFO](#)
- struct [TY\\_DEVICE\\_BASE\\_INFO](#)
- struct [TY\\_FEATURE\\_INFO](#)
- struct [TY\\_INT\\_RANGE](#)
- struct [TY\\_FLOAT\\_RANGE](#)
  - float range data structure*
- struct [TY\\_BYTEARRAY\\_ATTR](#)
  - byte array data structure*
- struct [TY\\_ENUM\\_ENTRY](#)
- struct [TY\\_VECT\\_3F](#)
- struct [TY\\_CAMERA\\_INTRINSIC](#)
- struct [TY\\_CAMERA\\_EXTRINSIC](#)
- struct [TY\\_CAMERA\\_DISTORTION](#)
- struct [TY\\_CAMERA\\_CALIB\\_INFO](#)
- struct [TY\\_TRIGGER\\_PARAM](#)
- struct [TY\\_TRIGGER\\_PARAM\\_EX](#)
- struct [TY\\_TRIGGER\\_TIMER\\_LIST](#)
- struct [TY\\_TRIGGER\\_TIMER\\_PERIOD](#)
- struct [TY\\_AEC\\_ROI\\_PARAM](#)
- struct [TY\\_CAMERA\\_STATISTICS](#)
- struct [TY\\_IMU\\_DATA](#)
- struct [TY\\_ACC\\_BIAS](#)
- struct [TY\\_ACC\\_MISALIGNMENT](#)
- struct [TY\\_ACC\\_SCALE](#)
- struct [TY\\_GYRO\\_BIAS](#)
- struct [TY\\_GYRO\\_MISALIGNMENT](#)
- struct [TY\\_GYRO\\_SCALE](#)



- struct [TY\\_CAMERA\\_TO\\_IMU](#)
- struct [TY\\_TOF\\_FREQ](#)
- struct [TY\\_IMAGE\\_DATA](#)
- struct [TY\\_FRAME\\_DATA](#)
- struct [TY\\_EVENT\\_INFO](#)
- struct [TY\\_DO\\_WORKMODE](#)
- struct [TY\\_DI\\_WORKMODE](#)

## Macros

- `#define _STDBOOL_H`
- `#define __bool_true_false_are_defined 1`
- `#define bool _Bool`
- `#define true 1`
- `#define false 0`
- `#define TY_DLLIMPORT __attribute__((visibility("default")))`
- `#define TY_DLLEXPORT __attribute__((visibility("default")))`
- `#define TY_STDC`
- `#define TY_CDEC`
- `#define TY_EXPORT TY_DLLIMPORT`
- `#define TY_EXTC`
- `#define TY_DECLARE_IMAGE_MODE0(pix, res) TY_IMAGE_MODE_##pix##_##res = TY_PIXEL_FOR↵  
MAT_##pix | TY_RESOLUTION_MODE_##res`
- `#define TY_DECLARE_IMAGE_MODE1(pix)`
- `#define TY_CAPI TY_EXTC TY_EXPORT TY_STATUS TY_STDC`

## Typedefs

- typedef enum [TY\\_STATUS\\_LIST](#) [TY\\_STATUS\\_LIST](#)  
*API call return status.*
- typedef int32\_t [TY\\_STATUS](#)
- typedef enum [TY\\_FW\\_ERRORCODE\\_LIST](#) [TY\\_FW\\_ERRORCODE\\_LIST](#)
- typedef uint32\_t [TY\\_FW\\_ERRORCODE](#)
- typedef enum [TY\\_EVENT\\_LIST](#) [TY\\_ENENT\\_LIST](#)
- typedef int32\_t [TY\\_EVENT](#)
- typedef void \* [TY\\_INTERFACE\\_HANDLE](#)  
*Interface handle.*
- typedef void \* [TY\\_DEV\\_HANDLE](#)  
*Device Handle.*
- typedef enum [TY\\_DEVICE\\_COMPONENT\\_LIST](#) [TY\\_DEVICE\\_COMPONENT\\_LIST](#)
- typedef uint32\_t [TY\\_COMPONENT\\_ID](#)  
*component unique id*
- typedef enum [TY\\_FEATURE\\_TYPE\\_LIST](#) [TY\\_FEATURE\\_TYPE\\_LIST](#)  
*Feature Format Type definitions.*
- typedef uint32\_t [TY\\_FEATURE\\_TYPE](#)
- typedef enum [TY\\_FEATURE\\_ID\\_LIST](#) [TY\\_FEATURE\\_ID\\_LIST](#)  
*feature for component definitions*
- typedef uint32\_t [TY\\_FEATURE\\_ID](#)  
*feature unique id*
- typedef enum [TY\\_DEPTH\\_QUALITY\\_LIST](#) [TY\\_DEPTH\\_QUALITY\\_LIST](#)
- typedef uint32\_t [TY\\_DEPTH\\_QUALITY](#)

- typedef enum [TY\\_TRIGGER\\_POL\\_LIST](#) [TY\\_TRIGGER\\_POL\\_LIST](#)  
*set external trigger signal edge*
- typedef uint32\_t [TY\\_TRIGGER\\_POL](#)
- typedef enum [TY\\_INTERFACE\\_TYPE\\_LIST](#) [TY\\_INTERFACE\\_TYPE\\_LIST](#)
- typedef uint32\_t [TY\\_INTERFACE\\_TYPE](#)
- typedef enum [TY\\_ACCESS\\_MODE\\_LIST](#) [TY\\_ACCESS\\_MODE\\_LIST](#)
- typedef uint8\_t [TY\\_ACCESS\\_MODE](#)
- typedef enum [TY\\_STREAM\\_ASYNC\\_MODE\\_LIST](#) [TY\\_STREAM\\_ASYNC\\_MODE\\_LIST](#)  
*stream async mode*
- typedef uint8\_t [TY\\_STREAM\\_ASYNC\\_MODE](#)
- typedef enum [TY\\_PIXEL\\_BITS\\_LIST](#) [TY\\_PIXEL\\_BITS\\_LIST](#)
- typedef uint32\_t [TY\\_PIXEL\\_BITS](#)
- typedef enum [TY\\_PIXEL\\_FORMAT\\_LIST](#) [TY\\_PIXEL\\_FORMAT\\_LIST](#)  
*pixel format definitions*
- typedef uint32\_t [TY\\_PIXEL\\_FORMAT](#)
- typedef enum [TY\\_RESOLUTION\\_MODE\\_LIST](#) [TY\\_RESOLUTION\\_MODE\\_LIST](#)  
*predefined resolution list*
- typedef int32\_t [TY\\_RESOLUTION\\_MODE](#)
- typedef enum [TY\\_IMAGE\\_MODE\\_LIST](#) [TY\\_IMAGE\\_MODE\\_LIST](#)  
*Predefined Image Mode List image mode controls image resolution & format predefined image modes named like TY\_IMAGE\_MODE\_MONO\_160x120, TY\_IMAGE\_MODE\_RGB\_1280x960.*
- typedef uint32\_t [TY\\_IMAGE\\_MODE](#)
- typedef enum [TY\\_TRIGGER\\_MODE\\_LIST](#) [TY\\_TRIGGER\\_MODE\\_LIST](#)
- typedef int16\_t [TY\\_TRIGGER\\_MODE](#)
- typedef enum [TY\\_TIME\\_SYNC\\_TYPE\\_LIST](#) [TY\\_TIME\\_SYNC\\_TYPE\\_LIST](#)  
*type of time sync*
- typedef uint32\_t [TY\\_TIME\\_SYNC\\_TYPE](#)
- typedef uint32\_t [TY\\_E\\_VOLT\\_T](#)
- typedef uint32\_t [TY\\_E\\_DO\\_MODE](#)
- typedef uint32\_t [TY\\_E\\_DI\\_MODE](#)
- typedef uint32\_t [TY\\_E\\_DI\\_INT\\_ACTION](#)
- typedef struct [TY\\_VERSION\\_INFO](#) [TY\\_VERSION\\_INFO](#)
- typedef struct [TY\\_DEVICE\\_NET\\_INFO](#) [TY\\_DEVICE\\_NET\\_INFO](#)  
*device network information*
- typedef struct [TY\\_DEVICE\\_USB\\_INFO](#) [TY\\_DEVICE\\_USB\\_INFO](#)
- typedef struct [TY\\_INTERFACE\\_INFO](#) [TY\\_INTERFACE\\_INFO](#)
- typedef struct [TY\\_DEVICE\\_BASE\\_INFO](#) [TY\\_DEVICE\\_BASE\\_INFO](#)
- typedef struct [TY\\_FEATURE\\_INFO](#) [TY\\_FEATURE\\_INFO](#)
- typedef struct [TY\\_INT\\_RANGE](#) [TY\\_INT\\_RANGE](#)
- typedef struct [TY\\_FLOAT\\_RANGE](#) [TY\\_FLOAT\\_RANGE](#)  
*float range data structure*
- typedef struct [TY\\_BYTEARRAY\\_ATTR](#) [TY\\_BYTEARRAY\\_ATTR](#)  
*byte array data structure*
- typedef struct [TY\\_ENUM\\_ENTRY](#) [TY\\_ENUM\\_ENTRY](#)
- typedef struct [TY\\_VECT\\_3F](#) [TY\\_VECT\\_3F](#)
- typedef struct [TY\\_CAMERA\\_INTRINSIC](#) [TY\\_CAMERA\\_INTRINSIC](#)
- typedef struct [TY\\_CAMERA\\_EXTRINSIC](#) [TY\\_CAMERA\\_EXTRINSIC](#)
- typedef struct [TY\\_CAMERA\\_DISTORTION](#) [TY\\_CAMERA\\_DISTORTION](#)
- typedef struct [TY\\_CAMERA\\_CALIB\\_INFO](#) [TY\\_CAMERA\\_CALIB\\_INFO](#)
- typedef struct [TY\\_TRIGGER\\_PARAM](#) [TY\\_TRIGGER\\_PARAM](#)
- typedef struct [TY\\_TRIGGER\\_PARAM\\_EX](#) [TY\\_TRIGGER\\_PARAM\\_EX](#)
- typedef struct [TY\\_TRIGGER\\_TIMER\\_LIST](#) [TY\\_TRIGGER\\_TIMER\\_LIST](#)
- typedef struct [TY\\_TRIGGER\\_TIMER\\_PERIOD](#) [TY\\_TRIGGER\\_TIMER\\_PERIOD](#)

- typedef struct [TY\\_AEC\\_ROI\\_PARAM](#) [TY\\_AEC\\_ROI\\_PARAM](#)
- typedef struct [TY\\_CAMERA\\_STATISTICS](#) [TY\\_CAMERA\\_STATISTICS](#)
- typedef struct [TY\\_IMU\\_DATA](#) [TY\\_IMU\\_DATA](#)
- typedef struct [TY\\_ACC\\_BIAS](#) [TY\\_ACC\\_BIAS](#)
- typedef struct [TY\\_ACC\\_MISALIGNMENT](#) [TY\\_ACC\\_MISALIGNMENT](#)
- typedef struct [TY\\_ACC\\_SCALE](#) [TY\\_ACC\\_SCALE](#)
- typedef struct [TY\\_GYRO\\_BIAS](#) [TY\\_GYRO\\_BIAS](#)
- typedef struct [TY\\_GYRO\\_MISALIGNMENT](#) [TY\\_GYRO\\_MISALIGNMENT](#)
- typedef struct [TY\\_GYRO\\_SCALE](#) [TY\\_GYRO\\_SCALE](#)
- typedef struct [TY\\_CAMERA\\_TO\\_IMU](#) [TY\\_CAMERA\\_TO\\_IMU](#)
- typedef struct [TY\\_TOF\\_FREQ](#) [TY\\_TOF\\_FREQ](#)
- typedef enum [TY\\_IMU\\_FPS\\_LIST](#) [TY\\_IMU\\_FPS\\_LIST](#)
- typedef struct [TY\\_IMAGE\\_DATA](#) [TY\\_IMAGE\\_DATA](#)
- typedef struct [TY\\_FRAME\\_DATA](#) [TY\\_FRAME\\_DATA](#)
- typedef struct [TY\\_EVENT\\_INFO](#) [TY\\_EVENT\\_INFO](#)
- typedef struct [TY\\_DO\\_WORKMODE](#) [TY\\_DO\\_WORKMODE](#)
- typedef struct [TY\\_DI\\_WORKMODE](#) [TY\\_DI\\_WORKMODE](#)
- typedef void(\* [TY\\_EVENT\\_CALLBACK](#)) ([TY\\_EVENT\\_INFO](#) \*, void \*userdata)
- typedef void(\* [TY\\_IMU\\_CALLBACK](#)) ([TY\\_IMU\\_DATA](#) \*, void \*userdata)

## Enumerations

- enum [TY\\_STATUS\\_LIST](#) : int32\_t {  
[TY\\_STATUS\\_OK](#) = 0, [TY\\_STATUS\\_ERROR](#) = -1001, [TY\\_STATUS\\_NOT\\_INITED](#) = -1002, [TY\\_STATUS\\_](#)↵  
[\\_NOT\\_IMPLEMENTED](#) = -1003,  
[TY\\_STATUS\\_NOT\\_PERMITTED](#) = -1004, [TY\\_STATUS\\_DEVICE\\_ERROR](#) = -1005, [TY\\_STATUS\\_INVA](#)↵  
[LID\\_PARAMETER](#) = -1006, [TY\\_STATUS\\_INVALID\\_HANDLE](#) = -1007,  
[TY\\_STATUS\\_INVALID\\_COMPONENT](#) = -1008, [TY\\_STATUS\\_INVALID\\_FEATURE](#) = -1009, [TY\\_STATU](#)↵  
[S\\_WRONG\\_TYPE](#) = -1010, [TY\\_STATUS\\_WRONG\\_SIZE](#) = -1011,  
[TY\\_STATUS\\_OUT\\_OF\\_MEMORY](#) = -1012, [TY\\_STATUS\\_OUT\\_OF\\_RANGE](#) = -1013, [TY\\_STATUS\\_TIM](#)↵  
[EOUT](#) = -1014, [TY\\_STATUS\\_WRONG\\_MODE](#) = -1015,  
[TY\\_STATUS\\_BUSY](#) = -1016, [TY\\_STATUS\\_IDLE](#) = -1017, [TY\\_STATUS\\_NO\\_DATA](#) = -1018, [TY\\_STATU](#)↵  
[S\\_NO\\_BUFFER](#) = -1019,  
[TY\\_STATUS\\_NULL\\_POINTER](#) = -1020, [TY\\_STATUS\\_READONLY\\_FEATURE](#) = -1021, [TY\\_STATUS\\_I](#)↵  
[NVALID\\_DESCRIPTOR](#) = -1022, [TY\\_STATUS\\_INVALID\\_INTERFACE](#) = -1023,  
[TY\\_STATUS\\_FIRMWARE\\_ERROR](#) = -1024, [TY\\_STATUS\\_DEV\\_EPERM](#) = -1, [TY\\_STATUS\\_DEV\\_EIO](#) =  
-5, [TY\\_STATUS\\_DEV\\_ENOMEM](#) = -12,  
[TY\\_STATUS\\_DEV\\_EBUSY](#) = -16, [TY\\_STATUS\\_DEV\\_EINVAL](#) = -22 }  
*API call return status.*
- enum [TY\\_FW\\_ERRORCODE\\_LIST](#) : uint32\_t {  
[TY\\_FW\\_ERRORCODE\\_CAM0\\_NOT\\_DETECTED](#) = 0x00000001, [TY\\_FW\\_ERRORCODE\\_CAM1\\_NOT](#)↵  
[DETECTED](#) = 0x00000002, [TY\\_FW\\_ERRORCODE\\_CAM2\\_NOT\\_DETECTED](#) = 0x00000004, [TY\\_FW\\_E](#)↵  
[RRORCODE\\_POE\\_NOT\\_INIT](#) = 0x00000008,  
[TY\\_FW\\_ERRORCODE\\_RECMAP\\_NOT\\_CORRECT](#) = 0x00000010, [TY\\_FW\\_ERRORCODE\\_LOOKUPT](#)↵  
[ABLE\\_NOT\\_CORRECT](#) = 0x00000020, [TY\\_FW\\_ERRORCODE\\_DRV8899\\_NOT\\_INIT](#) = 0x00000040, [T](#)↵  
[Y\\_FW\\_ERRORCODE\\_CONFIG\\_NOT\\_FOUND](#) = 0x00010000,  
[TY\\_FW\\_ERRORCODE\\_CONFIG\\_NOT\\_CORRECT](#) = 0x00020000, [TY\\_FW\\_ERRORCODE\\_XML\\_NOT](#)↵  
[FOUND](#) = 0x00040000, [TY\\_FW\\_ERRORCODE\\_XML\\_NOT\\_CORRECT](#) = 0x00080000, [TY\\_FW\\_ERROR](#)↵  
[CODE\\_XML\\_OVERRIDE\\_FAILED](#) = 0x00100000,  
[TY\\_FW\\_ERRORCODE\\_CAM\\_INIT\\_FAILED](#) = 0x00200000, [TY\\_FW\\_ERRORCODE\\_LASER\\_INIT\\_FAIL](#)↵  
[ED](#) = 0x00400000 }
- enum [TY\\_EVENT\\_LIST](#) : int32\_t { [TY\\_EVENT\\_DEVICE\\_OFFLINE](#) = -2001, [TY\\_EVENT\\_LICENSE\\_ERR](#)↵  
[OR](#) = -2002, [TY\\_EVENT\\_FW\\_INIT\\_ERROR](#) = -2003 }

- enum **TY\_DEVICE\_COMPONENT\_LIST** : uint32\_t {  
**TY\_COMPONENT\_DEVICE** = 0x80000000, **TY\_COMPONENT\_DEPTH\_CAM** = 0x00010000, **TY\_COMPONENT\_IR\_CAM\_LEFT** = 0x00040000, **TY\_COMPONENT\_IR\_CAM\_RIGHT** = 0x00080000,  
**TY\_COMPONENT\_RGB\_CAM\_LEFT** = 0x00100000, **TY\_COMPONENT\_RGB\_CAM\_RIGHT** = 0x00200000,  
**TY\_COMPONENT\_LASER** = 0x00400000, **TY\_COMPONENT\_IMU** = 0x00800000,  
**TY\_COMPONENT\_BRIGHT\_HISTO** = 0x01000000, **TY\_COMPONENT\_STORAGE** = 0x02000000, **TY\_COMPONENT\_RGB\_CAM** = **TY\_COMPONENT\_RGB\_CAM\_LEFT** }
- enum **TY\_FEATURE\_TYPE\_LIST** : uint32\_t {  
**TY\_FEATURE\_INT** = 0x1000, **TY\_FEATURE\_FLOAT** = 0x2000, **TY\_FEATURE\_ENUM** = 0x3000, **TY\_FEATURE\_BOOL** = 0x4000,  
**TY\_FEATURE\_STRING** = 0x5000, **TY\_FEATURE\_BYTEARRAY** = 0x6000, **TY\_FEATURE\_STRUCT** = 0x7000 }

*Feature Format Type definitions.*

- enum **TY\_FEATURE\_ID\_LIST** : uint32\_t {  
**TY\_STRUCT\_CAM\_INTRINSIC** = 0x0000 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_EXTRINSIC\_TO\_DEPTH** = 0x0001 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_EXTRINSIC\_TO\_IR\_LEFT** = 0x0002 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_CAM\_DISTORTION** = 0x0006 | **TY\_FEATURE\_STRUCT**,  
**TY\_STRUCT\_CAM\_CALIB\_DATA** = 0x0007 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_CAM\_RECTIFIED\_INTRI** = 0x0008 | **TY\_FEATURE\_STRUCT**, **TY\_BYTEARRAY\_CUSTOM\_BLOCK** = 0x000A | **TY\_FEATURE\_BYTEARRAY**, **TY\_BYTEARRAY\_ISP\_BLOCK** = 0x000B | **TY\_FEATURE\_BYTEARRAY**,  
**TY\_INT\_PERSISTENT\_IP** = 0x0010 | **TY\_FEATURE\_INT**, **TY\_INT\_PERSISTENT\_SUBMASK** = 0x0011 | **TY\_FEATURE\_INT**, **TY\_INT\_PERSISTENT\_GATEWAY** = 0x0012 | **TY\_FEATURE\_INT**, **TY\_BOOL\_GVS\_P\_RESEND** = 0x0013 | **TY\_FEATURE\_BOOL**,  
**TY\_INT\_PACKET\_DELAY** = 0x0014 | **TY\_FEATURE\_INT**, **TY\_INT\_ACCEPTABLE\_PERCENT** = 0x0015 | **TY\_FEATURE\_INT**, **TY\_INT\_NTP\_SERVER\_IP** = 0x0016 | **TY\_FEATURE\_INT**, **TY\_INT\_PACKET\_SIZE** = 0x0017 | **TY\_FEATURE\_INT**,  
**TY\_INT\_LINK\_CMD\_TIMEOUT** = 0x0018 | **TY\_FEATURE\_INT**, **TY\_STRUCT\_CAM\_STATISTICS** = 0x00ff | **TY\_FEATURE\_STRUCT**, **TY\_INT\_WIDTH\_MAX** = 0x0100 | **TY\_FEATURE\_INT**, **TY\_INT\_HEIGHT\_MAX** = 0x0101 | **TY\_FEATURE\_INT**,  
**TY\_INT\_OFFSET\_X** = 0x0102 | **TY\_FEATURE\_INT**, **TY\_INT\_OFFSET\_Y** = 0x0103 | **TY\_FEATURE\_INT**, **TY\_INT\_WIDTH** = 0x0104 | **TY\_FEATURE\_INT**, **TY\_INT\_HEIGHT** = 0x0105 | **TY\_FEATURE\_INT**,  
**TY\_ENUM\_IMAGE\_MODE** = 0x0109 | **TY\_FEATURE\_ENUM**, **TY\_FLOAT\_SCALE\_UNIT** = 0x010a | **TY\_FEATURE\_FLOAT**, **TY\_ENUM\_TRIGGER\_POL** = 0x0201 | **TY\_FEATURE\_ENUM**, **TY\_INT\_FRAME\_PERR\_TRIGGER** = 0x0202 | **TY\_FEATURE\_INT**,  
**TY\_STRUCT\_TRIGGER\_PARAM** = 0x0523 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_TRIGGER\_PARAM\_EX** = 0x0525 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_TRIGGER\_TIMER\_LIST** = 0x0526 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_TRIGGER\_TIMER\_PERIOD** = 0x0527 | **TY\_FEATURE\_STRUCT**,  
**TY\_BOOL\_KEEP\_ALIVE\_ONOFF** = 0x0203 | **TY\_FEATURE\_BOOL**, **TY\_INT\_KEEP\_ALIVE\_TIMEOUT** = 0x0204 | **TY\_FEATURE\_INT**, **TY\_BOOL\_CMOS\_SYNC** = 0x0205 | **TY\_FEATURE\_BOOL**, **TY\_INT\_TRIGGER\_DELAY\_US** = 0x0206 | **TY\_FEATURE\_INT**,  
**TY\_BOOL\_TRIGGER\_OUT\_IO** = 0x0207 | **TY\_FEATURE\_BOOL**, **TY\_INT\_TRIGGER\_DURATION\_US** = 0x0208 | **TY\_FEATURE\_INT**, **TY\_ENUM\_STREAM\_ASYNC** = 0x0209 | **TY\_FEATURE\_ENUM**, **TY\_INT\_CAPTURE\_TIME\_US** = 0x0210 | **TY\_FEATURE\_INT**,  
**TY\_ENUM\_TIME\_SYNC\_TYPE** = 0x0211 | **TY\_FEATURE\_ENUM**, **TY\_BOOL\_TIME\_SYNC\_READY** = 0x0212 | **TY\_FEATURE\_BOOL**, **TY\_BOOL\_FLASHLIGHT** = 0x0213 | **TY\_FEATURE\_BOOL**, **TY\_INT\_FLASHLIGHT\_INTENSITY** = 0x0214 | **TY\_FEATURE\_INT**,  
**TY\_STRUCT\_DO0\_WORKMODE** = 0x0215 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_DI0\_WORKMODE** = 0x0216 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_DO1\_WORKMODE** = 0x0217 | **TY\_FEATURE\_STRUCT**,  
**TY\_STRUCT\_DI1\_WORKMODE** = 0x0218 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_DO2\_WORKMODE** = 0x0219 | **TY\_FEATURE\_STRUCT**, **TY\_STRUCT\_DI2\_WORKMODE** = 0x0220 | **TY\_FEATURE\_STRUCT**, **TY\_BOOL\_AUTO\_EXPOSURE** = 0x0300 | **TY\_FEATURE\_BOOL**,  
**TY\_INT\_EXPOSURE\_TIME** = 0x0301 | **TY\_FEATURE\_INT**, **TY\_BOOL\_AUTO\_GAIN** = 0x0302 | **TY\_FEATURE\_BOOL**, **TY\_INT\_GAIN** = 0x0303 | **TY\_FEATURE\_INT**,  
**TY\_BOOL\_AUTO\_AWB** = 0x0304 | **TY\_FEATURE\_BOOL**, **TY\_STRUCT\_AEC\_ROI** = 0x0305 | **TY\_FEATURE\_STRUCT**, **TY\_INT\_TOF\_HDR\_RATIO** = 0x0306 | **TY\_FEATURE\_INT**, **TY\_INT\_TOF\_JITTER\_THRESHOLD** = 0x0307 | **TY\_FEATURE\_INT**, **TY\_INT\_LASER\_POWER** = 0x0500 | **TY\_FEATURE\_INT**, **TY\_BOOL\_LASER\_AUTO\_CTRL** = 0x0501 | **TY\_FEATURE\_BOOL**,

```

TY_BOOL_UNDISTORTION = 0x0510 | TY_FEATURE_BOOL, TY_BOOL_BRIGHTNESS_HISTOGRAM =
0x0511 | TY_FEATURE_BOOL, TY_BOOL_DEPTH_POSTPROC = 0x0512 | TY_FEATURE_BOOL, TY_↵
INT_R_GAIN = 0x0520 | TY_FEATURE_INT,
TY_INT_G_GAIN = 0x0521 | TY_FEATURE_INT, TY_INT_B_GAIN = 0x0522 | TY_FEATURE_INT, TY_I↵
NT_ANALOG_GAIN = 0x0524 | TY_FEATURE_INT, TY_BOOL_HDR = 0x0525 | TY_FEATURE_BOOL,
TY_BYTEARRAY_HDR_PARAMETER = 0x0526 | TY_FEATURE_BYTEARRAY, TY_INT_AE_TARGET_V
= 0x0527 | TY_FEATURE_INT, TY_BOOL_IMU_DATA_ONOFF = 0x0600 | TY_FEATURE_BOOL, TY_S↵
TRUCT_IMU_ACC_BIAS = 0x0601 | TY_FEATURE_STRUCT,
TY_STRUCT_IMU_ACC_MISALIGNMENT = 0x0602 | TY_FEATURE_STRUCT, TY_STRUCT_IMU_ACC↵
_SCALE = 0x0603 | TY_FEATURE_STRUCT, TY_STRUCT_IMU_GYRO_BIAS = 0x0604 | TY_FEATUR↵
E_STRUCT, TY_STRUCT_IMU_GYRO_MISALIGNMENT = 0x0605 | TY_FEATURE_STRUCT,
TY_STRUCT_IMU_GYRO_SCALE = 0x0606 | TY_FEATURE_STRUCT, TY_STRUCT_IMU_CAM_TO_IMU
= 0x0607 | TY_FEATURE_STRUCT, TY_ENUM_IMU_FPS = 0x0608 | TY_FEATURE_ENUM, TY_INT_S↵
GBM_IMAGE_NUM = 0x0610 | TY_FEATURE_INT,
TY_INT_SGBM_DISPARITY_NUM = 0x0611 | TY_FEATURE_INT, TY_INT_SGBM_DISPARITY_OFFSET
= 0x0612 | TY_FEATURE_INT, TY_INT_SGBM_MATCH_WIN_HEIGHT = 0x0613 | TY_FEATURE_INT,
TY_INT_SGBM_SEMI_PARAM_P1 = 0x0614 | TY_FEATURE_INT,
TY_INT_SGBM_SEMI_PARAM_P2 = 0x0615 | TY_FEATURE_INT, TY_INT_SGBM_UNIQUE_FACTOR =
0x0616 | TY_FEATURE_INT, TY_INT_SGBM_UNIQUE_ABSDIFF = 0x0617 | TY_FEATURE_INT, TY_IN↵
T_SGBM_COST_PARAM = 0x0618 | TY_FEATURE_INT,
TY_BOOL_SGBM_HFILTER_HALF_WIN = 0x0619 | TY_FEATURE_BOOL, TY_INT_SGBM_MATCH_W↵
IN_WIDTH = 0x061A | TY_FEATURE_INT, TY_BOOL_SGBM_MEDFILTER = 0x061B | TY_FEATURE_B↵
OOL, TY_BOOL_SGBM_LRC = 0x061C | TY_FEATURE_BOOL,
TY_INT_SGBM_LRC_DIFF = 0x061D | TY_FEATURE_INT, TY_INT_SGBM_MEDFILTER_THRESH =
0x061E | TY_FEATURE_INT, TY_INT_SGBM_SEMI_PARAM_P1_SCALE = 0x061F | TY_FEATURE_INT,
TY_ENUM_DEPTH_QUALITY = 0x0900 | TY_FEATURE_ENUM,
TY_INT_FILTER_THRESHOLD = 0x0901 | TY_FEATURE_INT, TY_INT_TOF_CHANNEL = 0x0902 |
TY_FEATURE_INT, TY_INT_TOF_MODULATION_THRESHOLD = 0x0903 | TY_FEATURE_INT, TY_ST↵
RUCT_TOF_FREQ = 0x0904 | TY_FEATURE_STRUCT,
TY_BOOL_TOF_ANTI_INTERFERENCE = 0x0905 | TY_FEATURE_BOOL, TY_INT_TOF_ANTI_SUNLI↵
GHT_INDEX = 0x0906 | TY_FEATURE_INT, TY_INT_MAX_SPECKLE_SIZE = 0x0907 | TY_FEATURE_INT,
TY_INT_MAX_SPECKLE_DIFF = 0x0908 | TY_FEATURE_INT }

```

*feature for component definitions*

- enum **TY\_DEPTH\_QUALITY\_LIST** : uint32\_t { **TY\_DEPTH\_QUALITY\_BASIC** = 1, **TY\_DEPTH\_QUALIT↵**  
**Y\_MEDIUM** = 2, **TY\_DEPTH\_QUALITY\_HIGH** = 4 }
- enum **TY\_TRIGGER\_POL\_LIST** : uint32\_t { **TY\_TRIGGER\_POL\_FALLINGEDGE** = 0, **TY\_TRIGGER\_P↵**  
**OL\_RISINGEDGE** = 1 }

*set external trigger signal edge*

- enum **TY\_INTERFACE\_TYPE\_LIST** : uint32\_t {  
**TY\_INTERFACE\_UNKNOWN** = 0, **TY\_INTERFACE\_RAW** = 1, **TY\_INTERFACE\_USB** = 2, **TY\_INTERF↵**  
**ACE\_ETHERNET** = 4,  
**TY\_INTERFACE\_IEEE80211** = 8, **TY\_INTERFACE\_ALL** = 0xffff }
- enum **TY\_ACCESS\_MODE\_LIST** : uint32\_t { **TY\_ACCESS\_READABLE** = 0x1, **TY\_ACCESS\_WRITABLE**  
= 0x2 }
- enum **TY\_STREAM\_ASYNC\_MODE\_LIST** : uint32\_t {  
**TY\_STREAM\_ASYNC\_OFF** = 0, **TY\_STREAM\_ASYNC\_DEPTH** = 1, **TY\_STREAM\_ASYNC\_RGB** = 2, **T↵**  
**Y\_STREAM\_ASYNC\_DEPTH\_RGB** = 3,  
**TY\_STREAM\_ASYNC\_ALL** = 0xff }

*stream async mode*

- enum **TY\_PIXEL\_BITS\_LIST** : uint32\_t {  
**TY\_PIXEL\_8BIT** = 0x1 << 28, **TY\_PIXEL\_16BIT** = 0x2 << 28, **TY\_PIXEL\_24BIT** = 0x3 << 28, **TY\_PIX↵**  
**EL\_32BIT** = 0x4 << 28,  
**TY\_PIXEL\_10BIT** = 0x5 << 28, **TY\_PIXEL\_12BIT** = 0x6 << 28, **TY\_PIXEL\_14BIT** = 0x7 << 28, **TY\_PI↵**  
**XEL\_48BIT** = (uint32\_t)0x8 << 28,  
**TY\_PIXEL\_64BIT** = (uint32\_t)0xa << 28 }
- enum **TY\_PIXEL\_FORMAT\_LIST** : uint32\_t {  
**TY\_PIXEL\_FORMAT\_UNDEFINED** = 0, **TY\_PIXEL\_FORMAT\_MONO** = (TY\_PIXEL\_8BIT | (0x0 << 24)),

```

TY_PIXEL_FORMAT_BAYER8GB = (TY_PIXEL_8BIT | (0x1 << 24)), TY_PIXEL_FORMAT_BAYER8BG =
(TY_PIXEL_8BIT | (0x2 << 24)),
TY_PIXEL_FORMAT_BAYER8GR = (TY_PIXEL_8BIT | (0x3 << 24)), TY_PIXEL_FORMAT_BAYER8RG
= (TY_PIXEL_8BIT | (0x4 << 24)), TY_PIXEL_FORMAT_BAYER8GRBG = TY_PIXEL_FORMAT_BAYE
R8GB, TY_PIXEL_FORMAT_BAYER8RGGB = TY_PIXEL_FORMAT_BAYER8BG,
TY_PIXEL_FORMAT_BAYER8GBRG = TY_PIXEL_FORMAT_BAYER8GR, TY_PIXEL_FORMAT_BAY
ER8BGGR = TY_PIXEL_FORMAT_BAYER8RG, TY_PIXEL_FORMAT_CSI_MONO10 = (TY_PIXEL_10BIT
| (0x0 << 24)), TY_PIXEL_FORMAT_CSI_BAYER10GRBG = (TY_PIXEL_10BIT | (0x1 << 24)),
TY_PIXEL_FORMAT_CSI_BAYER10RGGB = (TY_PIXEL_10BIT | (0x2 << 24)), TY_PIXEL_FORMAT_
CSI_BAYER10GBRG = (TY_PIXEL_10BIT | (0x3 << 24)), TY_PIXEL_FORMAT_CSI_BAYER10BGGR =
(TY_PIXEL_10BIT | (0x4 << 24)), TY_PIXEL_FORMAT_CSI_MONO12 = (TY_PIXEL_12BIT | (0x0 <<
24)),
TY_PIXEL_FORMAT_CSI_BAYER12GRBG = (TY_PIXEL_12BIT | (0x1 << 24)), TY_PIXEL_FORMAT_
CSI_BAYER12RGGB = (TY_PIXEL_12BIT | (0x2 << 24)), TY_PIXEL_FORMAT_CSI_BAYER12GBRG =
(TY_PIXEL_12BIT | (0x3 << 24)), TY_PIXEL_FORMAT_CSI_BAYER12BGGR = (TY_PIXEL_12BIT | (0x4
<< 24)),
TY_PIXEL_FORMAT_DEPTH16 = (TY_PIXEL_16BIT | (0x0 << 24)), TY_PIXEL_FORMAT_YVYU = (TY_
_PIXEL_16BIT | (0x1 << 24)), TY_PIXEL_FORMAT_YUYV = (TY_PIXEL_16BIT | (0x2 << 24)), TY_P
IXEL_FORMAT_MONO16 = (TY_PIXEL_16BIT | (0x3 << 24)),
TY_PIXEL_FORMAT_TOF_IR_MONO16 = (TY_PIXEL_64BIT | (0x4 << 24)), TY_PIXEL_FORMAT_RGB
= (TY_PIXEL_24BIT | (0x0 << 24)), TY_PIXEL_FORMAT_BGR = (TY_PIXEL_24BIT | (0x1 << 24)), TY_
_PIXEL_FORMAT_JPEG = (TY_PIXEL_24BIT | (0x2 << 24)),
TY_PIXEL_FORMAT_MJPG = (TY_PIXEL_24BIT | (0x3 << 24)), TY_PIXEL_FORMAT_RGB48 = (TY_P
IXEL_48BIT | (0x0 << 24)), TY_PIXEL_FORMAT_BGR48 = (TY_PIXEL_48BIT | (0x1 << 24)), TY_P
IXEL_FORMAT_XYZ48 = (TY_PIXEL_48BIT | (0x2 << 24)) }

```

*pixel format definitions*

- enum **TY\_RESOLUTION\_MODE\_LIST** : uint32\_t {
   
TY\_RESOLUTION\_MODE\_160x100 = (160<<12)+100, TY\_RESOLUTION\_MODE\_160x120 = (160<<12)+120,
   
TY\_RESOLUTION\_MODE\_240x320 = (240<<12)+320, TY\_RESOLUTION\_MODE\_320x180 = (320<<12)+180,
   
TY\_RESOLUTION\_MODE\_320x200 = (320<<12)+200, TY\_RESOLUTION\_MODE\_320x240 = (320<<12)+240,
   
TY\_RESOLUTION\_MODE\_480x640 = (480<<12)+640, TY\_RESOLUTION\_MODE\_640x360 = (640<<12)+360,
   
TY\_RESOLUTION\_MODE\_640x400 = (640<<12)+400, TY\_RESOLUTION\_MODE\_640x480 = (640<<12)+480,
   
TY\_RESOLUTION\_MODE\_960x1280 = (960<<12)+1280, TY\_RESOLUTION\_MODE\_1280x720 =
   
(1280<<12)+720,
   
TY\_RESOLUTION\_MODE\_1280x800 = (1280<<12)+800, TY\_RESOLUTION\_MODE\_1280x960 =
   
(1280<<12)+960, TY\_RESOLUTION\_MODE\_1920x1080 = (1920<<12)+1080, TY\_RESOLUTION\_
   
MODE\_2560x1920 = (2560<<12)+1920,
   
TY\_RESOLUTION\_MODE\_2592x1944 = (2592<<12)+1944, TY\_RESOLUTION\_MODE\_1920x1440 =
   
(1920<<12)+1440, TY\_RESOLUTION\_MODE\_240x96 = (240<<12)+96, TY\_RESOLUTION\_MODE\_
   
2048x1536 = (2048<<12)+1536 }

*predefined resolution list*

- enum **TY\_IMAGE\_MODE\_LIST** : uint32\_t {
   
TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_
   
IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO),
   
TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_
   
IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO),
   
TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_
   
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TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_
   
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TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_
   
IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO),
   
TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_
   
IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO),
   
TY\_DECLARE\_IMAGE\_MODE1=(MONO), TY\_DECLARE\_IMAGE\_MODE1=(MONO) }

*Predefined Image Mode List image mode controls image resolution & format predefined image modes named like*



- `TY_IMAGE_MODE_MONO_160x120, TY_IMAGE_MODE_RGB_1280x960.`
- enum `TY_TRIGGER_MODE_LIST` : `uint32_t` {  
`TY_TRIGGER_MODE_OFF` = 0, `TY_TRIGGER_MODE_SLAVE` = 1, `TY_TRIGGER_MODE_M_SIG` = 2, `TY_TRIGGER_MODE_M_PER` = 3,  
`TY_TRIGGER_MODE_SIG_PASS` = 18, `TY_TRIGGER_MODE_PER_PASS` = 19, `TY_TRIGGER_MODE_TIMER_LIST` = 20, `TY_TRIGGER_MODE_TIMER_PERIOD` = 21,  
`TY_TRIGGER_MODE_PER_PASS2` = 30, `TY_TRIGGER_WORK_MODE31` = 31, `TY_TRIGGER_MODE_SIG_LASER` = 34 }
- enum `TY_TIME_SYNC_TYPE_LIST` : `uint32_t` {  
`TY_TIME_SYNC_TYPE_NONE` = 0, `TY_TIME_SYNC_TYPE_HOST` = 1, `TY_TIME_SYNC_TYPE_NTP` = 2,  
`TY_TIME_SYNC_TYPE_PTP` = 3,  
`TY_TIME_SYNC_TYPE_CAN` = 4, `TY_TIME_SYNC_TYPE_PTP_MASTER` = 5 }
- type of time sync*
- enum `TY_IMU_FPS_LIST` { `TY_IMU_FPS_100HZ` = 0, `TY_IMU_FPS_200HZ`, `TY_IMU_FPS_400HZ` }

## Functions

- `TY_EXTC TY_EXPORT const char *TY_STDC TYErrorString (TY_STATUS errorID)`  
*Get error information.*
- `TY_CAPI TYDeinitLib (void)`  
*Deinit this library.*
- `TY_CAPI TYLibVersion (TY_VERSION_INFO *version)`  
*Get current library version.*
- `TY_CAPI TYUpdateInterfaceList ()`  
*Update current interfaces. call before TYGetInterfaceList.*
- `TY_CAPI TYGetInterfaceNumber (uint32_t *pNumIfaces)`  
*Get number of current interfaces.*
- `TY_CAPI TYGetInterfaceList (TY_INTERFACE_INFO *pIfaceInfos, uint32_t bufferCount, uint32_t *filledCount)`  
*Get interface info list.*
- `TY_CAPI TYHasInterface (const char *ifaceID, bool *value)`  
*Check if has interface.*
- `TY_CAPI TYOpenInterface (const char *ifaceID, TY_INTERFACE_HANDLE *outHandle)`  
*Open specified interface.*
- `TY_CAPI TYCloseInterface (TY_INTERFACE_HANDLE ifaceHandle)`  
*Close interface.*
- `TY_CAPI TYUpdateDeviceList (TY_INTERFACE_HANDLE ifaceHandle)`  
*Update current connected devices.*
- `TY_CAPI TYUpdateAllDeviceList ()`  
*Update current connected devices.*
- `TY_CAPI TYGetDeviceNumber (TY_INTERFACE_HANDLE ifaceHandle, uint32_t *deviceNumber)`  
*Get number of current connected devices.*
- `TY_CAPI TYGetDeviceList (TY_INTERFACE_HANDLE ifaceHandle, TY_DEVICE_BASE_INFO *deviceInfos, uint32_t bufferCount, uint32_t *filledDeviceCount)`  
*Get device info list.*
- `TY_CAPI TYHasDevice (TY_INTERFACE_HANDLE ifaceHandle, const char *deviceID, bool *value)`  
*Check whether the interface has the specified device.*
- `TY_CAPI TYOpenDevice (TY_INTERFACE_HANDLE ifaceHandle, const char *deviceID, TY_DEV_HANDLE *outDeviceHandle, TY_FW_ERRORCODE *outFwErrorcode=NULL)`  
*Open device by device ID.*
- `TY_CAPI TYOpenDeviceWithIP (TY_INTERFACE_HANDLE ifaceHandle, const char *IP, TY_DEV_HANDLE *deviceHandle)`

- Open device by device IP, useful when a device is not listed.*

  - TY\_CAPI [TYGetDeviceInterface](#) (TY\_DEV\_HANDLE hDevice, TY\_INTERFACE\_HANDLE \*pIface)

*Get interface handle by device handle.*
- TY\_CAPI [TYForceDeviceIP](#) (TY\_INTERFACE\_HANDLE ifaceHandle, const char \*MAC, const char \*newIP, const char \*newNetMask, const char \*newGateway)

*Force a ethernet device to use new IP address, useful when device use persistent IP and cannot be found.*
- TY\_CAPI [TYCloseDevice](#) (TY\_DEV\_HANDLE hDevice, bool reboot=false)

*Close device by device handle.*
- TY\_CAPI [TYGetDeviceInfo](#) (TY\_DEV\_HANDLE hDevice, TY\_DEVICE\_BASE\_INFO \*info)

*Get base info of the open device.*
- TY\_CAPI [TYGetComponentIDs](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID \*componentIDs)

*Get all components IDs.*
- TY\_CAPI [TYGetEnabledComponents](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID \*componentIDs)

*Get all enabled components IDs.*
- TY\_CAPI [TYEnableComponents](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentIDs)

*Enable components.*
- TY\_CAPI [TYDisableComponents](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentIDs)

*Disable components.*
- TY\_CAPI [TYGetFrameBufferSize](#) (TY\_DEV\_HANDLE hDevice, uint32\_t \*bufferSize)

*Get total buffer size of one frame in current configuration.*
- TY\_CAPI [TYEnqueueBuffer](#) (TY\_DEV\_HANDLE hDevice, void \*buffer, uint32\_t bufferSize)

*Enqueue a user allocated buffer.*
- TY\_CAPI [TYClearBufferQueue](#) (TY\_DEV\_HANDLE hDevice)

*Clear the internal buffer queue, so that user can release all the buffer.*
- TY\_CAPI [TYStartCapture](#) (TY\_DEV\_HANDLE hDevice)

*Start capture.*
- TY\_CAPI [TYStopCapture](#) (TY\_DEV\_HANDLE hDevice)

*Stop capture.*
- TY\_CAPI [TYSendSoftTrigger](#) (TY\_DEV\_HANDLE hDevice)

*Send a software trigger to capture a frame when device works in trigger mode.*
- TY\_CAPI [TYRegisterEventCallback](#) (TY\_DEV\_HANDLE hDevice, TY\_EVENT\_CALLBACK callback, void \*userdata)

*Register device status callback. Register NULL to clean callback.*
- TY\_CAPI [TYRegisterImuCallback](#) (TY\_DEV\_HANDLE hDevice, TY\_IMU\_CALLBACK callback, void \*userdata)

*Register imu callback. Register NULL to clean callback.*
- TY\_CAPI [TYFetchFrame](#) (TY\_DEV\_HANDLE hDevice, TY\_FRAME\_DATA \*frame, int32\_t timeout)

*Fetch one frame.*
- TY\_CAPI [TYHasFeature](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, bool \*value)

*Check whether a component has a specific feature.*
- TY\_CAPI [TYGetFeatureInfo](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, TY\_FEATURE\_INFO \*featureInfo)

*Get feature info.*
- TY\_CAPI [TYGetIntRange](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, TY\_INT\_RANGE \*intRange)

*Get value range of integer feature.*
- TY\_CAPI [TYGetInt](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, int32\_t \*value)

*Get value of integer feature.*
- TY\_CAPI [TYSetInt](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, int32\_t value)



- Set value of integer feature.*
- TY\_CAPI [TYGetFloatRange](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, TY\_FLOAT\_RANGE \*floatRange)
- Get value range of float feature.*
- TY\_CAPI [TYGetFloat](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, float \*value)
- Get value of float feature.*
- TY\_CAPI [TYSetFloat](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, float value)
- Set value of float feature.*
- TY\_CAPI [TYGetEnumEntryCount](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, uint32\_t \*entryCount)
- Get number of enum entries.*
- TY\_CAPI [TYGetEnumEntryInfo](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, TY\_ENUM\_ENTRY \*entries, uint32\_t entryCount, uint32\_t \*filledEntryCount)
- Get list of enum entries.*
- TY\_CAPI [TYGetEnum](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, uint32\_t \*value)
- Get current value of enum feature.*
- TY\_CAPI [TYSetEnum](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, uint32\_t value)
- Set value of enum feature.*
- TY\_CAPI [TYGetBool](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, bool \*value)
- Get value of bool feature.*
- TY\_CAPI [TYSetBool](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, bool value)
- Set value of bool feature.*
- TY\_CAPI [TYGetStringLength](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, uint32\_t \*size)
- Get internal buffer size of string feature.*
- TY\_CAPI [TYGetString](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, char \*buffer, uint32\_t bufferSize)
- Get value of string feature.*
- TY\_CAPI [TYSetString](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, const char \*buffer)
- Set value of string feature.*
- TY\_CAPI [TYGetStruct](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, void \*pStruct, uint32\_t structSize)
- Get value of struct.*
- TY\_CAPI [TYSetStruct](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, void \*pStruct, uint32\_t structSize)
- Set value of struct.*
- TY\_CAPI [TYGetByteArraySize](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, uint32\_t \*pSize)
- Get the size of specified byte array zone .*
- TY\_CAPI [TYGetDeviceFeatureNumber](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, uint32\_t \*size)
- Get the size of device features .*
- TY\_CAPI [TYGetDeviceFeatureInfo](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_DEVICE\_FEATURE\_INFO \*featureInfo, uint32\_t entryCount, uint32\_t \*filledEntryCount)
- Get the all features by comp id.*

- TY\_CAPI [TYGetByteArray](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, uint8\_t \*pBuffer, uint32\_t bufferSize)  
*Read byte array from device.*
- TY\_CAPI [TYSetByteArray](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, const uint8\_t \*pBuffer, uint32\_t bufferSize)  
*Write byte array to device.*
- TY\_CAPI [TYGetByteArrayAttr](#) (TY\_DEV\_HANDLE hDevice, TY\_COMPONENT\_ID componentID, TY\_FEATURE\_ID featureID, TY\_BYTEARRAY\_ATTR \*pAttr)  
*Write byte array to device.*
- TY\_CAPI [\\_TYInitLib](#) (void)

## Variables

- typedef **enum**
- typedef **TY\_DO\_5V** = 1
- typedef **TY\_DO\_12V** = 2
- typedef **TY\_E\_VOLT\_T\_LIST**
- typedef **TY\_DO\_HIGH** = 1
- typedef **TY\_DO\_PWM** = 2
- typedef **TY\_DO\_CAM\_TRIG** = 3
- typedef **TY\_E\_DO\_MODE\_LIST**
- typedef **TY\_DI\_NE\_INT** = 1
- typedef **TY\_DI\_PE\_INT** = 2
- typedef **TY\_E\_DI\_MODE\_LIST**
- typedef **TY\_DI\_INT\_TRIG\_CAP** = 1
- typedef **TY\_DI\_INT\_EVENT** = 2
- typedef **TY\_E\_DI\_INT\_ACTION\_LIST**

### 5.1.1 Detailed Description

[TYApi.h](#) includes camera control and data receiving interface, which supports configuration for image resolution, frame rate, exposure time, gain, working mode, etc.

### 5.1.2 Macro Definition Documentation

#### 5.1.2.1 TY\_DECLARE\_IMAGE\_MODE1

```
#define TY_DECLARE_IMAGE_MODE1(  
    pix )
```

**Value:**

```

TY_DECLARE_IMAGE_MODE0 (pix, 160x100), \
    TY_DECLARE_IMAGE_MODE0 (pix, 160x120), \
    TY_DECLARE_IMAGE_MODE0 (pix, 320x180), \
    TY_DECLARE_IMAGE_MODE0 (pix, 320x200), \
    TY_DECLARE_IMAGE_MODE0 (pix, 320x240), \
    TY_DECLARE_IMAGE_MODE0 (pix, 480x640), \
    TY_DECLARE_IMAGE_MODE0 (pix, 640x360), \
    TY_DECLARE_IMAGE_MODE0 (pix, 640x400), \
    TY_DECLARE_IMAGE_MODE0 (pix, 640x480), \
    TY_DECLARE_IMAGE_MODE0 (pix, 960x1280), \
    TY_DECLARE_IMAGE_MODE0 (pix, 1280x720), \
    TY_DECLARE_IMAGE_MODE0 (pix, 1280x960), \
    TY_DECLARE_IMAGE_MODE0 (pix, 1280x800), \
    TY_DECLARE_IMAGE_MODE0 (pix, 1920x1080), \
    TY_DECLARE_IMAGE_MODE0 (pix, 2560x1920), \
    TY_DECLARE_IMAGE_MODE0 (pix, 2592x1944), \
    TY_DECLARE_IMAGE_MODE0 (pix, 1920x1440), \
    TY_DECLARE_IMAGE_MODE0 (pix, 2048x1536), \
    TY_DECLARE_IMAGE_MODE0 (pix, 240x96)

```

Definition at line 495 of file TYApi.h.

### 5.1.3 Typedef Documentation

#### 5.1.3.1 TY\_ACC\_BIAS

```
typedef struct TY_ACC_BIAS TY_ACC_BIAS
```

a 3x3 matrix

.	.	.
BIASx	BIASy	BIASz

#### 5.1.3.2 TY\_ACC\_MISALIGNMENT

```
typedef struct TY_ACC_MISALIGNMENT TY_ACC_MISALIGNMENT
```

a 3x3 matrix  $\begin{bmatrix} | & | & | \\ \cdot & \cdot & \cdot \\ | & | & | \end{bmatrix}$

.	.	.
1	-GAMAy <sub>z</sub>	GAMAz <sub>y</sub>
GAMAx <sub>z</sub>	1	-GAMAz <sub>x</sub>
-GAMAx <sub>y</sub>	GAMAy <sub>x</sub>	1

#### 5.1.3.3 TY\_ACC\_SCALE

```
typedef struct TY_ACC_SCALE TY_ACC_SCALE
```

a 3x3 matrix

.	.	.
SCALEx	0	0
0	SCALEy	0
0	0	SCALEz

#### 5.1.3.4 TY\_ACCESS\_MODE\_LIST

```
typedef enum TY_ACCESS_MODE_LIST TY_ACCESS_MODE_LIST
```

Indicate a feature is readable or writable

See also

[TYGetFeatureInfo](#)

#### 5.1.3.5 TY\_BYTEARRAY\_ATTR

```
typedef struct TY_BYTEARRAY_ATTR TY_BYTEARRAY_ATTR
```

byte array data structure

See also

[TYGetByteArray](#)

#### 5.1.3.6 TY\_CAMERA\_CALIB\_INFO

```
typedef struct TY_CAMERA_CALIB_INFO TY_CAMERA_CALIB_INFO
```

camera 's caillbration data

See also

[TYGetStruct](#)

#### 5.1.3.7 TY\_CAMERA\_DISTORTION

```
typedef struct TY_CAMERA_DISTORTION TY_CAMERA_DISTORTION
```

camera distortion parameters

See also

[TYGetStruct](#) Usage:

```
TY_CAMERA_DISTORTION distortion;
TYGetStruct(hDevice, some_compoent, TY_STRUCT_CAM_DISTORTION, &
    distortion, sizeof(distortion));
```

#### 5.1.3.8 TY\_CAMERA\_EXTRINSIC

```
typedef struct TY_CAMERA_EXTRINSIC TY_CAMERA_EXTRINSIC
```

a 4x4 matrix

.	.	.	.
r11	r12	r13	t1
r21	r22	r23	t2
r31	r32	r33	t3
0	0	0	1

See also

[TYGetStruct](#) Usage:

```
TY_CAMERA_EXTRINSIC extrinsic;
TYGetStruct(hDevice, some_compoent, TY_STRUCT_EXTRINSIC, &extrinsic, sizeof(extrinsic));
```

#### 5.1.3.9 TY\_CAMERA\_INTRINSIC

```
typedef struct TY_CAMERA_INTRINSIC TY_CAMERA_INTRINSIC
```

a 3x3 matrix

.	.	.
fx	0	cx
0	fy	cy
0	0	1

See also

[TYGetStruct](#) Usage:

```
TY_CAMERA_INTRINSIC intrinsic;
TYGetStruct(hDevice, some_compoent, TY_STRUCT_CAM_INTRINSIC, &intrinsic,
    sizeof(intrinsic));
```

#### 5.1.3.10 TY\_CAMERA\_TO\_IMU

```
typedef struct TY_CAMERA_TO_IMU TY_CAMERA_TO_IMU
```

a 4x4 matrix

.	.	.	.
r11	r12	r13	t1
r21	r22	r23	t2
r31	r32	r33	t3
0	0	0	1

#### 5.1.3.11 TY\_COMPONENT\_ID

```
typedef uint32_t TY_COMPONENT_ID
```

component unique id

See also

[TY\\_DEVICE\\_COMPONENT\\_LIST](#)

Definition at line 208 of file TYApi.h.

#### 5.1.3.12 TY\_DEVICE\_BASE\_INFO

```
typedef struct TY_DEVICE_BASE_INFO TY_DEVICE_BASE_INFO
```

See also

[TYGetDeviceList](#)

#### 5.1.3.13 TY\_DEVICE\_COMPONENT\_LIST

```
typedef enum TY_DEVICE_COMPONENT_LIST TY_DEVICE_COMPONENT_LIST
```

Device Component list A device contains several component. Each component can be controlled by its own features, such as image width, exposure time, etc..

See also

To Know how to get feature information please refer to sample code DumpAllFeatures

#### 5.1.3.14 TY\_ENUM\_ENTRY

```
typedef struct TY_ENUM_ENTRY TY_ENUM_ENTRY
```

enum feature entry information

See also

[TYGetEnumEntryInfo](#)

### 5.1.3.15 TY\_FEATURE\_ID

```
typedef uint32_t TY_FEATURE_ID
```

feature unique id

See also

[TY\\_FEATURE\\_ID\\_LIST](#)

Definition at line 350 of file TYApi.h.

### 5.1.3.16 TY\_FLOAT\_RANGE

```
typedef struct TY_FLOAT_RANGE TY_FLOAT_RANGE
```

float range data structure

See also

[TYGetFloatRange](#)

### 5.1.3.17 TY\_GYRO\_BIAS

```
typedef struct TY_GYRO_BIAS TY_GYRO_BIAS
```

a 3x3 matrix

.	.	.
BIASx	BIASy	BIASz

### 5.1.3.18 TY\_GYRO\_MISALIGNMENT

```
typedef struct TY_GYRO_MISALIGNMENT TY_GYRO_MISALIGNMENT
```

a 3x3 matrix

.	.	.
1	-ALPHAyz	ALPHAzy
0	1	-ALPHAzx
0	0	1



### 5.1.3.19 TY\_GYRO\_SCALE

```
typedef struct TY_GYRO_SCALE TY_GYRO_SCALE
```

a 3x3 matrix

.	.	.
SCALE <sub>x</sub>	0	0
0	SCALE <sub>y</sub>	0
0	0	SCALE <sub>z</sub>

### 5.1.3.20 TY\_INTERFACE\_INFO

```
typedef struct TY_INTERFACE_INFO TY_INTERFACE_INFO
```

See also

[TYGetInterfaceList](#)

### 5.1.3.21 TY\_INTERFACE\_TYPE\_LIST

```
typedef enum TY_INTERFACE_TYPE_LIST TY_INTERFACE_TYPE_LIST
```

Interface type definition

See also

[TYGetInterfaceList](#)

### 5.1.3.22 TY\_PIXEL\_BITS\_LIST

```
typedef enum TY_PIXEL_BITS_LIST TY_PIXEL_BITS_LIST
```

Pixel size type definitions to define the pixel size in bits

See also

[TY\\_PIXEL\\_FORMAT\\_LIST](#)

### 5.1.3.23 TY\_TRIGGER\_MODE\_LIST

```
typedef enum TY_TRIGGER_MODE_LIST TY_TRIGGER_MODE_LIST
```

#### See also

refer to sample SimpleView\_TriggerMode for detail usage

## 5.1.4 Enumeration Type Documentation

### 5.1.4.1 TY\_ACCESS\_MODE\_LIST

```
enum TY_ACCESS_MODE_LIST : uint32_t
```

Indicate a feature is readable or writable

#### See also

[TYGetFeatureInfo](#)

Definition at line 383 of file TYApi.h.

### 5.1.4.2 TY\_DEVICE\_COMPONENT\_LIST

```
enum TY_DEVICE_COMPONENT_LIST : uint32_t
```

Device Component list A device contains several component. Each component can be controlled by its own features, such as image width, exposure time, etc..

#### See also

To Know how to get feature information please refer to sample code DumpAllFeatures

#### Enumerator

TY_COMPONENT_DEVICE	Abstract component stands for whole device, always enabled.
TY_COMPONENT_DEPTH_CAM	Depth camera.
TY_COMPONENT_IR_CAM_LEFT	Left IR camera.
TY_COMPONENT_IR_CAM_RIGHT	Right IR camera.
TY_COMPONENT_RGB_CAM_LEFT	Left RGB camera.
TY_COMPONENT_RGB_CAM_RIGHT	Right RGB camera.
TY_COMPONENT_LASER	Laser.
TY_COMPONENT_IMU	Inertial Measurement Unit.
TY_COMPONENT_BRIGHT_HISTO	virtual component for brightness histogram of ir
TY_COMPONENT_STORAGE	virtual component for device storage
TY_COMPONENT_RGB_CAM	Some device has only one RGB camera, map it to left

Definition at line 193 of file TYApi.h.

### 5.1.4.3 TY\_FEATURE\_ID\_LIST

```
enum TY_FEATURE_ID_LIST : uint32_t
```

feature for component definitions

#### Enumerator

TY_STRUCT_CAM_INTRINSIC	see <a href="#">TY_CAMERA_INTRINSIC</a>
TY_STRUCT_EXTRINSIC_TO_DEPTH	extrinsic between depth cam and current component , see <a href="#">TY_CAMERA_EXTRINSIC</a>
TY_STRUCT_EXTRINSIC_TO_IR_LEFT	extrinsic between left IR and current compoent, see <a href="#">TY_CAMERA_EXTRINSIC</a>
TY_STRUCT_CAM_DISTORTION	see <a href="#">TY_CAMERA_DISTORTION</a>
TY_STRUCT_CAM_CALIB_DATA	see <a href="#">TY_CAMERA_CALIB_INFO</a>
TY_STRUCT_CAM_RECTIFIED_INTRI	the rectified intrinsic. see <a href="#">TY_CAMERA_INTRINSIC</a>
TY_BYTEARRAY_CUSTOM_BLOCK	used for reading/writing custom block
TY_BYTEARRAY_ISP_BLOCK	used for reading/writing fpn block
TY_INT_PACKET_DELAY	microseconds
TY_INT_NTP_SERVER_IP	Ntp server IP.
TY_INT_LINK_CMD_TIMEOUT	milliseconds
TY_STRUCT_CAM_STATISTICS	statistical information, see <a href="#">TY_CAMERA_STATISTICS</a>
TY_INT_WIDTH	Image width.
TY_INT_HEIGHT	Image height.
TY_ENUM_IMAGE_MODE	Resolution-PixelFromat mode, see <a href="#">TY_IMAGE_MODE_LIST</a> .
TY_FLOAT_SCALE_UNIT	scale unit depth image is uint16 pixel format with default millimeter unit ,for some device can output Sub-millimeter accuracy data the acutal depth (mm)= PixelValue * ScaleUnit
TY_ENUM_TRIGGER_POL	Trigger POL, see <a href="#">TY_TRIGGER_POL_LIST</a> .
TY_INT_FRAME_PER_TRIGGER	Number of frames captured per trigger.
TY_STRUCT_TRIGGER_PARAM	param of trigger, see <a href="#">TY_TRIGGER_PARAM</a>
TY_STRUCT_TRIGGER_PARAM_EX	param of trigger, see <a href="#">TY_TRIGGER_PARAM_EX</a>
TY_STRUCT_TRIGGER_TIMER_LIST	param of trigger mode 20, see <a href="#">TY_TRIGGER_TIMER_LIST</a>
TY_STRUCT_TRIGGER_TIMER_PERIOD	param of trigger mode 21, see <a href="#">TY_TRIGGER_TIMER_PERIOD</a>
TY_BOOL_KEEP_ALIVE_ONOFF	Keep Alive switch.
TY_INT_KEEP_ALIVE_TIMEOUT	Keep Alive timeout.
TY_BOOL_CMOS_SYNC	Cmos sync switch.
TY_INT_TRIGGER_DELAY_US	Trigger delay time, in microseconds.
TY_BOOL_TRIGGER_OUT_IO	Trigger out IO.
TY_INT_TRIGGER_DURATION_US	Trigger duration time, in microseconds.
TY_ENUM_STREAM_ASYNC	stream async switch, see <a href="#">TY_STREAM_ASYNC_MODE</a>
TY_INT_CAPTURE_TIME_US	capture time in multi-ir
TY_ENUM_TIME_SYNC_TYPE	see <a href="#">TY_TIME_SYNC_TYPE</a>
TY_BOOL_TIME_SYNC_READY	time sync done status
TY_BOOL_FLASHLIGHT	flashlight on/off control

## Enumerator

TY_INT_FLASHLIGHT_INTENSITY	flashlight intensity level [0, 63]
TY_STRUCT_DO0_WORKMODE	DO_0 workmode, see <a href="#">TY_DO_WORKMODE</a> .
TY_STRUCT_DI0_WORKMODE	DI_0 workmode, see <a href="#">TY_DI_WORKMODE</a> .
TY_STRUCT_DO1_WORKMODE	DO_1 workmode, see <a href="#">TY_DO_WORKMODE</a> .
TY_STRUCT_DI1_WORKMODE	DI_1 workmode, see <a href="#">TY_DI_WORKMODE</a> .
TY_STRUCT_DO2_WORKMODE	DO_2 workmode, see <a href="#">TY_DO_WORKMODE</a> .
TY_STRUCT_DI2_WORKMODE	DI_2 workmode, see <a href="#">TY_DI_WORKMODE</a> .
TY_BOOL_AUTO_EXPOSURE	Auto exposure switch.
TY_INT_EXPOSURE_TIME	Exposure time.
TY_BOOL_AUTO_GAIN	Auto gain switch.
TY_INT_GAIN	Sensor Gain.
TY_BOOL_AUTO_AWB	Auto white balance.
TY_STRUCT_AEC_ROI	region of aec statistics, see <a href="#">TY_AEC_ROI_PARAM</a>
TY_INT_TOF_HDR_RATIO	tof sensor hdr ratio for depth
TY_INT_TOF_JITTER_THRESHOLD	tof jitter threshold for depth
TY_INT_LASER_POWER	Laser power level.
TY_BOOL_LASER_AUTO_CTRL	Laser auto ctrl.
TY_BOOL_UNDISTORTION	Output undistorted image.
TY_BOOL_BRIGHTNESS_HISTOGRAM	Output bright histogram.
TY_BOOL_DEPTH_POSTPROC	Do depth image postproc.
TY_INT_R_GAIN	Gain of R channel.
TY_INT_G_GAIN	Gain of G channel.
TY_INT_B_GAIN	Gain of B channel.
TY_INT_ANALOG_GAIN	Analog gain.
TY_BOOL_HDR	HDR func enable/disable.
TY_BYTEARRAY_HDR_PARAMETER	HDR parameters.
TY_BOOL_IMU_DATA_ONOFF	AE target y. IMU Data Onoff
TY_STRUCT_IMU_ACC_BIAS	IMU acc bias matrix, see <a href="#">TY_ACC_BIAS</a> .
TY_STRUCT_IMU_ACC_MISALIGNMENT	IMU acc misalignment matrix, see <a href="#">TY_ACC_MISALIGNMENT</a> .
TY_STRUCT_IMU_ACC_SCALE	IMU acc scale matrix, see <a href="#">TY_ACC_SCALE</a> .
TY_STRUCT_IMU_GYRO_BIAS	IMU gyro bias matrix, see <a href="#">TY_GYRO_BIAS</a> .
TY_STRUCT_IMU_GYRO_MISALIGNMENT	IMU gyro misalignment matrix, see <a href="#">TY_GYRO_MISALIGNMENT</a> .
TY_STRUCT_IMU_GYRO_SCALE	IMU gyro scale matrix, see <a href="#">TY_GYRO_SCALE</a> .
TY_STRUCT_IMU_CAM_TO_IMU	IMU camera to imu matrix, see <a href="#">TY_CAMERA_TO_IMU</a> .
TY_ENUM_IMU_FPS	IMU fps, see <a href="#">TY_IMU_FPS_LIST</a> .
TY_INT_SGBM_IMAGE_NUM	SGBM image channel num.
TY_INT_SGBM_DISPARITY_NUM	SGBM disparity num.
TY_INT_SGBM_DISPARITY_OFFSET	SGBM disparity offset.
TY_INT_SGBM_MATCH_WIN_HEIGHT	SGBM match window height.
TY_INT_SGBM_SEMI_PARAM_P1	SGBM semi global param p1.
TY_INT_SGBM_SEMI_PARAM_P2	SGBM semi global param p2.
TY_INT_SGBM_UNIQUE_FACTOR	SGBM uniqueness factor param.
TY_INT_SGBM_UNIQUE_ABSDIFF	SGBM uniqueness min absolute diff.
TY_INT_SGBM_COST_PARAM	SGBM cost param.
TY_BOOL_SGBM_HFILTER_HALF_WIN	SGBM enable half window size.
TY_INT_SGBM_MATCH_WIN_WIDTH	SGBM match window width.

## Enumerator

TY_BOOL_SGBM_MEDFILTER	SGBM enable median filter.
TY_BOOL_SGBM_LRC	SGBM enable left right consist check.
TY_INT_SGBM_LRC_DIFF	SGBM max diff.
TY_INT_SGBM_MEDFILTER_THRESH	SGBM median filter thresh.
TY_INT_SGBM_SEMI_PARAM_P1_SCALE	SGBM semi global param p1 scale.
TY_ENUM_DEPTH_QUALITY	the quality of generated depth, see TY_DEPTH_QUALITY
TY_INT_FILTER_THRESHOLD	the threshold of the noise filter, 0 for disabled
TY_INT_TOF_CHANNEL	the frequency channel of tof
TY_INT_TOF_MODULATION_THRESHOLD	the threshold of the tof modulation
TY_STRUCT_TOF_FREQ	the frequency of tof, see <a href="#">TY_TOF_FREQ</a>
TY_BOOL_TOF_ANTI_INTERFERENCE	cooperation if multi-device used
TY_INT_TOF_ANTI_SUNLIGHT_INDEX	the index of anti-sunlight
TY_INT_MAX_SPECKLE_SIZE	the max size of speckle
TY_INT_MAX_SPECKLE_DIFF	the max diff of speckle

Definition at line 227 of file TYApi.h.

## 5.1.4.4 TY\_INTERFACE\_TYPE\_LIST

```
enum TY_INTERFACE_TYPE_LIST : uint32_t
```

Interface type definition

See also

[TYGetInterfaceList](#)

Definition at line 370 of file TYApi.h.

## 5.1.4.5 TY\_PIXEL\_BITS\_LIST

```
enum TY_PIXEL_BITS_LIST : uint32_t
```

Pixel size type definitions to define the pixel size in bits

See also

[TY\\_PIXEL\\_FORMAT\\_LIST](#)

Definition at line 405 of file TYApi.h.

## 5.1.4.6 TY\_PIXEL\_FORMAT\_LIST

```
enum TY_PIXEL_FORMAT_LIST : uint32_t
```

pixel format definitions

## Enumerator

TY_PIXEL_FORMAT_MONO	0x10000000
TY_PIXEL_FORMAT_BAYER8GB	0x11000000
TY_PIXEL_FORMAT_BAYER8BG	0x12000000
TY_PIXEL_FORMAT_BAYER8GR	0x13000000
TY_PIXEL_FORMAT_BAYER8RG	0x14000000
TY_PIXEL_FORMAT_CSI_MONO10	0x50000000
TY_PIXEL_FORMAT_CSI_BAYER10GRBG	0x51000000
TY_PIXEL_FORMAT_CSI_BAYER10RGGB	0x52000000
TY_PIXEL_FORMAT_CSI_BAYER10GBRG	0x53000000
TY_PIXEL_FORMAT_CSI_BAYER10BGGR	0x54000000
TY_PIXEL_FORMAT_CSI_MONO12	0x60000000
TY_PIXEL_FORMAT_CSI_BAYER12GRBG	0x61000000
TY_PIXEL_FORMAT_CSI_BAYER12RGGB	0x62000000
TY_PIXEL_FORMAT_CSI_BAYER12GBRG	0x63000000
TY_PIXEL_FORMAT_CSI_BAYER12BGGR	0x64000000
TY_PIXEL_FORMAT_DEPTH16	0x20000000
TY_PIXEL_FORMAT_YVYU	0x21000000, yvyu422
TY_PIXEL_FORMAT_YUYV	0x22000000, yuyv422
TY_PIXEL_FORMAT_MONO16	0x23000000,
TY_PIXEL_FORMAT_TOF_IR_MONO16	0xa4000000,
TY_PIXEL_FORMAT_RGB	0x30000000
TY_PIXEL_FORMAT_BGR	0x31000000
TY_PIXEL_FORMAT_JPEG	0x32000000
TY_PIXEL_FORMAT_MJPEG	0x33000000
TY_PIXEL_FORMAT_RGB48	0x80000000
TY_PIXEL_FORMAT_BGR48	0x81000000
TY_PIXEL_FORMAT_XYZ48	0x82000000

Definition at line 423 of file TYApi.h.

## 5.1.4.7 TY\_RESOLUTION\_MODE\_LIST

```
enum TY_RESOLUTION_MODE_LIST : uint32_t
```

predefined resolution list

## Enumerator

TY_RESOLUTION_MODE_160x100	0x000a0078
TY_RESOLUTION_MODE_160x120	0x000a0078
TY_RESOLUTION_MODE_240x320	0x000f0140
TY_RESOLUTION_MODE_320x180	0x001400b4
TY_RESOLUTION_MODE_320x200	0x001400c8
TY_RESOLUTION_MODE_320x240	0x001400f0
TY_RESOLUTION_MODE_480x640	0x001e0280
TY_RESOLUTION_MODE_640x360	0x00280168

## Enumerator

TY_RESOLUTION_MODE_640x400	0x00280190
TY_RESOLUTION_MODE_640x480	0x002801e0
TY_RESOLUTION_MODE_960x1280	0x003c0500
TY_RESOLUTION_MODE_1280x720	0x005002d0
TY_RESOLUTION_MODE_1280x800	0x00500320
TY_RESOLUTION_MODE_1280x960	0x005003c0
TY_RESOLUTION_MODE_1920x1080	0x00780438
TY_RESOLUTION_MODE_2560x1920	0x00a00780
TY_RESOLUTION_MODE_2592x1944	0x00a20798
TY_RESOLUTION_MODE_1920x1440	0x007805a0
TY_RESOLUTION_MODE_240x96	0x000f0060
TY_RESOLUTION_MODE_2048x1536	0x00800600

Definition at line 467 of file TYApi.h.

## 5.1.4.8 TY\_TRIGGER\_MODE\_LIST

```
enum TY_TRIGGER_MODE_LIST : uint32_t
```

## See also

refer to sample SimpleView\_TriggerMode for detail usage

## Enumerator

TY_TRIGGER_MODE_OFF	not trigger mode, continuous mode
TY_TRIGGER_MODE_SLAVE	slave mode, receive soft/hardware triggers
TY_TRIGGER_MODE_M_SIG	master mode 1, sending one trigger signal once received a soft/hardware trigger
TY_TRIGGER_MODE_M_PER	master mode 2, periodic sending one trigger signals, 'fps' param should be set
TY_TRIGGER_MODE_PER_PASS2	trigger mode 30, Alternate output depth image/ir image

Definition at line 564 of file TYApi.h.

## 5.1.5 Function Documentation

## 5.1.5.1 TYClearBufferQueue()

```
TY_CAPI TYClearBufferQueue (
    TY_DEV_HANDLE hDevice )
```

Clear the internal buffer queue, so that user can release all the buffer.

**Parameters**

in	<i>hDevice</i>	Device handle.
----	----------------	----------------

**Return values**

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_BUSY</i>	Device is capturing.

**5.1.5.2 TYCloseDevice()**

```
TY_CAPI TYCloseDevice (
    TY_DEV_HANDLE hDevice,
    bool reboot = false )
```

Close device by device handle.

**Parameters**

in	<i>hDevice</i>	Device handle.
----	----------------	----------------

**Return values**

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_IDLE</i>	Device has been closed.

**5.1.5.3 TYCloseInterface()**

```
TY_CAPI TYCloseInterface (
    TY_INTERFACE_HANDLE ifaceHandle )
```

Close interface.

**Parameters**

in	<i>ifaceHandle</i>	Interface to be closed.
----	--------------------	-------------------------

**Return values**

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Interface not found.



#### 5.1.5.4 TYDeinitLib()

```
TY_CAPI TYDeinitLib (  
    void )
```

Deinit this library.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
---------------------	----------

#### 5.1.5.5 TYDisableComponents()

```
TY_CAPI TYDisableComponents (  
    TY_DEV_HANDLE hDevice,  
    TY_COMPONENT_ID componentIDs )
```

Disable components.

##### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentIDs</i>	Components to be disabled.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Some components specified by componentIDs are invalid.
<i>TY_STATUS_BUSY</i>	Device is capturing.

##### See also

[TY\\_DEVICE\\_COMPONENT\\_LIST](#)

#### 5.1.5.6 TYEnableComponents()

```
TY_CAPI TYEnableComponents (  
    TY_DEV_HANDLE hDevice,  
    TY_COMPONENT_ID componentIDs )
```

Enable components.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentIDs</i>	Components to be enabled.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Some components specified by componentIDs are invalid.
<i>TY_STATUS_BUSY</i>	Device is capturing.

## 5.1.5.7 TYEnqueueBuffer()

```

TY_CAPI TYEnqueueBuffer (
    TY_DEV_HANDLE hDevice,
    void * buffer,
    uint32_t bufferSize )

```

Enqueue a user allocated buffer.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>buffer</i>	Buffer to be enqueued.
in	<i>bufferSize</i>	Size of the input buffer.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	buffer is NULL.
<i>TY_STATUS_WRONG_SIZE</i>	The input buffer is not large enough.

## 5.1.5.8 TYErrorString()

```

TY_EXTC TY_EXPORT const char *TY_STDC TYErrorString (
    TY_STATUS errorID )

```

Get error information.

## Parameters

in	<i>errorID</i>	Error id.
----	----------------	-----------

## Returns

Error string.

## 5.1.5.9 TYFetchFrame()

```
TY_CAPI TYFetchFrame (
    TY_DEV_HANDLE hDevice,
    TY_FRAME_DATA * frame,
    int32_t timeout )
```

Fetch one frame.

## Parameters

in	<i>hDevice</i>	Device handle.
out	<i>frame</i>	Frame data to be filled.
in	<i>timeout</i>	Timeout in milliseconds. <0 for infinite.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	frame is NULL.
<i>TY_STATUS_IDLE</i>	Device capturing is not started.
<i>TY_STATUS_WRONG_MODE</i>	Callback has been registered, this function is disabled.
<i>TY_STATUS_TIMEOUT</i>	Timeout.

## 5.1.5.10 TYForceDeviceIP()

```
TY_CAPI TYForceDeviceIP (
    TY_INTERFACE_HANDLE ifaceHandle,
    const char * MAC,
    const char * newIP,
    const char * newNetMask,
    const char * newGateway )
```

Force a ethernet device to use new IP address, useful when device use persistent IP and cannot be found.

## Parameters

in	<i>ifaceHandle</i>	Interface handle.
in	<i>MAC</i>	Device MAC, should be "xx:xx:xx:xx:xx:xx".
in	<i>newIP</i>	New IP.
in	<i>newNetMask</i>	New subnet mask.
in	<i>newGateway</i>	New gateway.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.
<i>TY_STATUS_WRONG_TYPE</i>	Wrong interface type, should be network.
<i>TY_STATUS_NULL_POINTER</i>	MAC or newIP/newNetMask/newGateway is NULL.
<i>TY_STATUS_INVALID_PARAMETER</i>	MAC is not valid.
<i>TY_STATUS_TIMEOUT</i>	No device found.
<i>TY_STATUS_DEVICE_ERROR</i>	Set new IP failed.

## 5.1.5.11 TYGetBool()

```

TY_CAPI TYGetBool (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    bool * value )

```

Get value of bool feature.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>value</i>	Bool value.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_BOOL.
<i>TY_STATUS_NULL_POINTER</i>	value is NULL.

## 5.1.5.12 TYGetByteArray()

```

TY_CAPI TYGetByteArray (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    uint8_t * pBuffer,
    uint32_t bufferSize )

```

Read byte array from device.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>pbuffer</i>	byte buffer.
in	<i>bufferSize</i>	Size of buffer.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not <i>TY_FEATURE_BYTEARRAY</i> .
<i>TY_STATUS_NULL_POINTER</i>	<i>pbuffer</i> is NULL.
<i>TY_STATUS_WRONG_SIZE</i>	<i>bufferSize</i> incorrect.

## 5.1.5.13 TYGetByteArrayAttr()

```

TY_CAPI TYGetByteArrayAttr (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    TY_BYTEARRAY_ATTR * pAttr )

```

Write byte array to device.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>pAttr</i>	byte array attribute to be filled.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not <i>TY_FEATURE_BYTEARRAY</i> .
<i>TY_STATUS_NULL_POINTER</i>	<i>pbuffer</i> is NULL.

## 5.1.5.14 TYGetByteArraySize()

```

TY_CAPI TYGetByteArraySize (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    uint32_t * pSize )

```

Get the size of specified byte array zone .

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>pSize</i>	size of specified byte array zone.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_BYTEARRAY.
<i>TY_STATUS_NULL_POINTER</i>	pSize is NULL.

## 5.1.5.15 TYGetComponentIDs()

```

TY_CAPI TYGetComponentIDs (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID * componentIDs )

```

Get all components IDs.

## Parameters

in	<i>hDevice</i>	Device handle.
out	<i>componentIDs</i>	All component IDs this device has. (bit flag).

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	componentIDs is NULL.

See also

[TY\\_DEVICE\\_COMPONENT\\_LIST](#)

#### 5.1.5.16 TYGetDeviceFeatureInfo()

```
TY_CAPI TYGetDeviceFeatureInfo (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_INFO * featureInfo,
    uint32_t entryCount,
    uint32_t * filledEntryCount )
```

Get the all features by comp id.

##### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
out	<i>featureInfo</i>	Output feature info.
in	<i>entryCount</i>	Array size of input parameter "featureInfo".
out	<i>filledEntryCount</i>	Number of filled featureInfo.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_NULL_POINTER</i>	featureInfo or filledEntryCount is NULL.

#### 5.1.5.17 TYGetDeviceFeatureNumber()

```
TY_CAPI TYGetDeviceFeatureNumber (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    uint32_t * size )
```

Get the size of device features .

##### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
out	<i>pSize</i>	size of all feature cnt.



## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_NULL_POINTER</i>	pSize is NULL.

## 5.1.5.18 TYGetDeviceInfo()

```
TY_CAPI TYGetDeviceInfo (
    TY_DEV_HANDLE hDevice,
    TY_DEVICE_BASE_INFO * info )
```

Get base info of the open device.

## Parameters

in	<i>hDevice</i>	Device handle.
out	<i>info</i>	Base info out.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	componentIDs is NULL.

## 5.1.5.19 TYGetDeviceInterface()

```
TY_CAPI TYGetDeviceInterface (
    TY_DEV_HANDLE hDevice,
    TY_INTERFACE_HANDLE * pIface )
```

Get interface handle by device handle.

## Parameters

in	<i>hDevice</i>	Device handle.
out	<i>pIface</i>	Interface handle.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	pIface is NULL.

### 5.1.5.20 TYGetDeviceList()

```
TY_CAPI TYGetDeviceList (
    TY_INTERFACE_HANDLE ifaceHandle,
    TY_DEVICE_BASE_INFO * deviceInfos,
    uint32_t bufferCount,
    uint32_t * filledDeviceCount )
```

Get device info list.

#### Parameters

in	<i>ifaceHandle</i>	Interface handle.
out	<i>deviceInfos</i>	Device info array to be filled.
in	<i>bufferCount</i>	Array size of deviceInfos.
out	<i>filledDeviceCount</i>	Number of filled <a href="#">TY_DEVICE_BASE_INFO</a> .

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.
<i>TY_STATUS_NULL_POINTER</i>	deviceInfos or filledDeviceCount is NULL.

### 5.1.5.21 TYGetDeviceNumber()

```
TY_CAPI TYGetDeviceNumber (
    TY_INTERFACE_HANDLE ifaceHandle,
    uint32_t * deviceNumber )
```

Get number of current connected devices.

#### Parameters

in	<i>ifaceHandle</i>	Interface handle.
out	<i>deviceNumber</i>	Number of connected devices.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.
<i>TY_STATUS_NULL_POINTER</i>	deviceNumber is NULL.

## 5.1.5.22 TYGetEnabledComponents()

```

TY_CAPI TYGetEnabledComponents (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID * componentIDs )

```

Get all enabled components IDs.

## Parameters

in	<i>hDevice</i>	Device handle.
out	<i>componentIDs</i>	Enabled component IDs.(bit flag)

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	componentIDs is NULL.

## See also

[TY\\_DEVICE\\_COMPONENT\\_LIST](#)

## 5.1.5.23 TYGetEnum()

```

TY_CAPI TYGetEnum (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    uint32_t * value )

```

Get current value of enum feature.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>value</i>	Enum value.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_ENUM.
<i>TY_STATUS_NULL_POINTER</i>	value is NULL.

### 5.1.5.24 TYGetEnumEntryCount()

```
TY_CAPI TYGetEnumEntryCount (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    uint32_t * entryCount )
```

Get number of enum entries.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>entryCount</i>	Entry count.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_ENUM.
<i>TY_STATUS_NULL_POINTER</i>	entryCount is NULL.

### 5.1.5.25 TYGetEnumEntryInfo()

```
TY_CAPI TYGetEnumEntryInfo (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    TY_ENUM_ENTRY * entries,
    uint32_t entryCount,
    uint32_t * filledEntryCount )
```

Get list of enum entries.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>entries</i>	Output entries.
in	<i>entryCount</i>	Array size of input parameter "entries".
out	<i>filledEntryCount</i>	Number of filled entries.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_ENUM.
<i>TY_STATUS_NULL_POINTER</i>	entries or filledEntryCount is NULL.

## 5.1.5.26 TYGetFeatureInfo()

```

TY_CAPI TYGetFeatureInfo (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    TY_FEATURE_INFO * featureInfo )

```

Get feature info.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>featureInfo</i>	Feature info.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_NULL_POINTER</i>	featureInfo is NULL.

## 5.1.5.27 TYGetFloat()

```

TY_CAPI TYGetFloat (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    float * value )

```

Get value of float feature.

## Parameters

in	<i>hDevice</i>	Device handle.
----	----------------	----------------

## Parameters

in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>value</i>	Float value.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_FLOAT.
<i>TY_STATUS_NULL_POINTER</i>	value is NULL.

## 5.1.5.28 TYGetFloatRange()

```

TY_CAPI TYGetFloatRange (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    TY_FLOAT_RANGE * floatRange )

```

Get value range of float feature.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>floatRange</i>	Float range to be filled.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_FLOAT.
<i>TY_STATUS_NULL_POINTER</i>	floatRange is NULL.

## 5.1.5.29 TYGetFrameBufferSize()

```

TY_CAPI TYGetFrameBufferSize (

```

```

    TY_DEV_HANDLE hDevice,
    uint32_t * bufferSize )

```

Get total buffer size of one frame in current configuration.

#### Parameters

in	<i>hDevice</i>	Device handle.
out	<i>bufferSize</i>	Buffer size per frame.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_NULL_POINTER</i>	bufferSize is NULL.

#### 5.1.5.30 TYGetInt()

```

TY_CAPI TYGetInt (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    int32_t * value )

```

Get value of integer feature.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>value</i>	Integer value.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_INT.
<i>TY_STATUS_NULL_POINTER</i>	value is NULL.

#### 5.1.5.31 TYGetInterfaceList()

```

TY_CAPI TYGetInterfaceList (
    TY_INTERFACE_INFO * pIfaceInfos,

```

```
uint32_t bufferCount,
uint32_t * filledCount )
```

Get interface info list.

#### Parameters

out	<i>plfaceInfos</i>	Array of interface infos to be filled.
in	<i>bufferCount</i>	Array size of interface infos.
out	<i>filledCount</i>	Number of filled <a href="#">TY_INTERFACE_INFO</a> .

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_NULL_POINTER</i>	plfaceInfos or filledCount is NULL.

#### 5.1.5.32 TYGetInterfaceNumber()

```
TY_CAPI TYGetInterfaceNumber (
    uint32_t * pNumIfaces )
```

Get number of current interfaces.

#### Parameters

out	<i>pNumIfaces</i>	Number of interfaces.
-----	-------------------	-----------------------

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_NULL_POINTER</i>	deviceNumber is NULL.

#### 5.1.5.33 TYGetIntRange()

```
TY_CAPI TYGetIntRange (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    TY_INT_RANGE * intRange )
```

Get value range of integer feature.



## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>intRange</i>	Integer range to be filled.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_INT.
<i>TY_STATUS_NULL_POINTER</i>	intRange is NULL.

## 5.1.5.34 TYGetString()

```

TY_CAPI TYGetString (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    char * buffer,
    uint32_t bufferSize )

```

Get value of string feature.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>buffer</i>	String buffer.
in	<i>bufferSize</i>	Size of buffer.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_STRING.
<i>TY_STATUS_NULL_POINTER</i>	buffer is NULL.

See also

[TYGetStringLength](#)

### 5.1.5.35 TYGetStringLength()

```
TY_CAPI TYGetStringLength (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    uint32_t * size )
```

Get internal buffer size of string feature.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>size</i>	String length including '\0'.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_STRING.
<i>TY_STATUS_NULL_POINTER</i>	size is NULL.

See also

[TYGetString](#)

### 5.1.5.36 TYGetStruct()

```
TY_CAPI TYGetStruct (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    void * pStruct,
    uint32_t structSize )
```

Get value of struct.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>pStruct</i>	Pointer of struct.
in	<i>structSize</i>	Size of input buffer pStruct..

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_STRUCT.
<i>TY_STATUS_NULL_POINTER</i>	pStruct is NULL.
<i>TY_STATUS_WRONG_SIZE</i>	structSize incorrect.

## 5.1.5.37 TYHasDevice()

```

TY_CAPI TYHasDevice (
    TY_INTERFACE_HANDLE ifaceHandle,
    const char * deviceID,
    bool * value )

```

Check whether the interface has the specified device.

## Parameters

in	<i>ifaceHandle</i>	Interface handle.
in	<i>deviceID</i>	Device ID string, can be get from <a href="#">TY_DEVICE_BASE_INFO</a> .
out	<i>value</i>	True if the device exists.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.
<i>TY_STATUS_NULL_POINTER</i>	deviceID or value is NULL.

## 5.1.5.38 TYHasFeature()

```

TY_CAPI TYHasFeature (
    TY_DEV_HANDLE hDevice,

```

```

TY_COMPONENT_ID componentID,
TY_FEATURE_ID featureID,
bool * value )

```

Check whether a component has a specific feature.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>value</i>	Whether has feature.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_NULL_POINTER</i>	value is NULL.

#### 5.1.5.39 TYHasInterface()

```

TY_CAPI TYHasInterface (
    const char * ifaceID,
    bool * value )

```

Check if has interface.

#### Parameters

in	<i>ifaceID</i>	Interface ID string, can be get from <a href="#">TY_INTERFACE_INFO</a> .
out	<i>value</i>	True if the interface exists.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_NULL_POINTER</i>	ifaceID or outHandle is NULL.

#### See also

[TYGetInterfaceList](#)

## 5.1.5.40 TYLibVersion()

```
TY_CAPI TYLibVersion (
    TY_VERSION_INFO * version )
```

Get current library version.

## Parameters

out	<i>version</i>	Version information to be filled.
-----	----------------	-----------------------------------

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NULL_POINTER</i>	buffer is NULL.

## 5.1.5.41 TYOpenDevice()

```
TY_CAPI TYOpenDevice (
    TY_INTERFACE_HANDLE ifaceHandle,
    const char * deviceID,
    TY_DEV_HANDLE * outDeviceHandle,
    TY_FW_ERRORCODE * outFwErrorcode = NULL )
```

Open device by device ID.

## Parameters

in	<i>ifaceHandle</i>	Interface handle.
in	<i>deviceID</i>	Device ID string, can be get from <a href="#">TY_DEVICE_BASE_INFO</a> .
out	<i>deviceHandle</i>	Handle of opened device. Valid only if TY_STATUS_OK or TY_FW_ERRORCODE returned.
out	<i>outFwErrorcode</i>	Firmware errorcode. Valid only if TY_FW_ERRORCODE returned.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.
<i>TY_STATUS_NULL_POINTER</i>	deviceID or deviceHandle is NULL.
<i>TY_STATUS_INVALID_PARAMETER</i>	Device not found.
<i>TY_STATUS_BUSY</i>	Device has been opened.
<i>TY_STATUS_DEVICE_ERROR</i>	Open device failed.

### 5.1.5.42 TYOpenDeviceWithIP()

```
TY_CAPI TYOpenDeviceWithIP (
    TY_INTERFACE_HANDLE ifaceHandle,
    const char * IP,
    TY_DEV_HANDLE * deviceHandle )
```

Open device by device IP, useful when a device is not listed.

#### Parameters

in	<i>ifaceHandle</i>	Interface handle.
in	<i>IP</i>	Device IP.
out	<i>deviceHandle</i>	Handle of opened device.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.
<i>TY_STATUS_NULL_POINTER</i>	IP or deviceHandle is NULL.
<i>TY_STATUS_INVALID_PARAMETER</i>	Device not found.
<i>TY_STATUS_BUSY</i>	Device has been opened, may occupied somewhere else.
<i>TY_STATUS_DEVICE_ERROR</i>	Open device failed.

### 5.1.5.43 TYOpenInterface()

```
TY_CAPI TYOpenInterface (
    const char * ifaceID,
    TY_INTERFACE_HANDLE * outHandle )
```

Open specified interface.

#### Parameters

in	<i>ifaceID</i>	Interface ID string, can be get from <a href="#">TY_INTERFACE_INFO</a> .
out	<i>outHandle</i>	Handle of opened interface.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_NULL_POINTER</i>	ifaceID or outHandle is NULL.
<i>TY_STATUS_INVALID_INTERFACE</i>	Interface not found.

See also

[TYGetInterfaceList](#)

#### 5.1.5.44 TYRegisterEventCallback()

```
TY_CAPI TYRegisterEventCallback (
    TY_DEV_HANDLE hDevice,
    TY_EVENT_CALLBACK callback,
    void * userdata )
```

Register device status callback. Register NULL to clean callback.

##### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>callback</i>	Callback function.
in	<i>userdata</i>	User private data.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_BUSY</i>	Device is capturing.

#### 5.1.5.45 TYRegisterImuCallback()

```
TY_CAPI TYRegisterImuCallback (
    TY_DEV_HANDLE hDevice,
    TY_IMU_CALLBACK callback,
    void * userdata )
```

Register imu callback. Register NULL to clean callback.

##### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>callback</i>	Callback function.
in	<i>userdata</i>	User private data.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_BUSY</i>	Device is capturing.

#### 5.1.5.46 TYSendSoftTrigger()

```
TY_CAPI TYSendSoftTrigger (
    TY_DEV_HANDLE hDevice )
```

Send a software trigger to capture a frame when device works in trigger mode.

##### Parameters

in	<i>hDevice</i>	Device handle.
----	----------------	----------------

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_FEATURE</i>	Not support soft trigger.
<i>TY_STATUS_IDLE</i>	Device has not started capture.
<i>TY_STATUS_WRONG_MODE</i>	Not in trigger mode.

#### 5.1.5.47 TYSetBool()

```
TY_CAPI TYSetBool (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    bool value )
```

Set value of bool feature.

##### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
in	<i>value</i>	Bool value.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_BOOL.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.



## 5.1.5.48 TYSetByteArray()

```

TY_CAPI TYSetByteArray (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    const uint8_t * pBuffer,
    uint32_t bufferSize )

```

Write byte array to device.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
out	<i>pbuffer</i>	byte buffer.
in	<i>bufferSize</i>	Size of buffer.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_BYTEARRAY.
<i>TY_STATUS_NULL_POINTER</i>	pbuffer is NULL.
<i>TY_STATUS_WRONG_SIZE</i>	bufferSize incorrect.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.

## 5.1.5.49 TYSetEnum()

```

TY_CAPI TYSetEnum (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    uint32_t value )

```

Set value of enum feature.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
in	<i>value</i>	Enum value.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not <i>TY_FEATURE_ENUM</i> .
<i>TY_STATUS_INVALID_PARAMETER</i>	value is invalid.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.

## 5.1.5.50 TYSetFloat()

```

TY_CAPI TYSetFloat (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    float value )

```

Set value of float feature.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
in	<i>value</i>	Float value.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not <i>TY_FEATURE_FLOAT</i> .
<i>TY_STATUS_OUT_OF_RANGE</i>	value is out of range.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.

## 5.1.5.51 TYSetInt()

```

TY_CAPI TYSetInt (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,

```

```

    TY_FEATURE_ID featureID,
    int32_t value )

```

Set value of integer feature.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
in	<i>value</i>	Integer value.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_INT.
<i>TY_STATUS_OUT_OF_RANGE</i>	value is out of range.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.

#### 5.1.5.52 TYSetString()

```

TY_CAPI TYSetString (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    const char * buffer )

```

Set value of string feature.

#### Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
in	<i>buffer</i>	String buffer.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_STRING.

## Return values

<i>TY_STATUS_NULL_POINTER</i>	buffer is NULL.
<i>TY_STATUS_OUT_OF_RANGE</i>	Input string is too long.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.

## 5.1.5.53 TYSetStruct()

```

TY_CAPI TYSetStruct (
    TY_DEV_HANDLE hDevice,
    TY_COMPONENT_ID componentID,
    TY_FEATURE_ID featureID,
    void * pStruct,
    uint32_t structSize )

```

Set value of struct.

## Parameters

in	<i>hDevice</i>	Device handle.
in	<i>componentID</i>	Component ID.
in	<i>featureID</i>	Feature ID.
in	<i>pStruct</i>	Pointer of struct.
in	<i>structSize</i>	Size of struct.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	Invalid component ID.
<i>TY_STATUS_INVALID_FEATURE</i>	Invalid feature ID.
<i>TY_STATUS_NOT_PERMITTED</i>	The feature is not writable.
<i>TY_STATUS_WRONG_TYPE</i>	The feature's type is not TY_FEATURE_STRUCT.
<i>TY_STATUS_NULL_POINTER</i>	pStruct is NULL.
<i>TY_STATUS_WRONG_SIZE</i>	structSize incorrect.
<i>TY_STATUS_BUSY</i>	Device is capturing, the feature is locked.

## 5.1.5.54 TYStartCapture()

```

TY_CAPI TYStartCapture (
    TY_DEV_HANDLE hDevice )

```

Start capture.

## Parameters

in	<i>hDevice</i>	Device handle.
----	----------------	----------------

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_INVALID_COMPONENT</i>	No components enabled.
<i>TY_STATUS_BUSY</i>	Device has been started.
<i>TY_STATUS_DEVICE_ERROR</i>	Start capture failed.

## 5.1.5.55 TYStopCapture()

```
TY_CAPI TYStopCapture (
    TY_DEV_HANDLE hDevice )
```

Stop capture.

## Parameters

in	<i>hDevice</i>	Device handle.
----	----------------	----------------

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_INVALID_HANDLE</i>	Invalid device handle.
<i>TY_STATUS_IDLE</i>	Device is not capturing.
<i>TY_STATUS_DEVICE_ERROR</i>	Stop capture failed.

## 5.1.5.56 TYUpdateAllDeviceList()

```
TY_CAPI TYUpdateAllDeviceList ( )
```

Update current connected devices.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.

### 5.1.5.57 TYUpdateDeviceList()

```
TY_CAPI TYUpdateDeviceList (
    TY_INTERFACE_HANDLE ifaceHandle )
```

Update current connected devices.

#### Parameters

in	<i>ifaceHandle</i>	Interface handle.
----	--------------------	-------------------

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.
<i>TY_STATUS_INVALID_INTERFACE</i>	Invalid interface handle.

### 5.1.5.58 TYUpdateInterfaceList()

```
TY_CAPI TYUpdateInterfaceList ( )
```

Update current interfaces. call before TYGetInterfaceList.

#### Return values

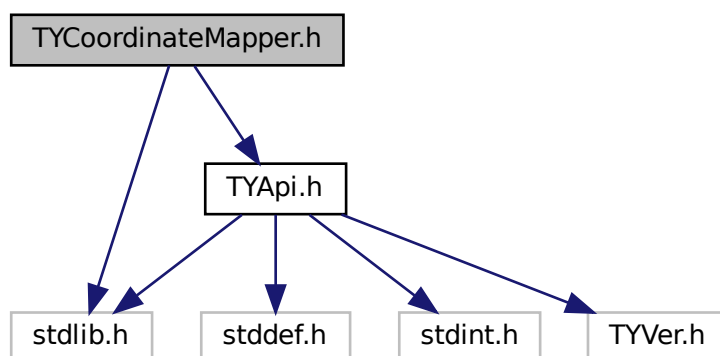
<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NOT_INITED</i>	TYInitLib not called.

## 5.2 TYCoordinateMapper.h File Reference

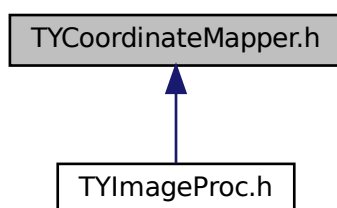
Coordinate Conversion API.

```
#include <stdlib.h>
#include "TYApi.h"
```

Include dependency graph for TYCoordinateMapper.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [TY\\_PIXEL\\_DESC](#)
- struct [TY\\_PIXEL\\_COLOR\\_DESC](#)

## Macros

- `#define TYMAP_CHECKRET(f, bufToFree)`

## Typedefs

- typedef struct [TY\\_PIXEL\\_DESC](#) [TY\\_PIXEL\\_DESC](#)
- typedef struct [TY\\_PIXEL\\_COLOR\\_DESC](#) [TY\\_PIXEL\\_COLOR\\_DESC](#)

## Functions

- TY\_CAPI [TYInvertExtrinsic](#) (const [TY\\_CAMERA\\_EXTRINSIC](#) \*orgExtrinsic, [TY\\_CAMERA\\_EXTRINSIC](#) \*invExtrinsic)  
*Calculate 4x4 extrinsic matrix's inverse matrix.*
- TY\_CAPI [TYMapDepthToPoint3d](#) (const [TY\\_CAMERA\\_CALIB\\_INFO](#) \*src\_calib, uint32\_t depthW, uint32\_t depthH, const [TY\\_PIXEL\\_DESC](#) \*depthPixels, uint32\_t count, [TY\\_VECT\\_3F](#) \*point3d, float f\_scale\_unit=1.0f)  
*Map pixels on depth image to 3D points.*
- TY\_CAPI [TYMapPoint3dToDepth](#) (const [TY\\_CAMERA\\_CALIB\\_INFO](#) \*dst\_calib, const [TY\\_VECT\\_3F](#) \*point3d, uint32\_t count, uint32\_t depthW, uint32\_t depthH, [TY\\_PIXEL\\_DESC](#) \*depth, float f\_scale\_unit=1.0f)  
*Map 3D points to pixels on depth image. Reverse operation of TYMapDepthToPoint3d.*
- TY\_CAPI [TYMapDepthImageToPoint3d](#) (const [TY\\_CAMERA\\_CALIB\\_INFO](#) \*src\_calib, int32\_t imageW, int32\_t imageH, const uint16\_t \*depth, [TY\\_VECT\\_3F](#) \*point3d, float f\_scale\_unit=1.0f)  
*Map depth image to 3D points. 0 depth pixels maps to (NAN, NAN, NAN).*
- TY\_CAPI [TYDepthImageFillEmptyRegion](#) (uint16\_t \*depth, uint32\_t depthW, uint32\_t depthH)  
*Fill depth image empty region.*
- TY\_CAPI [TYMapPoint3dToDepthImage](#) (const [TY\\_CAMERA\\_CALIB\\_INFO](#) \*dst\_calib, const [TY\\_VECT\\_3F](#) \*point3d, uint32\_t count, uint32\_t depthW, uint32\_t depthH, uint16\_t \*depth, float f\_target\_scale=1.0f)  
*Map 3D points to depth image. (NAN, NAN, NAN) will be skipped.*
- TY\_CAPI [TYMapPoint3dToPoint3d](#) (const [TY\\_CAMERA\\_EXTRINSIC](#) \*extrinsic, const [TY\\_VECT\\_3F](#) \*point3dFrom, int32\_t count, [TY\\_VECT\\_3F](#) \*point3dTo)  
*Map 3D points to another coordinate.*
- void [TYPixelsOverlapRemove](#) ([TY\\_PIXEL\\_DESC](#) \*lut, uint32\_t count, uint32\_t imageW, uint32\_t imageH)

### 5.2.1 Detailed Description

Coordinate Conversion API.

#### Note

Considering performance, we leave the responsibility of parameters check to users.

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### 5.2.2 Macro Definition Documentation

#### 5.2.2.1 TYMAP\_CHECKRET

```
#define TYMAP_CHECKRET(  
    f,  
    bufToFree )
```

#### Value:

```
do{ \
    TY_STATUS err = (f); \
    if(err){ \
        if(bufToFree) \
            free(bufToFree); \
        return err; \
    } \
} while (0)
```

Definition at line 274 of file TYCoordinateMapper.h.



### 5.2.3 Function Documentation

#### 5.2.3.1 TYDepthImageFillEmptyRegion()

```
TY_CAPI TYDepthImageFillEmptyRegion (
    uint16_t * depth,
    uint32_t depthW,
    uint32_t depthH )
```

Fill depth image empty region.

##### Parameters

in	<i>depth</i>	Depth image pixels.
in	<i>depthW</i>	Width of current depth image.
in	<i>depthH</i>	Height of current depth image.

#### 5.2.3.2 TYInvertExtrinsic()

```
TY_CAPI TYInvertExtrinsic (
    const TY_CAMERA_EXTRINSIC * orgExtrinsic,
    TY_CAMERA_EXTRINSIC * invExtrinsic )
```

Calculate 4x4 extrinsic matrix's inverse matrix.

##### Parameters

in	<i>orgExtrinsic</i>	Input extrinsic matrix.
out	<i>invExtrinsic</i>	Inverse matrix.

##### Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_ERROR</i>	Calculation failed.

#### 5.2.3.3 TYMapDepthImageToPoint3d()

```
TY_CAPI TYMapDepthImageToPoint3d (
    const TY_CAMERA_CALIB_INFO * src_calib,
    int32_t imageW,
    int32_t imageH,
```

```

const uint16_t * depth,
TY_VECT_3F * point3d,
float f_scale_unit = 1.0f )

```

Map depth image to 3D points. 0 depth pixels maps to (NaN, NaN, NaN).

#### Parameters

in	<i>src_calib</i>	Depth image's calibration data.
in	<i>depthW</i>	Width of depth image.
in	<i>depthH</i>	Height of depth image.
in	<i>depth</i>	Depth image.
out	<i>point3d</i>	Output point3D image.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
---------------------	----------

#### 5.2.3.4 TYMapDepthToPoint3d()

```

TY_CAPI TYMapDepthToPoint3d (
    const TY_CAMERA_CALIB_INFO * src_calib,
    uint32_t depthW,
    uint32_t depthH,
    const TY_PIXEL_DESC * depthPixels,
    uint32_t count,
    TY_VECT_3F * point3d,
    float f_scale_unit = 1.0f )

```

Map pixels on depth image to 3D points.

#### Parameters

in	<i>src_calib</i>	Depth image's calibration data.
in	<i>depthW</i>	Width of depth image.
in	<i>depthH</i>	Height of depth image.
in	<i>depthPixels</i>	Pixels on depth image.
in	<i>count</i>	Number of depth pixels.
out	<i>point3d</i>	Output point3D.

#### Return values

<i>TY_STATUS_OK</i>	Succeed.
---------------------	----------

## 5.2.3.5 TYMapPoint3dToDepth()

```

TY_CAPI TYMapPoint3dToDepth (
    const TY_CAMERA_CALIB_INFO * dst_calib,
    const TY_VECT_3F * point3d,
    uint32_t count,
    uint32_t depthW,
    uint32_t depthH,
    TY_PIXEL_DESC * depth,
    float f_scale_unit = 1.0f )

```

Map 3D points to pixels on depth image. Reverse operation of TYMapDepthToPoint3d.

## Parameters

in	<i>dst_calib</i>	Target depth image's calibration data.
in	<i>point3d</i>	Input 3D points.
in	<i>count</i>	Number of points.
in	<i>depthW</i>	Width of target depth image.
in	<i>depthH</i>	Height of target depth image.
out	<i>depth</i>	Output depth pixels.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
---------------------	----------

## 5.2.3.6 TYMapPoint3dToDepthImage()

```

TY_CAPI TYMapPoint3dToDepthImage (
    const TY_CAMERA_CALIB_INFO * dst_calib,
    const TY_VECT_3F * point3d,
    uint32_t count,
    uint32_t depthW,
    uint32_t depthH,
    uint16_t * depth,
    float f_target_scale = 1.0f )

```

Map 3D points to depth image. (NAN, NAN, NAN) will be skipped.

## Parameters

in	<i>dst_calib</i>	Target depth image's calibration data.
in	<i>point3d</i>	Input 3D points.
in	<i>count</i>	Number of points.
in	<i>depthW</i>	Width of target depth image.
in	<i>depthH</i>	Height of target depth image.
in, out	<i>depth</i>	Depth image buffer.

## Return values

<code>TY_STATUS_OK</code>	Succeed.
---------------------------	----------

## 5.2.3.7 TYMapPoint3dToPoint3d()

```

TY_CAPI TYMapPoint3dToPoint3d (
    const TY_CAMERA_EXTRINSIC * extrinsic,
    const TY_VECT_3F * point3dFrom,
    int32_t count,
    TY_VECT_3F * point3dTo )

```

Map 3D points to another coordinate.

## Parameters

in	<i>extrinsic</i>	Extrinsic matrix.
in	<i>point3dFrom</i>	Source 3D points.
in	<i>count</i>	Number of source 3D points.
out	<i>point3dTo</i>	Target 3D points.

## Return values

<code>TY_STATUS_OK</code>	Succeed.
---------------------------	----------

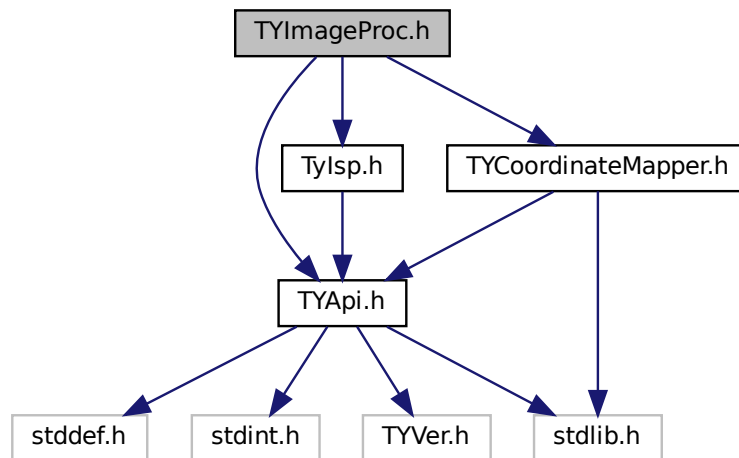
## 5.3 TYImageProc.h File Reference

```

#include "TYApi.h"
#include "TYCoordinateMapper.h"
#include "TyIsp.h"

```

Include dependency graph for TYImageProc.h:



## Classes

- struct [DepthSpeckleFilterParameters](#)  
*default parameter value definition*
- struct [DepthEnhenceParameters](#)  
*default parameter value definition*

## Macros

- `#define DepthSpeckleFilterParameters_Initializer {150, 64}`
- `#define DepthEnhenceParameters_Initializer {10, 20, 10, 0.1f}`

## Functions

- TY\_CAPI [TYImageProcesAcceEnable](#) (bool en)  
*Image processing acceleration switch.*
- TY\_CAPI [TYUndistortImage](#) (const [TY\\_CAMERA\\_CALIB\\_INFO](#) \*srcCalibInfo, const [TY\\_IMAGE\\_DATA](#) \*srcImage, const [TY\\_CAMERA\\_INTRINSIC](#) \*cameraNewIntrinsic, [TY\\_IMAGE\\_DATA](#) \*dstImage)  
*Do image undistortion, only support TY\_PIXEL\_FORMAT\_MONO, TY\_PIXEL\_FORMAT\_RGB, TY\_PIXEL\_FORMAT\_RGBA, TY\_PIXEL\_FORMAT\_BGR.*
- TY\_CAPI [TYDepthSpeckleFilter](#) ([TY\\_IMAGE\\_DATA](#) \*depthImage, const [DepthSpeckleFilterParameters](#) \*param)  
*Remove speckles on depth image.*
- TY\_CAPI [TYDepthEnhenceFilter](#) (const [TY\\_IMAGE\\_DATA](#) \*depthImages, int imageNum, [TY\\_IMAGE\\_DATA](#) \*guide, [TY\\_IMAGE\\_DATA](#) \*output, const [DepthEnhenceParameters](#) \*param)  
*Remove speckles on depth image.*

### 5.3.1 Detailed Description

Image post-process API

Copyright

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### 5.3.2 Function Documentation

#### 5.3.2.1 TYDepthEnhenceFilter()

```
TY_CAPI TYDepthEnhenceFilter (
    const TY_IMAGE_DATA * depthImages,
    int imageNum,
    TY_IMAGE_DATA * guide,
    TY_IMAGE_DATA * output,
    const DepthEnhenceParameters * param )
```

Remove speckles on depth image.

Parameters

in	<i>depthImage</i>	Pointer to depth image array.
in	<i>imageNum</i>	Depth image array size.
in, out	<i>guide</i>	Guide image.
out	<i>output</i>	Output depth image.
in	<i>param</i>	Algorithm parameters.

Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NULL_POINTER</i>	Any depthImage, param, output or output->buffer is NULL.
<i>TY_STATUS_INVALID_PARAMETER</i>	imageNum >= 11 or imageNum <= 0, or any image invalid
<i>TY_STATUS_OUT_OF_MEMORY</i>	Output image not suitable.

#### 5.3.2.2 TYDepthSpeckleFilter()

```
TY_CAPI TYDepthSpeckleFilter (
    TY_IMAGE_DATA * depthImage,
    const DepthSpeckleFilterParameters * param )
```

Remove speckles on depth image.

## Parameters

in, out	<i>depthImage</i>	Depth image to be processed.
in	<i>param</i>	Algorithm parameters.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
<i>TY_STATUS_NULL_POINTER</i>	Any depth, param or depth->buffer is NULL.
<i>TY_STATUS_INVALID_PARAMETER</i>	param->max_speckle_size <= 0 or param->max_speckle_diff <= 0

## 5.3.2.3 TYImageProcesAcceEnable()

```
TY_CAPI TYImageProcesAcceEnable (
    bool en )
```

Image processing acceleration switch.

## Parameters

in	<i>en</i>	Enable image process acceleration switch
----	-----------	--

## 5.3.2.4 TYUndistortImage()

```
TY_CAPI TYUndistortImage (
    const TY_CAMERA_CALIB_INFO * srcCalibInfo,
    const TY_IMAGE_DATA * srcImage,
    const TY_CAMERA_INTRINSIC * cameraNewIntrinsic,
    TY_IMAGE_DATA * dstImage )
```

Do image undistortion, only support TY\_PIXEL\_FORMAT\_MONO ,TY\_PIXEL\_FORMAT\_RGB,TY\_PIXEL\_FORMAT\_BGR.

## Parameters

in	<i>srcCalibInfo</i>	Image calibration data.
in	<i>srcImage</i>	Source image.
in	<i>cameraNewIntrinsic</i>	Expected new image intrinsic, will use srcCalibInfo for new image intrinsic if set to NULL.
out	<i>dstImage</i>	Output image.

## Return values

<i>TY_STATUS_OK</i>	Succeed.
---------------------	----------

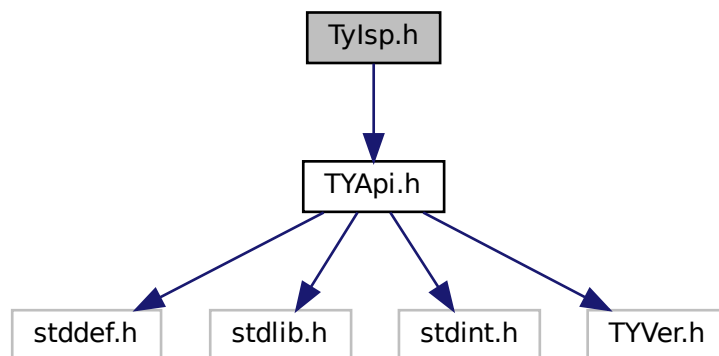
## Return values

<i>TY_STATUS_NULL_POINTER</i>	Any srcCalibInfo, srcImage, dstImage, srcImage->buffer, dstImage->buffer is NULL.
<i>TY_STATUS_INVALID_PARAMETER</i>	Invalid srcImage->width, srcImage->height, dstImage->width, dstImage->height or unsupported pixel format.

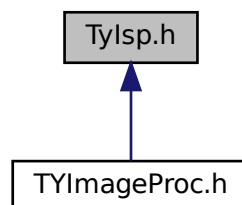
## 5.4 Tylsp.h File Reference

```
#include "TYApi.h"
```

Include dependency graph for Tylsp.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [TY\\_ISP\\_FEATURE\\_INFO](#)



## Macros

- `#define TYISP_CAPI TY_CAPI`

## Typedefs

- `typedef void * TY_ISP_HANDLE`

## Enumerations

- enum `TY_ISP_FEATURE_ID` {  
`TY_ISP_FEATURE_CAM_MODEL` = 0x000000, `TY_ISP_FEATURE_CAM_DEV_HANDLE` = 0x000001,  
`TY_ISP_FEATURE_CAM_DEV_COMPONENT` = 0x000002, `TY_ISP_FEATURE_IMAGE_SIZE` = 0x000100,  
`TY_ISP_FEATURE_WHITEBALANCE_GAIN` = 0x000200, `TY_ISP_FEATURE_ENABLE_AUTO_WHITEBALANCE` = 0x000300, `TY_ISP_FEATURE_SHADING` = 0x000400, `TY_ISP_FEATURE_SHADING_CENTER` = 0x000500,  
`TY_ISP_FEATURE_BLACK_LEVEL` = 0x000600, `TY_ISP_FEATURE_BLACK_LEVEL_COLUMN` = 0x000610, `TY_ISP_FEATURE_BLACK_LEVEL_GAIN` = 0x000700, `TY_ISP_FEATURE_BLACK_LEVEL_GAIN_COLUMN` = 0x000710,  
`TY_ISP_FEATURE_BAYER_PATTERN` = 0x000800, `TY_ISP_FEATURE_DEMOSAIC_METHOD` = 0x000900, `TY_ISP_FEATURE_GAMMA` = 0x000A00, `TY_ISP_FEATURE_DEFECT_PIXEL_LIST` = 0x000B00,  
`TY_ISP_FEATURE_CCM` = 0x000C00, `TY_ISP_FEATURE_CCM_ENABLE` = 0x000C10, `TY_ISP_FEATURE_AUTOBRIGHT` = 0x000D00, `TY_ISP_FEATURE_CONTRAST` = 0x000E00,  
`TY_ISP_FEATURE_AUTOBRIGHT` = 0x000F00, `TY_ISP_FEATURE_INPUT_RESAMPLE_SCALE` = 0x001000, `TY_ISP_FEATURE_ENABLE_AUTO_EXPOSURE_GAIN` = 0x001100, `TY_ISP_FEATURE_AUTO_EXPOSURE_RANGE` = 0x001200,  
`TY_ISP_FEATURE_AUTO_GAIN_RANGE` = 0x001300, `TY_ISP_FEATURE_AUTO_EXPOSURE_UPDATE_INTERVAL` = 0x001400, `TY_ISP_FEATURE_DEBUG_LOG` = 0xff000000 }
- enum `TY_ISP_BAYER_PATTERN` {  
`TY_ISP_BAYER_GB` = 0, `TY_ISP_BAYER_BG` = 1, `TY_ISP_BAYER_RG` = 2, `TY_ISP_BAYER_GR` = 3,  
`TY_ISP_BAYER_AUTO` = 0xff }
- enum `TY_DEMOSAIC_METHOD` { `TY_DEMOSAIC_METHOD_SIMPLE` = 0, `TY_DEMOSAIC_METHOD_BILINEAR` = 1, `TY_DEMOSAIC_METHOD_HQLINEAR` = 2, `TY_DEMOSAIC_METHOD_EDGESENSE` = 3 }

## Functions

- `TYISP_CAPI TYISPCreate` (`TY_ISP_HANDLE` \*handle)
- `TYISP_CAPI TYISPRelease` (`TY_ISP_HANDLE` \*handle)
- `TYISP_CAPI TYISPLoadConfig` (`TY_ISP_HANDLE` handle, const uint8\_t \*config, uint32\_t config\_size)
- `TYISP_CAPI TYISPUpdateDevice` (`TY_ISP_HANDLE` handle)  
*called by main thread to update & control device status for ISP*
- `TYISP_CAPI TYISPSetFeature` (`TY_ISP_HANDLE` handle, `TY_ISP_FEATURE_ID` feature\_id, const uint8\_t \*data, int32\_t size)
- `TYISP_CAPI TYISPGetFeature` (`TY_ISP_HANDLE` handle, `TY_ISP_FEATURE_ID` feature\_id, uint8\_t \*data\_buff, int32\_t buff\_size)
- `TYISP_CAPI TYISPGetFeatureSize` (`TY_ISP_HANDLE` handle, `TY_ISP_FEATURE_ID` feature\_id, int32\_t \*size)
- `TYISP_CAPI TYISPHasFeature` (`TY_ISP_HANDLE` handle, `TY_ISP_FEATURE_ID` feature\_id)
- `TYISP_CAPI TYISPGetFeatureInfoList` (`TY_ISP_HANDLE` handle, `TY_ISP_FEATURE_INFO` \*info\_buffer, int buffer\_size)
- `TYISP_CAPI TYISPGetFeatureInfoListSize` (`TY_ISP_HANDLE` handle, int32\_t \*buffer\_size)
- `TYISP_CAPI TYISPProcessImage` (`TY_ISP_HANDLE` handle, const `TY_IMAGE_DATA` \*image\_bayer, `TY_IMAGE_DATA` \*image\_out)  
*convert bayer raw image to rgb image,output buffer is allocated by invoker*

### 5.4.1 Detailed Description

this file Include interface declare for raw color image (bayer format) process functions

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### 5.4.2 Enumeration Type Documentation

#### 5.4.2.1 TY\_ISP\_FEATURE\_ID

enum [TY\\_ISP\\_FEATURE\\_ID](#)

##### Enumerator

TY_ISP_FEATURE_CAM_DEV_HANDLE	device handle for device control
TY_ISP_FEATURE_CAM_DEV_COMPONENT	the component to control
TY_ISP_FEATURE_IMAGE_SIZE	image size width&height
TY_ISP_FEATURE_BLACK_LEVEL	global black level
TY_ISP_FEATURE_BLACK_LEVEL_COLUMN	to set different black level for each image column
TY_ISP_FEATURE_BLACK_LEVEL_GAIN	global pixel gain
TY_ISP_FEATURE_BLACK_LEVEL_GAIN_COLUMN	to set different gain for each image column
TY_ISP_FEATURE_CCM_ENABLE	ENABLE CCM.
TY_ISP_FEATURE_AUTO_EXPOSURE_RANGE	exposure range ,default no limit
TY_ISP_FEATURE_AUTO_GAIN_RANGE	gain range ,default no limit
TY_ISP_FEATURE_AUTO_EXPOSURE_UPDATE_INTERVAL	update device exposure interval , default 5 frame
TY_ISP_FEATURE_DEBUG_LOG	display detail log information

Definition at line 17 of file TyIspp.h.

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