**NETSDK and Routine Brief Instructions**

1. **Overview**

NetSDK is the use of .NETC# language to encapsulate and calling Network SDK, Play SDK and Decoder Card SDK. The projects whose application system is developed by .NET can access device by NETSDK.

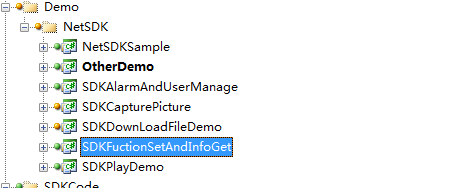
NETSDK encapsulate the main functional interface correspond to C++ SDK, But it is still not complete. The client can increase or decrease according to the need on this basis.

Routine code project type: Microsoft Visual Studio 2005 C#

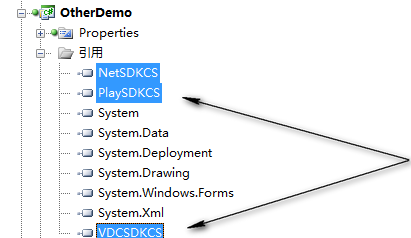
The premise condition of SDK use: Above Microsoft .Net FrameWork 1.1 Version

For programming IDE: all kinds of develop IDE which support above Microsoft .Net FrameWork 1.1 Version

1. **Routine Solution General View**



1. **Project Reference**

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Added according to the project needs

Comparison table:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Reference Name | Namespace | Class | Filename | XML File |
| Network .NETSDK | NetSDKCS | NetSDK | NETClient | NetSDKCS.dll | NetSDKCS.XML |
| Play .NETSDK | PlaySDKCS | PlaySDK | NETPlay | PlaySDKCS.dll | PlaySDKCS.XML |
| Decoder Card .NETSDK | VDCSDKCS | VDCSDK | NETVDC | VDCSDKCS.dll | VDCSDKCS.XML |

Note: Related DLL brief description please refer to the corresponding XML file;

1. **Encoding Instructions**
2. **Software Environment:**
3. System install .above NET FrameWork 1.1 version
4. Put the latest version of C++ SDK dynamic link library file and the NetSDK dynamic link library file in the same directory.
5. **Reference Namespace:**

Using NETNetSDK; // Network SDK(.Net)

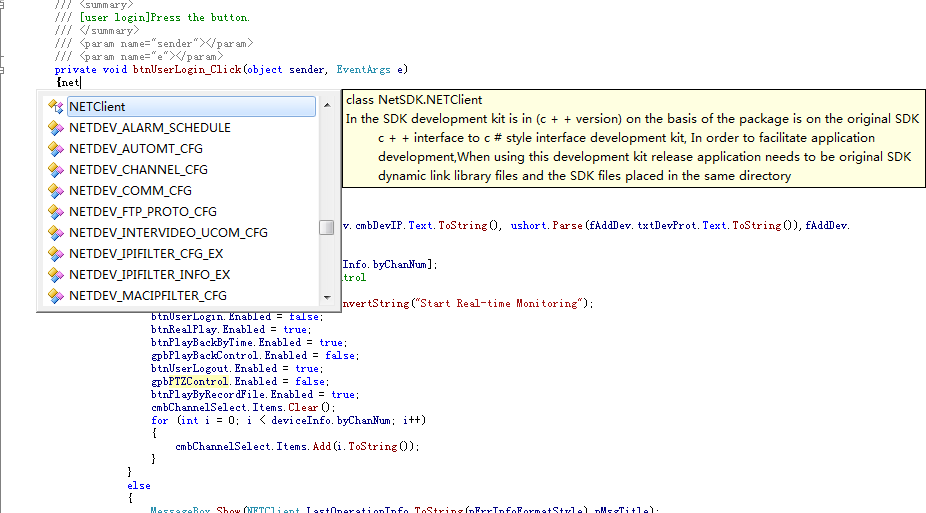
Using NETPlaySDK; // Play SDK(.Net)

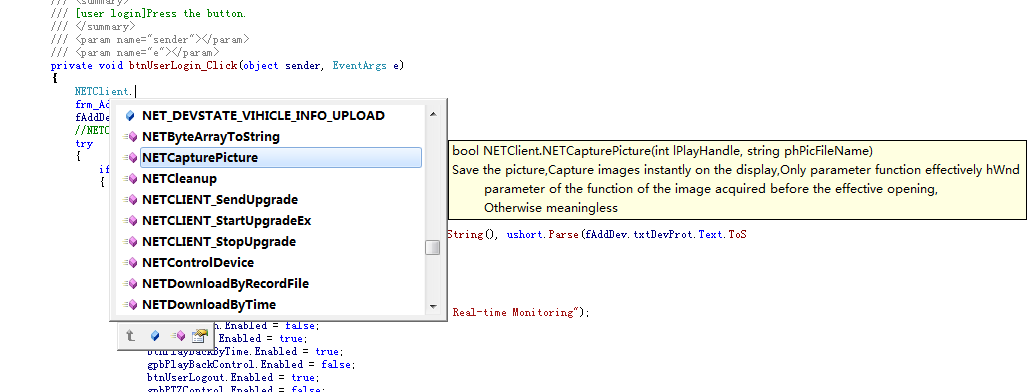
Using NETVDCSDK; // Decoder Card SDK(.Net)

1. **Encoding Instructions**

Using the corresponding function, please enter the corresponding class name, choose the required functionality interface in the pop-up tips box.

For instance: input tips

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1. **XML File**

Before the program design, please put XML and DLL in the same directory, which will have the corresponding tip message in the encoding process.

Please pay attention to read the tip message;

1. **Other**

In the routine code have corresponding brief instructions, please pay attention to reading;

1. **Routine Instructions**

The corresponding sample feature list of project:

1. Project Name: NetSDKSample:

[Demonstration](app:ds:demonstration) Function:

1. User Login Function
2. [Real-time](app:ds:real-time) [Monitoring](app:ds:monitoring) Function
3. Playback Operation According to the File
4. Playback Operation According to the Time
5. PTZ Control Function
6. Extend PTZ Control
7. Snap Function
8. Multi-DVR On Demand Simultaneously
9. Project Name:SDKAlarmAndUserManage:

[Demonstration](app:ds:demonstration) Function:

1. User Manager: Add, Delete, Edit
2. User Group Manager: Add, Delete, Edit
3. Get Alarm Information and Display
4. Project Name:SDKDownLoadFileDemo:

[Demonstration](app:ds:demonstration) Function:

1. Download File According to the Time
2. Download File According to the File
3. Project Name:SDKFunctionSetAndInfoGet:

[Demonstration](app:ds:demonstration) Function:

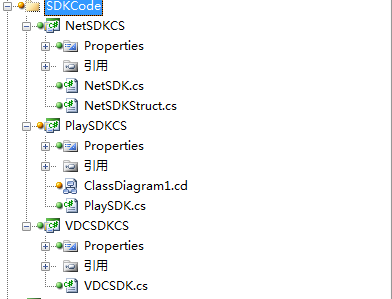
1. Get DVR Parameter Validation
2. Save DVR Parameter Validation
3. Project Name:SDKPlayDemo:

[Demonstration](app:ds:demonstration) Function:

1. Play Record Data According File
2. Play Control
3. Partial Enlarged
4. Play Single frame
5. [Quick](app:ds:quick) [Positioning](app:ds:positioning)
6. Snap When Play
7. Data Stream Record[Record Format Turn into AVI]
8. [Volume](app:ds:volume) [Control](app:ds:control)
9. Color Parameter Adjustment
10. [Custom](app:ds:custom) Overlay Content
11. Project Name:ColligateDemo:

[Demonstration](app:ds:demonstration) Function:

1. Streaming way Play
2. Switch Electronic Screen
3. **SDK Code Instructions**

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1. Network C#SDK: DHNetSDKCS
2. Play C#SDK: DHPlaySDKCS
3. Decoder Card C#SDK: DHVDCSDKCS