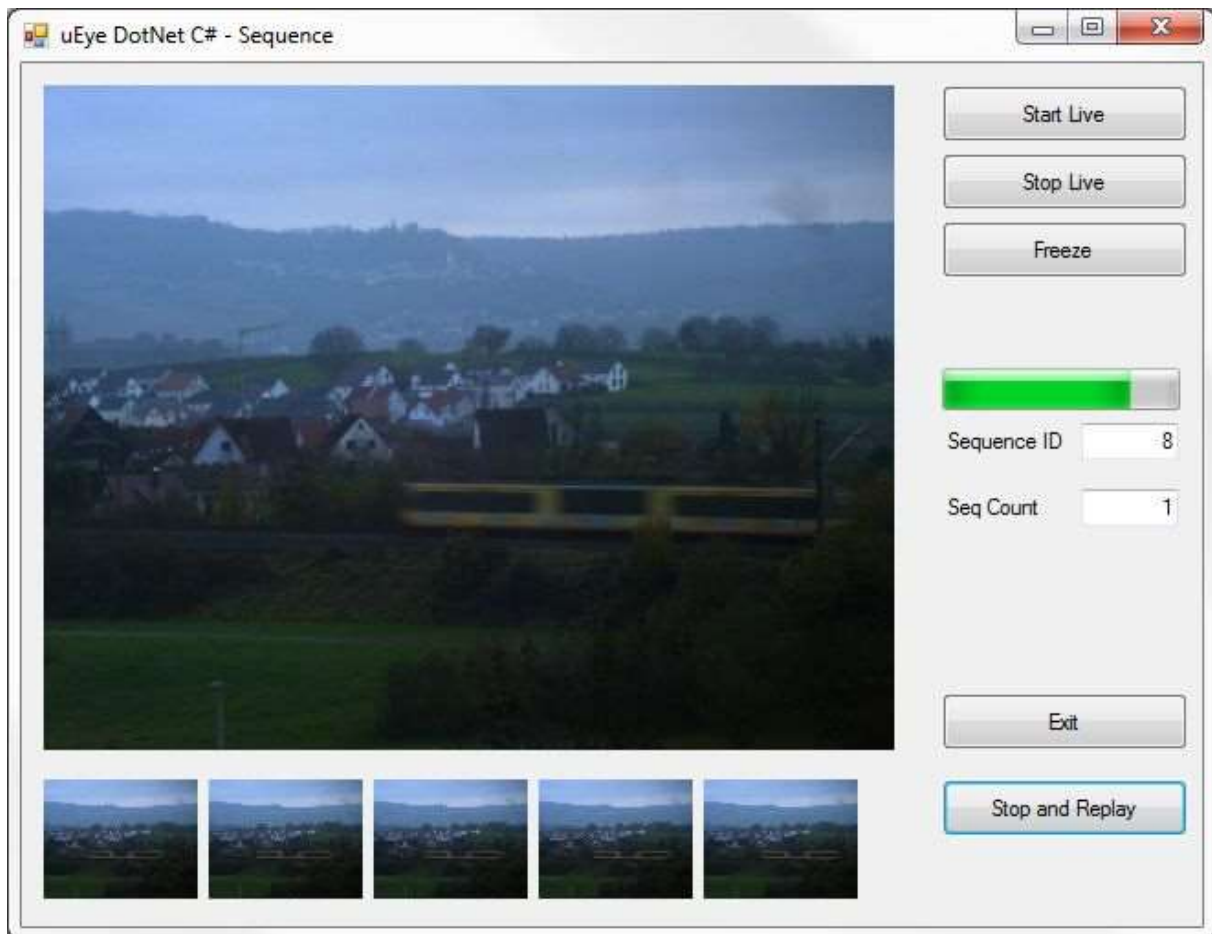


**Name**

uEye\_DotNet\_C#\_Sequence\_ProgrammingExample

**Programming language and interface**

C# using the uEyeDotNet.dll

**Description**

This sample shows how to acquire images in DIB-mode and put them into a sequence of image buffers. The sequence consists out of 10 buffers. The sample shows how to allocate the buffers, set them as active and add them to a sequence.

Besides this the sample shows how to read out the list of sequence IDs, convert them to memory IDs and read out those buffers (5 of 10).

**Among others, uEye API functions/methods used**

```
Camera.Memory.Allocate  
uEye.Memory.GetList(out int[] idList)  
Camera.Memory.Sequence.Add  
uEye.MemorySequence.GetLast(out int s32SeqID)  
uEye.MemorySequence.GetList(out int[] idList)
```

Camera.Memory.Sequence.ToMemoryID

### Comments

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### Sample Wiring

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### Accessories

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### Cameras

All uEye cameras

### Contact

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