

### Getting started – Linux uEye SDK and Qt Creator

This tutorial starts after installing the IDS Software Suite and Qt on Linux.

The installation of the IDS Software Suite on Linux systems is described in the ReadMe file contained in the download for Linux. Alternatively, you can download the ReadMe file on the [driver download site](#).

There is also a helpful manual with information about the installation, programming and use of the uEye API: <https://en.ids-imaging.com/manuals-ueye-software.html>

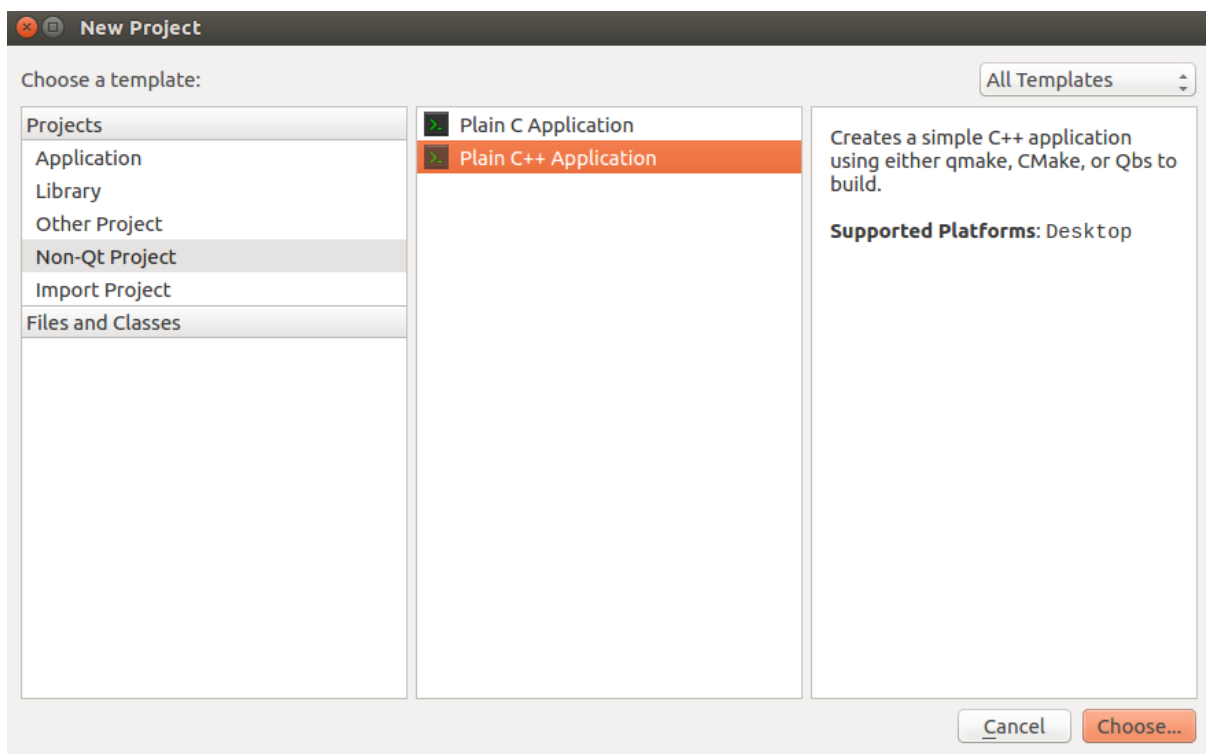
The following example will show how to create a new Project in Qt and how to include the uEye library.

It was made with Ubuntu 16.04, Qt5, Qt Creator and the IDS Software Suite 4.90.

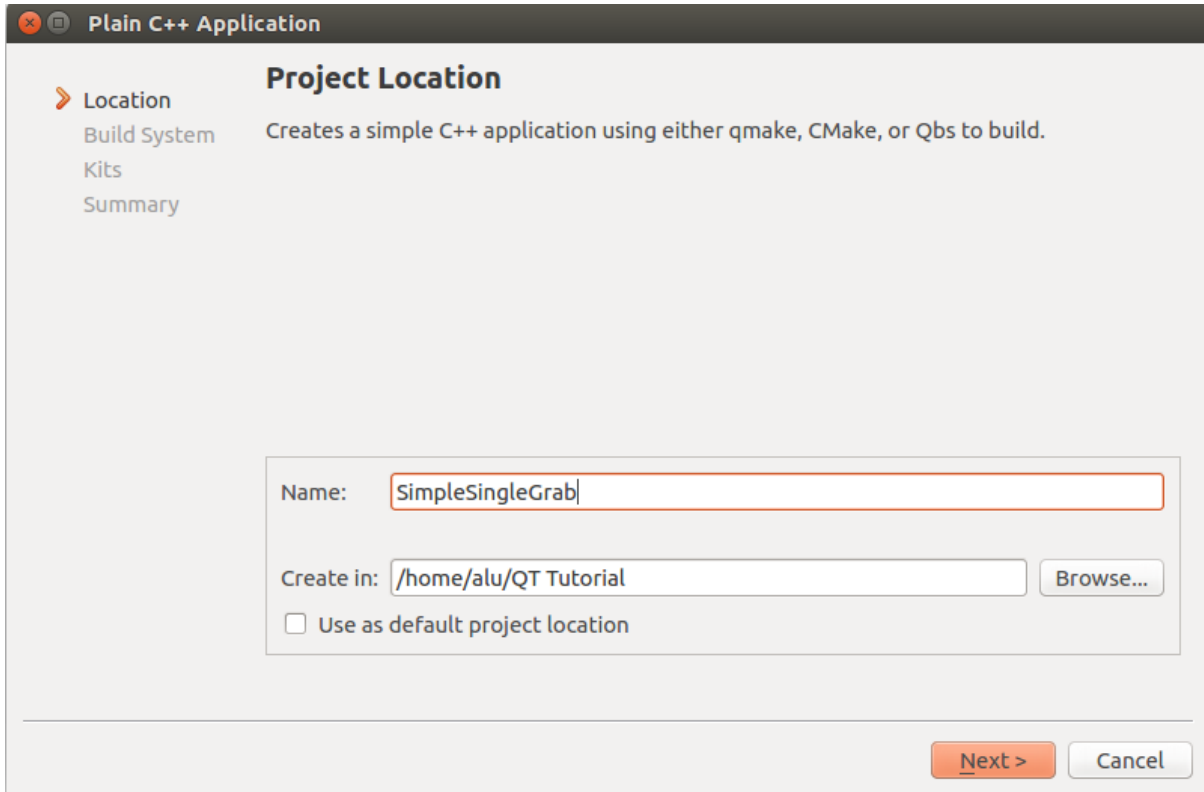
#### Project creation

After entering the main menu of Qt Creator, click on the Button **New Project**.

Go to **Non-Qt Project** → **Plain C++ Application** and click on **Choose...**

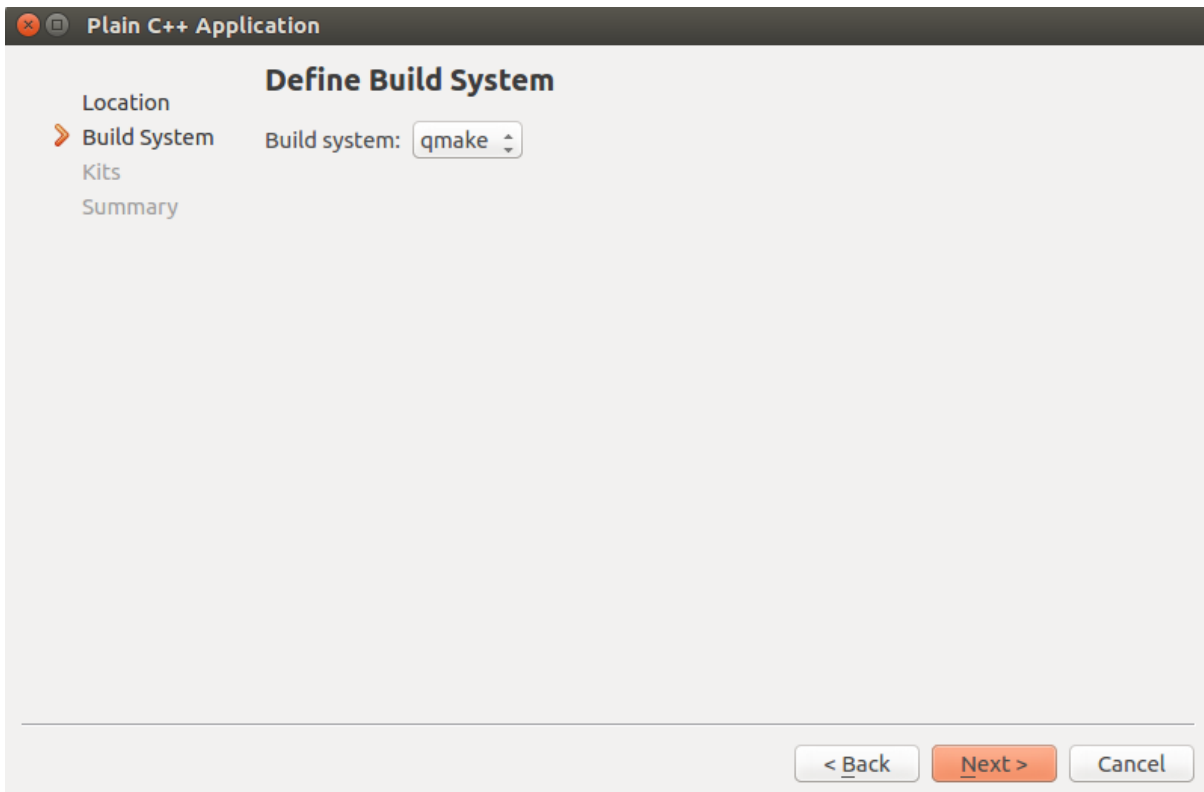


Enter a project name and location and click on **Next**.



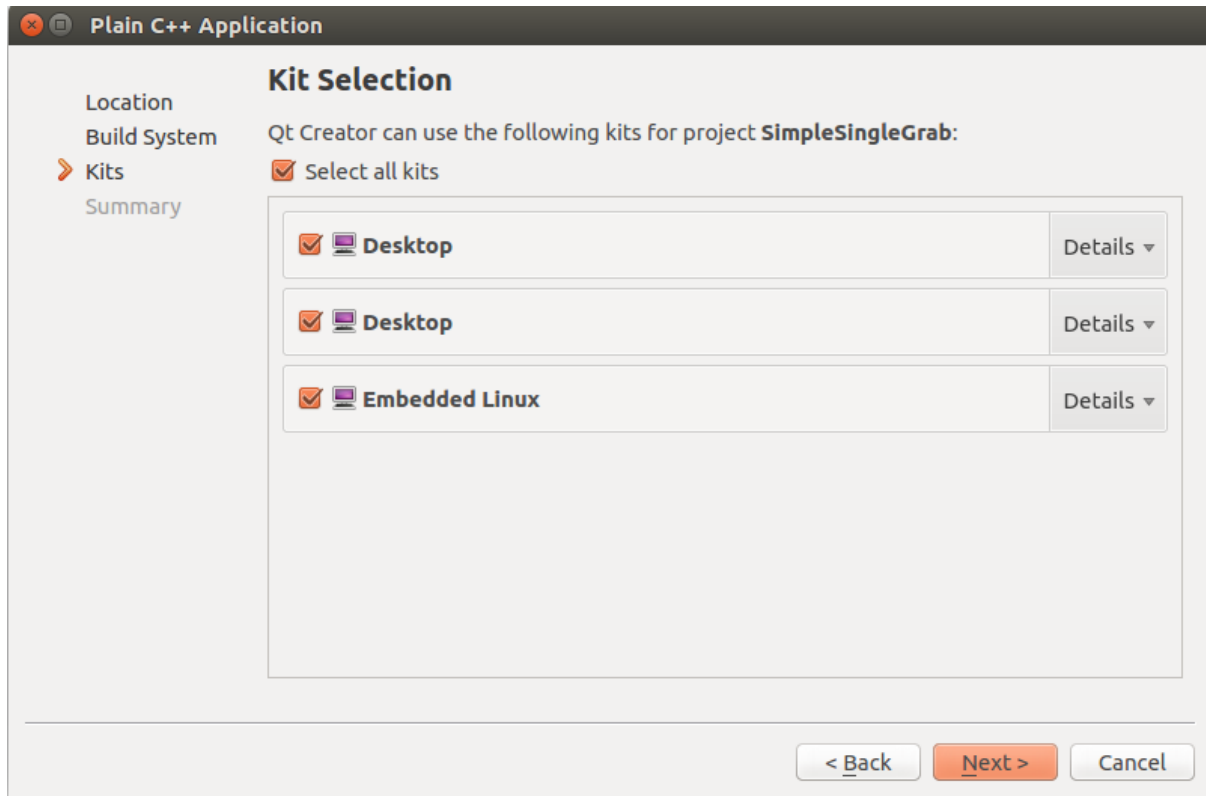
The screenshot shows the 'Plain C++ Application' wizard in Qt Creator, specifically the 'Project Location' step. On the left, a sidebar lists 'Location', 'Build System', 'Kits', and 'Summary', with 'Location' selected. The main area is titled 'Project Location' and contains the text 'Creates a simple C++ application using either qmake, CMake, or Qbs to build.' Below this, there is a 'Name:' label followed by a text input field containing 'SimpleSingleGrab'. Underneath is a 'Create in:' label followed by a text input field containing '/home/alu/QT Tutorial' and a 'Browse...' button. A checkbox labeled 'Use as default project location' is also present and is currently unchecked. At the bottom right, there are 'Next >' and 'Cancel' buttons.

Select your **Build System** and click on **Next**.

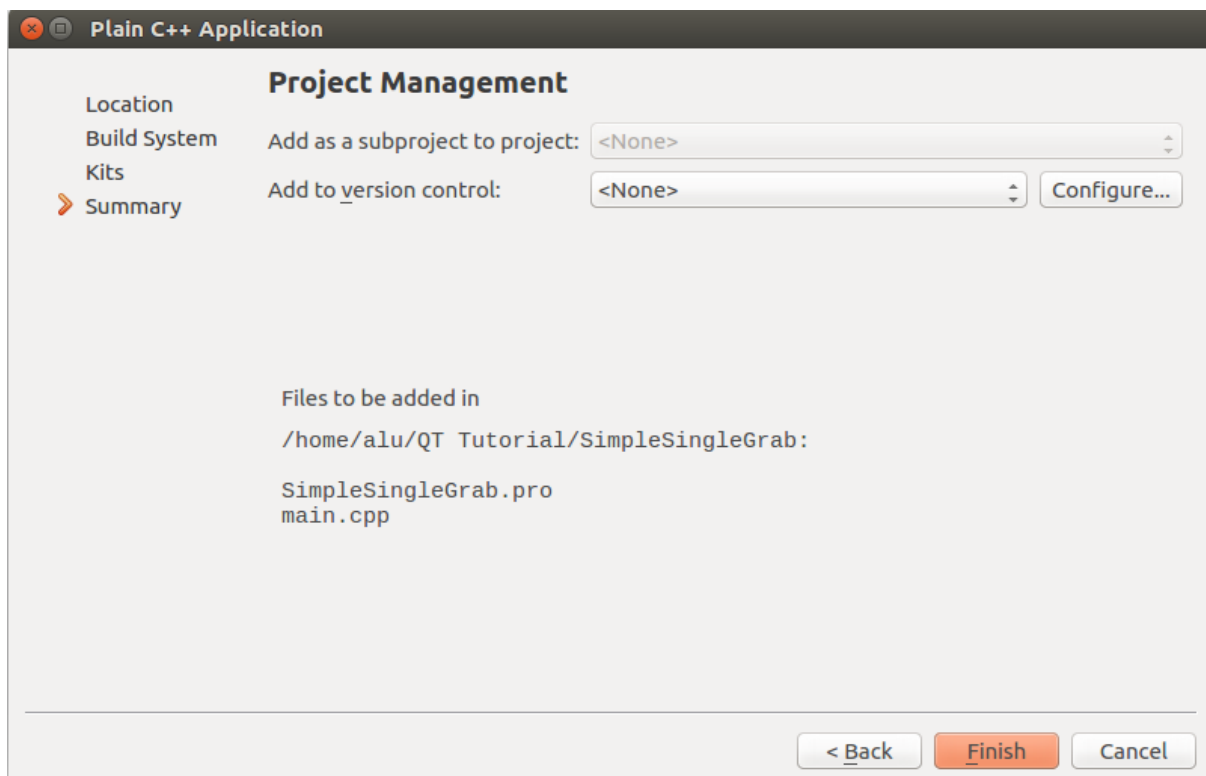


The screenshot shows the 'Plain C++ Application' wizard in Qt Creator, specifically the 'Define Build System' step. On the left, the sidebar lists 'Location', 'Build System', 'Kits', and 'Summary', with 'Build System' selected. The main area is titled 'Define Build System' and contains the text 'Build system: qmake' with a dropdown arrow. At the bottom right, there are '< Back', 'Next >', and 'Cancel' buttons.

Select your **Kits** and click on **Next**.

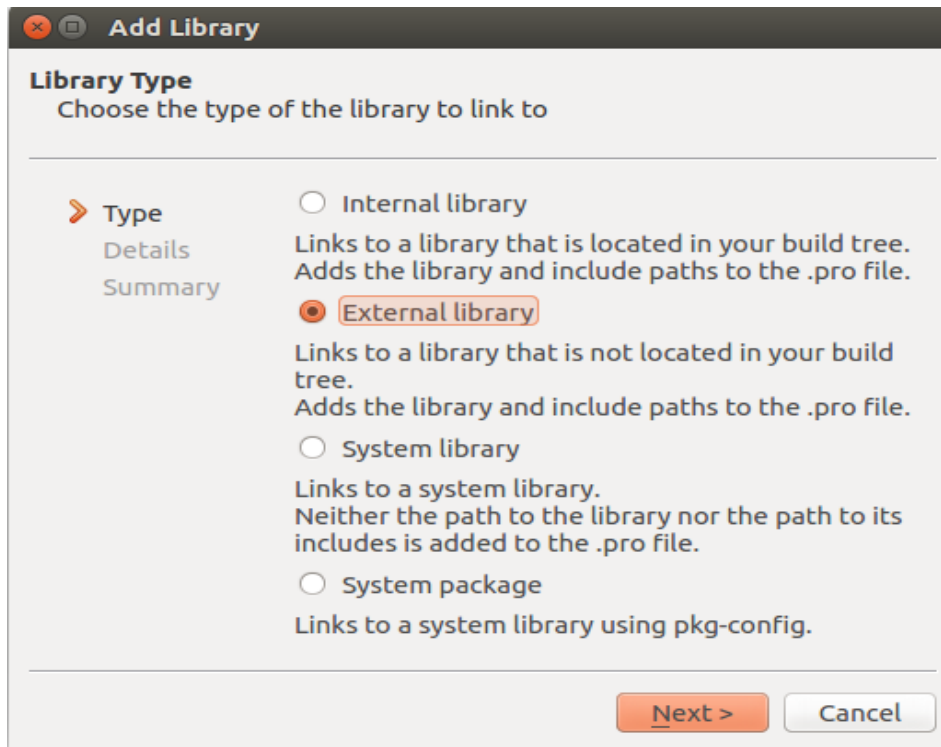


Check the summary and click on **Finish**.

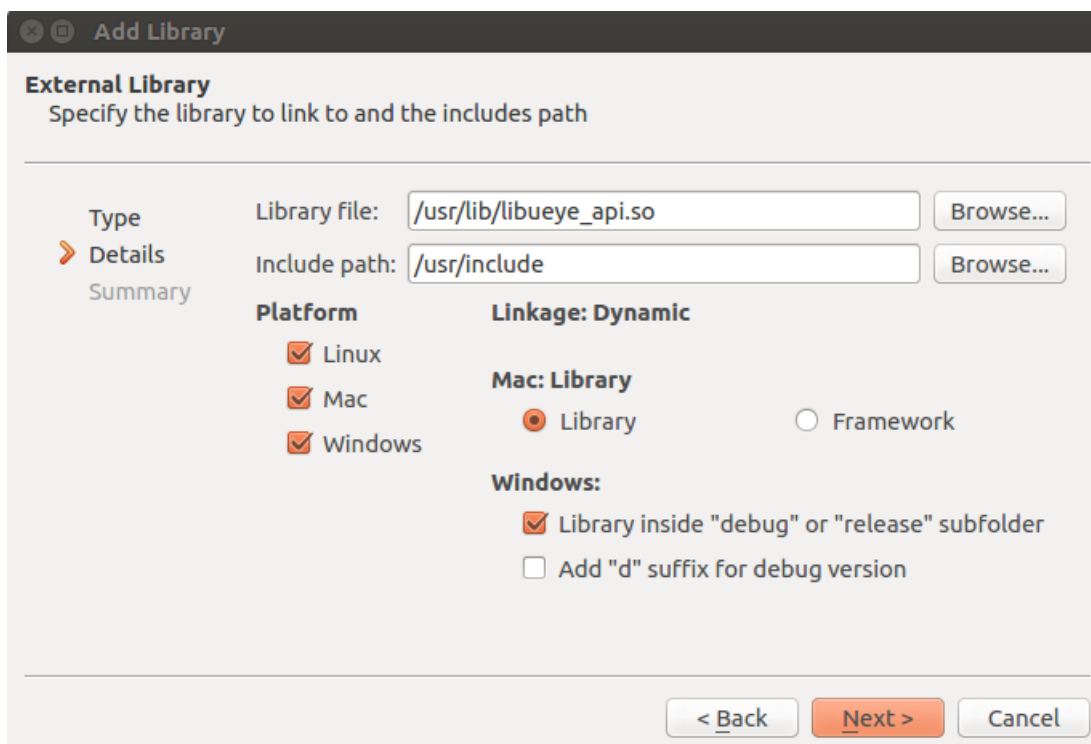


### Setting-up the IDE

Now, in your newly created project, look at the top left and right-click on your project-name. Then click on **Add Library** and select **External library**. Click on **Next**.



Specify the **Library file** to link to and the **Includes path**. Click on **Next**.



Check the summary and click on **Finish**.

Write at the top of your program **#include <ueye.h>**

Now have a look at the “SimpleSingleGrab” example to get started with uEye programming. The example was kept as simple as possible to make it easier for you to start out.

### **Cameras**

All uEye camera models. Note that XS and UI-3013XC camera might require an extra handling.

### **Contact**

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