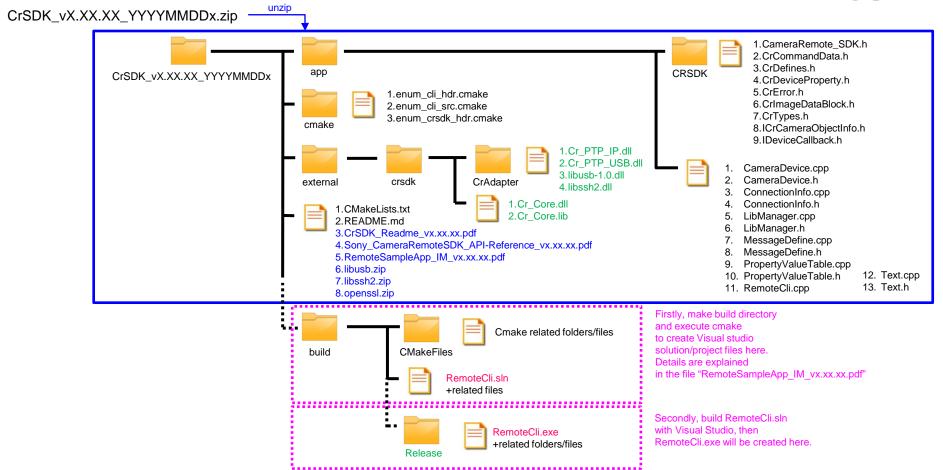
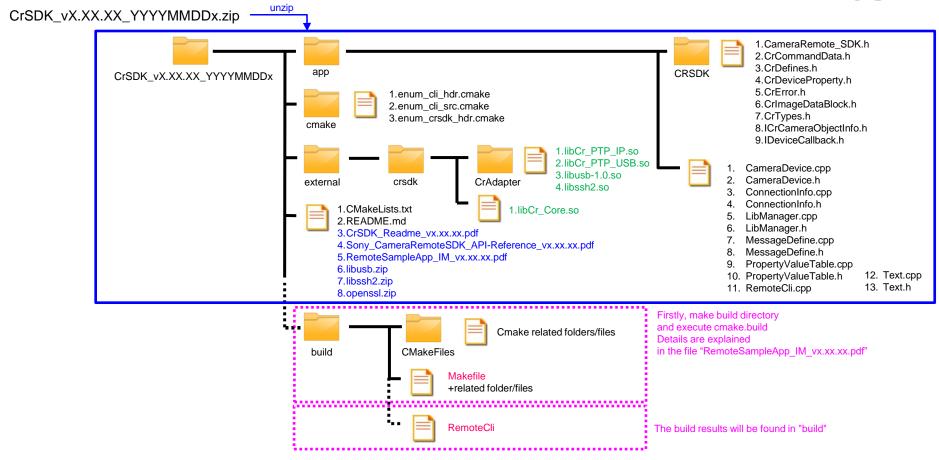
■ Contents for Windows

SONY



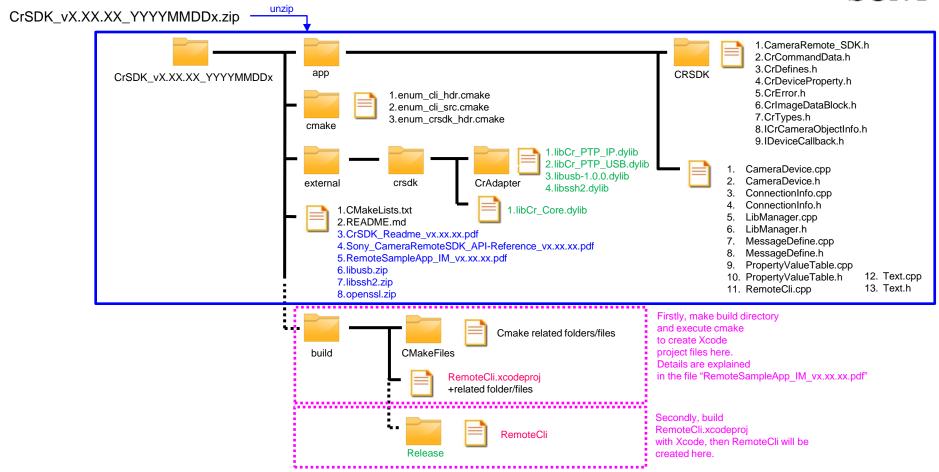
■ Contents for Linux

SONY



■ Contents for macOS

SONY



■ Notes for SDK Release



Manual files and Readme files are included.

♦ RemoteSampleApp_IM_vx.xx.xx.pdf

It is recommended to start and learn how it works with this sample application first.

Please read Sample Application Manual first of all, as the condition/preparation/build explanation is described.

You can build with the file/folder configuration as it is.

♦ Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf

API Reference for CameraRemoteSDK. Also sequence, tips & trouble shooting, and product help guide URL are included.

♦ Readme.pdf

This file.

Source files and CRSDK folder are included.

♦ CRSDK folder

Header files are included. When you build your application, you need the files in this folder to use SDK APIs.

If the header files have changed, you need to replace the header files and rebuild.

Library files are included.

When you build/distribute your application, you need the files in this folder,

however please note that the file "libusb-1.0.xx" is Open Source Software

and you need to cover its license conditions. In detail, please check the libusb website http://libusb.info/.

♦libusb.zip

You can check the source files including the license/copyright descriptions by unzipping this file.

License Agreement of this Camera Remote SDK is linked with the following URL. http://www.sony.net/CameraRemoteSDK/
Sony is a trademark or registered trademark of Sony Corporation. All other trademarks and copyrights are the property of their respective owners.



- ◇In the case Silex Technology "SX Virtual Link" application is installed, there is a possibility that Sony camera is not recognized by SDK. Then, please replace the following file with the one downloaded from Silex Site. Also the latest "SX Virtual Link" must be installed.
 - ◆The file to be replaced in SDK CrAdapter/libusb-1.0.dll
 - ◆Silex Site for libusb download https://www.silex.jp/support/downfile/libusb-1.0(UDS04022020).zip
 - ◆Silex Site for the latest "SX Virtual Link" install https://www.silex.jp/support/download/virtuallink.html

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

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

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

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

"void CameraDevice::get live view()" of the "CameraDevice.cpp"

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

"int main()" of the "RemoteCli.cpp(RemoteSampleApp.cpp)"

- ♦ Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

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

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

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

- ♦ Linux 32bit ARMv7 package is added.
- ♦ Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

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

Cr_Core.dll CrAdapter/Cr_PTP_USB.dll

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

- The stability issue occasionally happened when connecting/disconnecting the camera via USB was fixed.
- ♦ Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

- ♦ Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

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

Cr_Core.dll
CrAdapter/Cr PTP USB.dll

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

- ⟨"Supporting products" is updated.
- ◇PC Linux package is added.
- The information about models supporting ethernet is added.
- ♦ Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.
- ○To update the SDK to the latest version,
 please replace following 3 dll files and
 please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll

CrAdapter/Cr_PTP_IP.dll

CrAdapter/Cr_PTP_USB.dll

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

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

- ♦ Added some support commands and the function to pull out content from the camera.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll

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

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

- ♦ Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.
- ○To update the SDK to the latest version, please replace following 4 dll files and please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll

CrAdapter/Cr_PTP_USB.dll

CrAdapter/libusb-1.0.dll

A parameter has been added to the OnCompleteDownload callback function. Classes that inherit from IDeviceCallback must correspond to the changed definition.

♦ Support for Ethernet-connected cameras with SSH authentication.

The following dll files are required for this.

CrAdapter/libssh2.dll

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

- ♦ Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
#In Linux case, "dll" should be replaced with "so".

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