Matlab:

I wanted to get this up and running in Matlab, which would have made things consistent with other code we’ve developed. But the critical component (GenICamera?) isn’t available for Matlab on Macs. There doesn’t seem to be any good route to getting the Basler cameras working with Matlab. Seems unlikely this situation will change, but it might be worth checking once a year.

Pylon Viewer

Balser has an API called pylon, which they distribute for several platforms, including Mac. It includes a Viewer, which works fine for streaming images and saving individual frames. This is what we will use in 2018. It’s a bit clunky for what we want, but perfectly serviceable.

Coding

Before I discovered the viewer, I was thinking I’d need to code up a Cocoa interface. That wasn’t going to be an easy route. There are example projects that come with the API, but they are all in C++. Objective-C++ is supposed to solve this, but I couldn’t get it to work. I couldn’t get the C++ into the project, because the compiler kept wanting to interpret the C++ headers as Objective-C headers. Probably could have figured that out. But whenever I had the C++ stuff in a project or library it returned errors. In any case, I wouldn’t have had more functionality than the Pylon Viewer.