

FlyCapture2 C

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Chapter 1

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Table 1.1: License table

Chapter 2

Deprecated List

Global **fc2Disonnect** (fc2GuiContext context) __attribute__((deprecated))

This method is deprecated and will be removed in a future FlyCapture2 release.
Please use fc2GUIDisconnect instead.

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Chapter 6

Module Documentation

6.1 Bus Manager Operation

The functions in this section provide access to BusManager operations.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2FireBusReset](#) ([fc2Context](#) context, [fc2PGRGuid](#) *pGuid)
Fire a bus reset.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetNumOfCameras](#) ([fc2Context](#) context, unsigned int *pNumCameras)
Gets the number of cameras attached to the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraFromIPAddress](#) ([fc2Context](#) context, [fc2IPAddress](#) ipAddress, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a camera with the specified IPv4 address.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraFromIndex](#) ([fc2Context](#) context, unsigned int index, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a camera on the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraFromSerialNumber](#) ([fc2Context](#) context, unsigned int serialNumber, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a camera on the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraSerialNumberFromIndex](#) ([fc2Context](#) context, unsigned int index, unsigned int *pSerialNumber)
Gets the serial number of the camera with the specified index.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetInterfaceTypeFromGuid](#) ([fc2Context](#) context, [fc2PGRGuid](#) *pGuid, [fc2InterfaceType](#) *pInterfaceType)
Gets the interface type associated with a PGRGuid.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetNumOfDevices](#) ([fc2Context](#) context, unsigned int *pNumDevices)

Gets the number of devices.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDeviceFromIndex](#) ([fc2Context](#) context, unsigned int index, [fc2PGRGuid](#) *pGuid)

Gets the PGRGuid for a device.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadPhyRegister](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int page, unsigned int port, unsigned int address, unsigned int *pValue)

Read a phy register on the specified device.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WritePhyRegister](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int page, unsigned int port, unsigned int address, unsigned int value)

Write a phy register on the specified device.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetUsbLinkInfo](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int *pValue)

Read usb link info for the port that the specified device is connected to.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetUsbPortStatus](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int *pValue)

Read usb port status for the port that the specified device is connected to.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTopology](#) ([fc2Context](#) context, [fc2TopologyNodeContext](#) *pTopologyNodeContext)

Gets the topology information for the PC.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2RegisterCallback](#) ([fc2Context](#) context, [fc2BusEventCallback](#) enumCallback, [fc2BusCallbackType](#) callbackType, void *pParameter, [fc2CallbackHandle](#) *pCallbackHandle)

Register a callback function that will be called when the specified callback event occurs.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2UnregisterCallback](#) ([fc2Context](#) context, [fc2CallbackHandle](#) callbackHandle)

Unregister a callback function.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2RescanBus](#) ([fc2Context](#) context)

Force a rescan of the buses.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ForceIPAddressToCamera](#) ([fc2Context](#) context, [fc2MACAddress](#) macAddress, [fc2IPAddress](#) ipAddress, [fc2IPAddress](#) subnetMask, [fc2IPAddress](#) defaultGateway)

Force the camera with the specific MAC address to the specified IP address, subnet mask and default gateway.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ForceAllIPAddressesAutomatically](#) ()

Force all cameras on the network to be assigned sequential IP addresses on the same subnet as the network adapters that they are connected to.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ForceIPAddressAutomatically](#) (unsigned int serialNumber)

Force cameras on the network to be assigned sequential IP addresses on the same subnet as the network adapters that it is connected to.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2DiscoverGigECameras](#) ([fc2Context](#) context, [fc2CameraInfo](#) *gigECameras, unsigned int *arraySize)

Discover all cameras connected to the network even if they reside on a different subnet.

- FLYCAPTURE2_C_API `fc2Error` `fc2IsCameraControllable` (`fc2Context` *context*, `fc2PGRGuid` **pGuid*, `BOOL` **pControllable*)

Query whether a GigE camera is controllable.

6.1.1 Detailed Description

The functions in this section provide access to BusManager operations.

6.1.2 Function Documentation

- 6.1.2.1 FLYCAPTURE2_C_API `fc2Error` `fc2DiscoverGigECameras` (`fc2Context` *context*, `fc2CameraInfo` * *gigECameras*, `unsigned int` * *arraySize*)

Discover all cameras connected to the network even if they reside on a different subnet.

This is useful in situations where a GigE camera is using Persistent IP and the application's subnet is different from the device subnet. After discovering the camera, it is easy to use `ForceIPAddressToCamera()` to set a different IP configuration.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>gigE-Cameras</i>	Pointer to an array of <code>CameraInfo</code> structures.
<i>arraySize</i>	Size of the array. Number of discovered cameras is returned in the same value.

Returns

An Error indicating the success or failure of the function. If the error is `PGRERROR_BUFFER_TOO_SMALL` then *arraySize* will contain the minimum size needed for *gigECameras* array.

- 6.1.2.2 FLYCAPTURE2_C_API `fc2Error` `fc2FireBusReset` (`fc2Context` *context*, `fc2PGRGuid` * *pGuid*)

Fire a bus reset.

The actual bus reset is only fired for the specified 1394 bus, but it will effectively cause a global bus reset for the library.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pGuid</i>	PGRGuid of the camera or the device to cause bus reset.

Returns

An Error indicating the success or failure of the function.

6.1.2.3 FLYCAPTURE2.C_API fc2Error fc2ForceAllIPAddressesAutomatically ()

Force all cameras on the network to be assigned sequential IP addresses on the same subnet as the network adapters that they are connected to.

This is useful in situations where GigE Vision cameras are using IP addresses in a subnet different from the host's subnet.

Returns

An Error indicating the success or failure of the function.

6.1.2.4 FLYCAPTURE2.C_API fc2Error fc2ForceIPAddressAutomatically (unsigned int *serialNumber*)

Force cameras on the network to be assigned sequential IP addresses on the same subnet as the network adapters that it is connected to.

This is useful in situations where GigE Vision cameras are using IP addresses in a subnet different from the host's subnet.

Returns

An Error indicating the success or failure of the function.

6.1.2.5 FLYCAPTURE2.C_API fc2Error fc2ForceIPAddressToCamera (fc2Context *context*, fc2MACAddress *macAddress*, fc2IPAddress *ipAddress*, fc2IPAddress *subnetMask*, fc2IPAddress *defaultGateway*)

Force the camera with the specific MAC address to the specified IP address, subnet mask and default gateway.

This is useful in situations where a GigE Vision camera is using Persistent IP and the application's subnet is different from the device subnet.

Parameters

<i>context</i>	The fc2Context to be used.
<i>macAddress</i>	MAC address of the camera.
<i>ipAddress</i>	IP address to set on the camera.
<i>subnetMask</i>	Subnet mask to set on the camera.
<i>default-Gateway</i>	Default gateway to set on the camera.

Returns

An Error indicating the success or failure of the function.

6.1.2.6 FLYCAPTURE2.C API `fc2Error fc2GetCameraFromIndex (fc2Context context, unsigned int index, fc2PGRGuid * pGuid)`

Gets the PGRGuid for a camera on the PC.

It uniquely identifies the camera specified by the index and is used to identify the camera during a [fc2Connect\(\)](#) call.

Parameters

<i>context</i>	The fc2Context to be used.
<i>index</i>	Zero based index of camera.
<i>pGuid</i>	Unique PGRGuid for the camera.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.7 FLYCAPTURE2.C API `fc2Error fc2GetCameraFromIPAddress (fc2Context context, fc2IPAddress ipAddress, fc2PGRGuid * pGuid)`

Gets the PGRGuid for a camera with the specified IPv4 address.

Parameters

<i>context</i>	The fc2Context to be used.
<i>ipAddress</i>	IP address to get GUID for.
<i>pGuid</i>	Unique PGRGuid for the camera.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.8 FLYCAPTURE2.C API `fc2Error fc2GetCameraFromSerialNumber (fc2Context context, unsigned int serialNumber, fc2PGRGuid * pGuid)`

Gets the PGRGuid for a camera on the PC.

It uniquely identifies the camera specified by the serial number and is used to identify the camera during a [fc2Connect\(\)](#) call.

Parameters

<i>context</i>	The fc2Context to be used.
<i>serial-Number</i>	Serial number of camera.
<i>pGuid</i>	Unique PGRGuid for the camera.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.9 FLYCAPTURE2_C_API fc2Error fc2GetCameraSerialNumberFromIndex (fc2Context context, unsigned int index, unsigned int * pSerialNumber)

Gets the serial number of the camera with the specified index.

Parameters

<i>context</i>	The fc2Context to be used.
<i>index</i>	Zero based index of desired camera.
<i>pSerial-Number</i>	Serial number of camera.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.10 FLYCAPTURE2_C_API fc2Error fc2GetDeviceFromIndex (fc2Context context, unsigned int index, fc2PGRGuid * pGuid)

Gets the PGRGuid for a device.

It uniquely identifies the device specified by the index.

Parameters

<i>context</i>	The fc2Context to be used.
<i>index</i>	Zero based index of device.
<i>pGuid</i>	Unique PGRGuid for the device.

See also

[fc2GetNumOfDevices\(\)](#)

Returns

An Error indicating the success or failure of the function.

6.1.2.11 FLYCAPTURE2.C_API fc2Error fc2GetInterfaceTypeFromGuid (fc2Context context, fc2PGRGuid * pGuid, fc2InterfaceType * pInterfaceType)

Gets the interface type associated with a PGRGuid.

This is useful in situations where there is a need to enumerate all cameras for a particular interface.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pGuid</i>	The PGRGuid to get the interface for.
<i>pInterface-Type</i>	The interface type of the PGRGuid.

Returns**6.1.2.12 FLYCAPTURE2.C_API fc2Error fc2GetNumOfCameras (fc2Context context, unsigned int * pNumCameras)**

Gets the number of cameras attached to the PC.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pNum-Cameras</i>	Number of cameras detected.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.13 FLYCAPTURE2.C_API fc2Error fc2GetNumOfDevices (fc2Context context, unsigned int * pNumDevices)

Gets the number of devices.

This may include hubs, host controllers and other hardware devices (including cameras).

Parameters

<i>context</i>	The fc2Context to be used.
<i>pNum-Devices</i>	The number of devices found.

Returns

An Error indicating the success or failure of the function.

6.1.2.14 FLYCAPTURE2_C API `fc2Error fc2GetTopology (fc2Context context, fc2TopologyNodeContext * pTopologyNodeContext)`

Gets the topology information for the PC.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pTopologyNodeContext</i>	A Topology Node context that will contain the topology information

Returns

An Error indicating the success or failure of the function.

6.1.2.15 FLYCAPTURE2_C API `fc2Error fc2GetUsbLinkInfo (fc2Context context, fc2PGRGuid guid, unsigned int * pValue)`

Read usb link info for the port that the specified device is connected to.

Parameters

<i>context</i>	The fc2Context to be used.
<i>guid</i>	Unique PGRGuid for the device.
<i>pValue</i>	Value read from the card register.

Returns

An Error indicating the success or failure of the function.

6.1.2.16 FLYCAPTURE2_C API `fc2Error fc2GetUsbPortStatus (fc2Context context, fc2PGRGuid guid, unsigned int * pValue)`

Read usb port status for the port that the specified device is connected to.

Parameters

<i>context</i>	The fc2Context to be used.
<i>guid</i>	Unique PGRGuid for the device.
<i>pValue</i>	Value read from the card register.

Returns

An Error indicating the success or failure of the function.

6.1.2.17 FLYCAPTURE2.C_API fc2Error fc2IsCameraControlable (fc2Context context, fc2PGRGuid * pGuid, BOOL * pControlable)

Query whether a GigE camera is controllable.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pGuid</i>	Unique PGRGuid for the camera.
<i>p-Controllable</i>	True indicates camera is controllable

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.18 FLYCAPTURE2.C_API fc2Error fc2ReadPhyRegister (fc2Context context, fc2PGRGuid guid, unsigned int page, unsigned int port, unsigned int address, unsigned int * pValue)

Read a phy register on the specified device.

The full address to be read from is determined by the page, port and address.

Parameters

<i>context</i>	The fc2Context to be used.
<i>guid</i>	Unique PGRGuid for the device.
<i>page</i>	Page to read from.
<i>port</i>	Port to read from.
<i>address</i>	Address to read from.
<i>pValue</i>	Value read from the phy register.

Returns

An Error indicating the success or failure of the function.

6.1.2.19 FLYCAPTURE2.C_API fc2Error fc2RegisterCallback (fc2Context context, fc2BusEventCallback enumCallback, fc2BusCallbackType callbackType, void * pParameter, fc2CallbackHandle * pCallbackHandle)

Register a callback function that will be called when the specified callback event occurs.

Parameters

<i>context</i>	The fc2Context to be used.
<i>enum-Callback</i>	Pointer to function that will receive the callback.
<i>callbackType</i>	Type of callback to register for.
<i>pParameter</i>	Callback parameter to be passed to callback.
<i>pCallback-Handle</i>	Unique callback handle used for unregistering callback.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.20 FLYCAPTURE2_C_API fc2Error fc2RescanBus (fc2Context context)

Force a rescan of the buses.

This does not trigger a bus reset. The camera objects will be invalidated only if the camera network topology is changed (ie. a camera is disconnected or added)

Returns

An Error indicating the success or failure of the function.

6.1.2.21 FLYCAPTURE2_C_API fc2Error fc2UnregisterCallback (fc2Context context, fc2CallbackHandle callbackHandle)

Unregister a callback function.

Parameters

<i>context</i>	The fc2Context to be used.
<i>callback-Handle</i>	Unique callback handle.

Returns

A fc2Error indicating the success or failure of the function.

6.1.2.22 FLYCAPTURE2_C_API fc2Error fc2WritePhyRegister (fc2Context context, fc2PGRGuid guid, unsigned int page, unsigned int port, unsigned int address, unsigned int value)

Write a phy register on the specified device.

The full address to be written to is determined by the page, port and address.

Parameters

<i>context</i>	The fc2Context to be used.
<i>guid</i>	Unique PGRGuid for the device.
<i>page</i>	Page to write to.
<i>port</i>	Port to write to.
<i>address</i>	Address to write to.
<i>value</i>	Value to write to phy register.

Returns

An Error indicating the success or failure of the function.

6.2 Connection and Image Retrieval

These functions deal with connections and image retrieval from the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2Connect](#) ([fc2Context](#) context, [fc2PGRGuid](#) *guid)
Connects the fc2Context to the camera specified by the GUID.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2Disconnect](#) ([fc2Context](#) context)
Disconnects the fc2Context from the camera.
- FLYCAPTURE2_C_API [BOOL](#) [fc2IsConnected](#) ([fc2Context](#) context)
Checks if the fc2Context is connected to a physical camera specified by a GUID.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetCallback](#) ([fc2Context](#) context, [fc2ImageEventCallback](#) pCallbackFn, void *pCallbackData)
Sets the callback data to be used on completion of image transfer.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartCapture](#) ([fc2Context](#) context)
Starts isochronous image capture.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartCaptureCallback](#) ([fc2Context](#) context, [fc2ImageEventCallback](#) pCallbackFn, void *pCallbackData)
Starts isochronous image capture.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartSyncCapture](#) (unsigned int numCameras, [fc2Context](#) *pContexts)
Starts synchronized isochronous image capture on multiple cameras.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartSyncCaptureCallback](#) (unsigned int numCameras, [fc2Context](#) *pContexts, [fc2ImageEventCallback](#) *pCallbackFns, void **pCallbackDataArray)
Starts synchronized isochronous image capture on multiple cameras.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2RetrieveBuffer](#) ([fc2Context](#) context, [fc2Image](#) *pImage)
Retrieves the next image object containing the next image.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2StopCapture](#) ([fc2Context](#) context)
Stops isochronous image transfer and cleans up all associated resources.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WaitForBufferEvent](#) ([fc2Context](#) context, [fc2Image](#) *pImage, unsigned int eventNumber)
Retrieves the next image event containing the next part of the image.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetUserBuffers](#) ([fc2Context](#) context, unsigned char *const ppMemBuffers, int size, int nNumBuffers)
Specify user allocated buffers to use as image data buffers.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetConfiguration](#) ([fc2Context](#) context, [fc2Config](#) *config)
Get the configuration associated with the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetConfiguration](#) ([fc2Context](#) context, [fc2Config](#) *config)
Set the configuration associated with the camera.

6.2.1 Detailed Description

These functions deal with connections and image retrieval from the camera.

6.2.2 Function Documentation

6.2.2.1 FLYCAPTURE2_C_API `fc2Error fc2Connect (fc2Context context, fc2PGRGuid * guid)`

Connects the `fc2Context` to the camera specified by the GUID.

Be aware that calling `fc2CreateGUIContext()` releases the CCP acquired for GigE cameras in `fc2Connect()`. Consider calling `fc2Connect()` after `fc2CreateGUIContext()`.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>guid</i>	The unique identifier for a specific camera on the PC.

Returns

A `fc2Error` indicating the success or failure of the function.

6.2.2.2 FLYCAPTURE2_C_API `fc2Error fc2Disconnect (fc2Context context)`

Disconnects the `fc2Context` from the camera.

This allows another physical camera specified by a GUID to be connected to the `fc2Context`.

See also

[fc2Connect\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
----------------	---

Returns

A `fc2Error` indicating the success or failure of the function.

6.2.2.3 FLYCAPTURE2_C_API `fc2Error fc2GetConfiguration (fc2Context context, fc2Config * config)`

Get the configuration associated with the camera.

See also

[fc2SetConfiguration\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>config</i>	Pointer to the configuration structure to be filled.

Returns

A fc2Error indicating the success or failure of the function.

6.2.2.4 FLYCAPTURE2_C_API BOOL fc2IsConnected (fc2Context context)

Checks if the fc2Context is connected to a physical camera specified by a GUID.

See also

[fc2Connect\(\)](#)
[fc2Disconnect\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
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Returns

Whether [fc2Connect\(\)](#) was called on the fc2Context.

6.2.2.5 FLYCAPTURE2_C_API fc2Error fc2RetrieveBuffer (fc2Context context, fc2Image * plimage)

Retrieves the next image object containing the next image.

See also

[fc2StartCapture\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>plimage</i>	Pointer to fc2Image to store image data.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.2.2.6 FLYCAPTURE2_C_API `fc2Error` `fc2SetCallback` (`fc2Context` *context*,
`fc2ImageEventCallback` *pCallbackFn*, `void *` *pCallbackData*)**

Sets the callback data to be used on completion of image transfer.

To clear the current stored callback data, pass in `NULL` for both callback arguments.

See also

[fc2StartCapture\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pCallbackFn</i>	A function to be called when a new image is received.
<i>pCallback-Data</i>	A pointer to data that can be passed to the callback function.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.2.2.7 FLYCAPTURE2_C_API `fc2Error` `fc2SetConfiguration` (`fc2Context` *context*,
`fc2Config *` *config*)**

Set the configuration associated with the camera.

See also

[fc2GetConfiguration\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>config</i>	Pointer to the configuration structure to be used.

Returns

A `fc2Error` indicating the success or failure of the function.

6.2.2.8 FLYCAPTURE2.C API `fc2Error fc2SetUserBuffers (fc2Context context, unsigned char *const ppMemBuffers, int size, int nNumBuffers)`

Specify user allocated buffers to use as image data buffers.

To prevent image tearing, the size of each buffer should be equal to $((\text{unsigned int})(\text{bufferSize} + \text{packetSize} - 1) / \text{packetSize}) * \text{packetSize}$. The total size should be $(\text{size} * \text{numBuffers})$ or larger. The packet Size that should be used differs between interfaces: Firewire: Use the Format7 packet size. Usb2: First round to Format7 packet size then round to 512 bytes. Usb3: Use a packet size of 1024 bytes. GigE: No need to do any rounding on GigE

See also

[fc2StartCapture\(\)](#)
[fc2RetrieveBuffer\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>ppMem- Buffers</i>	Pointer to memory buffers to be written to. The size of the data should be equal to $(\text{size} * \text{numBuffers})$ or larger.
<i>size</i>	The size of each buffer (in bytes).
<i>nNum- Buffers</i>	Number of buffers in the array.

Returns

A `fc2Error` indicating the success or failure of the function.

6.2.2.9 FLYCAPTURE2.C API `fc2Error fc2StartCapture (fc2Context context)`

Starts isochronous image capture.

It will use either the current video mode or the most recently set video mode of the camera.

See also

[fc2RetrieveBuffer\(\)](#)
[fc2StartSyncCapture\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
----------------	----------------------------

Returns

A fc2Error indicating the success or failure of the function.

6.2.2.10 FLYCAPTURE2_C_API fc2Error fc2StartCaptureCallback (fc2Context *context*, fc2ImageEventCallback *pCallbackFn*, void * *pCallbackData*)

Starts isochronous image capture.

It will use either the current video mode or the most recently set video mode of the camera. The callback function is called when a new image is received from the camera.

See also

[fc2RetrieveBuffer\(\)](#)
[fc2StartSyncCapture\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pCallbackFn</i>	A function to be called when a new image is received.
<i>pCallback-Data</i>	A pointer to data that can be passed to the callback function. A NULL pointer is acceptable.

Returns

A fc2Error indicating the success or failure of the function.

6.2.2.11 FLYCAPTURE2_C_API fc2Error fc2StartSyncCapture (unsigned int *numCameras*, fc2Context * *pContexts*)

Starts synchronized isochronous image capture on multiple cameras.

This function is only used for firewire cameras.

See also

[fc2RetrieveBuffer\(\)](#)
[fc2StartCapture\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>num-Cameras</i>	Number of fc2Contexts in the ppCameras array.
<i>pContexts</i>	Array of fc2Contexts.

Returns

A fc2Error indicating the success or failure of the function.

6.2.2.12 FLYCAPTURE2_C_API fc2Error fc2StartSyncCaptureCallback (unsigned int numCameras, fc2Context * pContexts, fc2ImageEventCallback * pCallbackFns, void ** pCallbackDataArray)

Starts synchronized isochronous image capture on multiple cameras.

This function is only used for firewire cameras.

See also

[fc2RetrieveBuffer\(\)](#)
[fc2StartCapture\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>num-Cameras</i>	Number of fc2Contexts in the ppCameras array.
<i>pContexts</i>	Array of fc2Contexts.
<i>pCallback-Fns</i>	Array of callback functions for each camera.
<i>pCallback-DataArray</i>	Array of callback data pointers.

Returns

A fc2Error indicating the success or failure of the function.

6.2.2.13 FLYCAPTURE2_C_API fc2Error fc2StopCapture (fc2Context context)

Stops isochronous image transfer and cleans up all associated resources.

See also

[fc2StartCapture\(\)](#)
[fc2RetrieveBuffer\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
----------------	----------------------------

Returns

A fc2Error indicating the success or failure of the function.

**6.2.2.14 FLYCAPTURE2_C_API fc2Error fc2WaitForBufferEvent (fc2Context *context*,
fc2Image * *plmage*, unsigned int *eventNumber*)**

Retrieves the next image event containing the next part of the image.

See also

[fc2StartCapture\(\)](#)
[fc2RetrieveBuffer\(\)](#)
[fc2StopCapture\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>plmage</i>	Pointer to fc2Image to store image data.
<i>event- Number</i>	The event number to wait for.

Returns

An Error indicating the success or failure of the function.

6.3 Information and Properties

These functions deal with information and properties can be retrieved from the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraInfo](#) ([fc2Context](#) context, [fc2-CameraInfo](#) *pCameraInfo)
Retrieves information from the camera such as serial number, model name and other camera information.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetPropertyInfo](#) ([fc2Context](#) context, [fc2-PropertyInfo](#) *propInfo)
Retrieves information about the specified camera property.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetProperty](#) ([fc2Context](#) context, [fc2-Property](#) *prop)
Reads the settings for the specified property from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetProperty](#) ([fc2Context](#) context, [fc2-Property](#) *prop)
Writes the settings for the specified property to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetPropertyBroadcast](#) ([fc2Context](#) context, [fc2Property](#) *prop)
Writes the settings for the specified property to the camera.

6.3.1 Detailed Description

These functions deal with information and properties can be retrieved from the camera.

6.3.2 Function Documentation

6.3.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraInfo](#) ([fc2Context](#) context, [fc2CameraInfo](#) * pCameraInfo)

Retrieves information from the camera such as serial number, model name and other camera information.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pCameraInfo</i>	Pointer to the camera information structure to be filled.

Returns

A [fc2Error](#) indicating the success or failure of the function.

6.3.2.2 FLYCAPTURE2_C_API `fc2Error fc2GetProperty (fc2Context context, fc2Property * prop)`

Reads the settings for the specified property from the camera.

The property type must be specified in the `fc2Property` structure passed into the function in order for the function to succeed. If auto is on, the integer and abs values returned may not be consistent with each other.

See also

[fc2GetPropertyInfo\(\)](#)
[fc2SetProperty\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>prop</i>	Pointer to the <code>Property</code> structure to be filled.

Returns

A `fc2Error` indicating the success or failure of the function.

6.3.2.3 FLYCAPTURE2_C_API `fc2Error fc2GetPropertyInfo (fc2Context context, fc2PropertyInfo * propInfo)`

Retrieves information about the specified camera property.

The property type must be specified in the `fc2PropertyInfo` structure passed into the function in order for the function to succeed.

See also

[fc2GetProperty\(\)](#)
[fc2SetProperty\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>propInfo</i>	Pointer to the <code>PropertyInfo</code> structure to be filled.

Returns

A `fc2Error` indicating the success or failure of the function.

6.3.2.4 FLYCAPTURE2.C_API `fc2Error` `fc2SetProperty` (`fc2Context` *context*, `fc2Property` * *prop*)

Writes the settings for the specified property to the camera.

The property type must be specified in the Property structure passed into the function in order for the function to succeed. The `absControl` flag controls whether the absolute or integer value is written to the camera. Use [fc2GetPropertyInfo\(\)](#) to query which options are available for a specific property.

See also

[fc2GetPropertyInfo\(\)](#)

[fc2GetProperty\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>prop</i>	Pointer to the Property structure to be used.

Returns

A `fc2Error` indicating the success or failure of the function.

6.3.2.5 FLYCAPTURE2.C_API `fc2Error` `fc2SetPropertyBroadcast` (`fc2Context` *context*, `fc2Property` * *prop*)

Writes the settings for the specified property to the camera.

The property type must be specified in the Property structure passed into the function in order for the function to succeed. The `absControl` flag controls whether the absolute or integer value is written to the camera.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>prop</i>	Pointer to the Property structure to be used.

Returns

A `fc2Error` indicating the success or failure of the function.

6.4 General Purpose Input / Output

These functions deal with general GPIO pin control on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGPIOPinDirection](#) ([fc2Context](#) context, unsigned int pin, unsigned int *pDirection)
Get the GPIO pin direction for the specified pin.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGPIOPinDirection](#) ([fc2Context](#) context, unsigned int pin, unsigned int direction)
Set the GPIO pin direction for the specified pin.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGPIOPinDirectionBroadcast](#) ([fc2Context](#) context, unsigned int pin, unsigned int direction)
Set the GPIO pin direction for the specified pin.

6.4.1 Detailed Description

These functions deal with general GPIO pin control on the camera.

6.4.2 Function Documentation

6.4.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGPIOPinDirection](#) ([fc2Context](#) context, unsigned int *pin*, unsigned int * *pDirection*)

Get the GPIO pin direction for the specified pin.

This is not a required call when using the trigger or strobe functions as the pin direction is set automatically internally.

See also

[fc2SetGPIOPinDirection\(\)](#)
[fc2SetGPIOPinDirectionBroadcast\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pin</i>	Pin to get the direction for.
<i>pDirection</i>	Direction of the pin. 0 for input, 1 for output.

Returns

A [fc2Error](#) indicating the success or failure of the function.

6.4.2.2 FLYCAPTURE2_C_API `fc2Error fc2SetGPIOPinDirection (fc2Context context, unsigned int pin, unsigned int direction)`

Set the GPIO pin direction for the specified pin.

This is useful if there is a need to set the pin into an input pin (i.e. to read the voltage) off the pin without setting it as a trigger source. This is not a required call when using the trigger or strobe functions as the pin direction is set automatically internally.

See also

[fc2GetGPIOPinDirection\(\)](#)
[fc2SetGPIOPinDirectionBroadcast\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pin</i>	Pin to get the direction for.
<i>direction</i>	Direction of the pin. 0 for input, 1 for output.

Returns

A fc2Error indicating the success or failure of the function.

6.4.2.3 FLYCAPTURE2_C_API `fc2Error fc2SetGPIOPinDirectionBroadcast (fc2Context context, unsigned int pin, unsigned int direction)`

Set the GPIO pin direction for the specified pin.

This is useful if there is a need to set the pin into an input pin (i.e. to read the voltage) off the pin without setting it as a trigger source. This is not a required call when using the trigger or strobe functions as the pin direction is set automatically internally.

See also

[fc2GetGPIOPinDirection\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pin</i>	Pin to get the direction for.
<i>direction</i>	Direction of the pin. 0 for input, 1 for output.

Returns

A fc2Error indicating the success or failure of the function.

6.5 Trigger

These functions deal with trigger control on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerModelInfo](#) ([fc2Context](#) context, [fc2TriggerModelInfo](#) *triggerModelInfo)
Retrieve trigger information from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerMode](#) ([fc2Context](#) context, [fc2TriggerMode](#) *triggerMode)
Retrieve current trigger settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerMode](#) ([fc2Context](#) context, [fc2TriggerMode](#) *triggerMode)
Set the specified trigger settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerModeBroadcast](#) ([fc2Context](#) context, [fc2TriggerMode](#) *triggerMode)
Set the specified trigger settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2FireSoftwareTrigger](#) ([fc2Context](#) context)
Fire the software trigger according to the DCAM specifications.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2FireSoftwareTriggerBroadcast](#) ([fc2Context](#) context)
Fire the software trigger according to the DCAM specifications.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerDelayInfo](#) ([fc2Context](#) context, [fc2TriggerDelayInfo](#) *triggerDelayInfo)
Retrieve trigger delay information from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerDelay](#) ([fc2Context](#) context, [fc2TriggerDelay](#) *triggerDelay)
Retrieve current trigger delay settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerDelay](#) ([fc2Context](#) context, [fc2TriggerDelay](#) *triggerDelay)
Set the specified trigger delay settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerDelayBroadcast](#) ([fc2Context](#) context, [fc2TriggerDelay](#) *triggerDelay)
Set the specified trigger delay settings to the camera.

6.5.1 Detailed Description

These functions deal with trigger control on the camera.

6.5.2 Function Documentation

6.5.2.1 FLYCAPTURE2_C_API fc2Error fc2FireSoftwareTrigger (fc2Context *context*)

Fire the software trigger according to the DCAM specifications.

Parameters

<i>context</i>	The fc2Context to be used.
----------------	----------------------------

Returns

A fc2Error indicating the success or failure of the function.

6.5.2.2 FLYCAPTURE2_C_API fc2Error fc2FireSoftwareTriggerBroadcast (fc2Context *context*)

Fire the software trigger according to the DCAM specifications.

Parameters

<i>context</i>	The fc2Context to be used.
----------------	----------------------------

Returns

A fc2Error indicating the success or failure of the function.

6.5.2.3 FLYCAPTURE2_C_API fc2Error fc2GetTriggerDelay (fc2Context *context*, fc2TriggerDelay * *triggerDelay*)

Retrieve current trigger delay settings from the camera.

See also

[fc2GetTriggerModelInfo\(\)](#)
[fc2GetTriggerMode\(\)](#)
[fc2SetTriggerMode\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2SetTriggerDelay\(\)](#)
[fc2SetTriggerDelayBroadcast\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>triggerDelay</i>	Structure to receive trigger delay settings.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.5.2.4 FLYCAPTURE2_C_API `fc2Error` `fc2GetTriggerDelayInfo` (`fc2Context` *context*,
`fc2TriggerDelayInfo` * *triggerDelayInfo*)**

Retrieve trigger delay information from the camera.

See also

[fc2GetTriggerModelInfo\(\)](#)
[fc2GetTriggerMode\(\)](#)
[fc2SetTriggerMode\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelay\(\)](#)
[fc2SetTriggerDelayBroadcast\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerDelay-Info</i>	Structure to receive trigger delay information.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.5.2.5 FLYCAPTURE2_C_API `fc2Error` `fc2GetTriggerMode` (`fc2Context` *context*,
`fc2TriggerMode` * *triggerMode*)**

Retrieve current trigger settings from the camera.

See also

[fc2GetTriggerModelInfo\(\)](#)
[fc2SetTriggerMode\(\)](#)
[fc2SetTriggerModeBroadcast\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelay\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerMode</i>	Structure to receive trigger mode settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.5.2.6 FLYCAPTURE2.C_API `fc2Error` `fc2GetTriggerModelInfo` (`fc2Context` *context*, `fc2TriggerModelInfo` * *triggerModelInfo*)

Retrieve trigger information from the camera.

See also

[fc2GetTriggerMode\(\)](#)
[fc2SetTriggerMode\(\)](#)
[fc2SetTriggerModeBroadcast\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelay\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerMode-Info</i>	Structure to receive trigger information.

Returns

A `fc2Error` indicating the success or failure of the function.

6.5.2.7 FLYCAPTURE2.C_API `fc2Error` `fc2SetTriggerDelay` (`fc2Context` *context*, `fc2TriggerDelay` * *triggerDelay*)

Set the specified trigger delay settings to the camera.

See also

[fc2GetTriggerModelInfo\(\)](#)
[fc2GetTriggerMode\(\)](#)
[fc2SetTriggerMode\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelayBroadcast\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerDelay</i>	Structure providing trigger delay settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.5.2.8 FLYCAPTURE2_C_API `fc2Error` `fc2SetTriggerDelayBroadcast` (`fc2Context` *context*, `fc2TriggerDelay` * *triggerDelay*)

Set the specified trigger delay settings to the camera.

See also

[fc2GetTriggerModelInfo\(\)](#)
[fc2GetTriggerMode\(\)](#)
[fc2SetTriggerMode\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelay\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerDelay</i>	Structure providing trigger delay settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.5.2.9 FLYCAPTURE2_C_API `fc2Error` `fc2SetTriggerMode` (`fc2Context` *context*, `fc2TriggerMode` * *triggerMode*)

Set the specified trigger settings to the camera.

See also

[fc2GetTriggerModelInfo\(\)](#)
[fc2GetTriggerMode\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelay\(\)](#)
[fc2SetTriggerModeBroadcast\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerMode</i>	Structure providing trigger mode settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.5.2.10 FLYCAPTURE2_C_API `fc2Error` `fc2SetTriggerModeBroadcast` (`fc2Context` *context*, `fc2TriggerMode` * *triggerMode*)

Set the specified trigger settings to the camera.

See also

[fc2GetTriggerModeInfo\(\)](#)
[fc2GetTriggerMode\(\)](#)
[fc2GetTriggerDelayInfo\(\)](#)
[fc2GetTriggerDelay\(\)](#)
[fc2SetTriggerDelay\(\)](#)
[fc2SetTriggerMode\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>triggerMode</i>	Structure providing trigger mode settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.6 Strobe

These functions deal with strobe control on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetStrobeInfo](#) ([fc2Context](#) context, [fc2StrobeInfo](#) *strobeInfo)
Retrieve strobe information from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetStrobe](#) ([fc2Context](#) context, [fc2StrobeControl](#) *strobeControl)
Retrieve current strobe settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetStrobe](#) ([fc2Context](#) context, [fc2StrobeControl](#) *strobeControl)
Set current strobe settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetStrobeBroadcast](#) ([fc2Context](#) context, [fc2StrobeControl](#) *strobeControl)
Set current strobe settings to the camera.

6.6.1 Detailed Description

These functions deal with strobe control on the camera.

6.6.2 Function Documentation

6.6.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetStrobe](#) ([fc2Context](#) context, [fc2StrobeControl](#) * *strobeControl*)

Retrieve current strobe settings from the camera.

The strobe pin must be specified in the structure before being passed in to the function.

See also

[fc2GetStrobeInfo\(\)](#)
[fc2SetStrobe\(\)](#)
[fc2SetStrobeBroadcast\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>strobe-Control</i>	Structure to receive strobe settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.6.2.2 FLYCAPTURE2_C_API `fc2Error` `fc2GetStrobeInfo` (`fc2Context` *context*, `fc2StrobeInfo` * *strobeInfo*)

Retrieve strobe information from the camera.

See also

[fc2GetStrobe\(\)](#)
[fc2SetStrobe\(\)](#)
[fc2SetStrobeBroadcast\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>strobeInfo</i>	Structure to receive strobe information.

Returns

A `fc2Error` indicating the success or failure of the function.

6.6.2.3 FLYCAPTURE2_C_API `fc2Error` `fc2SetStrobe` (`fc2Context` *context*, `fc2StrobeControl` * *strobeControl*)

Set current strobe settings to the camera.

The strobe pin must be specified in the structure before being passed in to the function.

See also

[fc2GetStrobeInfo\(\)](#)
[fc2GetStrobe\(\)](#)
[fc2SetStrobeBroadcast\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>strobe-Control</i>	Structure providing strobe settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.6.2.4 FLYCAPTURE2_C_API `fc2Error fc2SetStrobeBroadcast (fc2Context context, fc2StrobeControl * strobeControl)`

Set current strobe settings to the camera.

The strobe pin must be specified in the structure before being passed in to the function.

See also

[fc2GetStrobeInfo\(\)](#)
[fc2GetStrobe\(\)](#)
[fc2SetStrobe\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>strobe-Control</i>	Structure providing strobe settings.

Returns

A `fc2Error` indicating the success or failure of the function.

6.7 Look Up Table

These functions deal with Look Up Table control on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLUTInfo](#) ([fc2Context](#) context, [fc2LUT-Data](#) *pData)
Query if LUT support is available on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLUTBankInfo](#) ([fc2Context](#) context, unsigned int bank, [BOOL](#) *pReadSupported, [BOOL](#) *pWriteSupported)
Query the read/write status of a single LUT bank.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetActiveLUTBank](#) ([fc2Context](#) context, unsigned int *pActiveBank)
Get the LUT bank that is currently being used.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetActiveLUTBank](#) ([fc2Context](#) context, unsigned int activeBank)
Set the LUT bank that will be used.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2EnableLUT](#) ([fc2Context](#) context, [BOOL](#) on)
Enable or disable LUT functionality on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLUTChannel](#) ([fc2Context](#) context, unsigned int bank, unsigned int channel, unsigned int sizeEntries, unsigned int *pEntries)
Get the LUT channel settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetLUTChannel](#) ([fc2Context](#) context, unsigned int bank, unsigned int channel, unsigned int sizeEntries, unsigned int *pEntries)
Set the LUT channel settings to the camera.

6.7.1 Detailed Description

These functions deal with Look Up Table control on the camera.

6.7.2 Function Documentation

6.7.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2EnableLUT](#) ([fc2Context](#) context, [BOOL](#) on)

Enable or disable LUT functionality on the camera.

See also

[fc2GetLUTInfo\(\)](#)
[fc2GetLUTChannel\(\)](#)
[fc2SetLUTChannel\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>on</i>	Whether to enable or disable LUT.

Returns

A fc2Error indicating the success or failure of the function.

6.7.2.2 FLYCAPTURE2_C_API fc2Error fc2GetActiveLUTBank (fc2Context *context*, unsigned int * *pActiveBank*)

Get the LUT bank that is currently being used.

For cameras with PGR LUT, the active bank is always 0.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pActiveBank</i>	The currently active bank.

Returns

A fc2Error indicating the success or failure of the function.

6.7.2.3 FLYCAPTURE2_C_API fc2Error fc2GetLUTBankInfo (fc2Context *context*, unsigned int *bank*, BOOL * *pReadSupported*, BOOL * *pWriteSupported*)

Query the read/write status of a single LUT bank.

Parameters

<i>context</i>	The fc2Context to be used.
<i>bank</i>	The bank to query.
<i>pRead-Supported</i>	Whether reading from the bank is supported.
<i>pWrite-Supported</i>	Whether writing to the bank is supported.

Returns

A fc2Error indicating the success or failure of the function.

6.7.2.4 FLYCAPTURE2_C_API fc2Error fc2GetLUTChannel (fc2Context *context*, unsigned int *bank*, unsigned int *channel*, unsigned int *sizeEntries*, unsigned int * *pEntries*)

Get the LUT channel settings from the camera.

See also

[fc2GetLUTInfo\(\)](#)
[fc2EnableLUT\(\)](#)
[fc2SetLUTChannel\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>bank</i>	Bank to retrieve.
<i>channel</i>	Channel to retrieve.
<i>sizeEntries</i>	Number of entries in LUT table to read.
<i>pEntries</i>	Array to store LUT entries.

Returns

A fc2Error indicating the success or failure of the function.

6.7.2.5 FLYCAPTURE2.C_API fc2Error fc2GetLUTInfo (fc2Context context, fc2LUTData * pData)

Query if LUT support is available on the camera.

Note that some cameras may report support for the LUT and return an inputBitDepth of 0. In these cases use log2(numEntries) for the inputBitDepth.

See also

[fc2EnableLUT\(\)](#)
[fc2GetLUTChannel\(\)](#)
[fc2SetLUTChannel\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pData</i>	The LUT structure to be filled.

Returns

A fc2Error indicating the success or failure of the function.

6.7.2.6 FLYCAPTURE2.C_API fc2Error fc2SetActiveLUTBank (fc2Context context, unsigned int activeBank)

Set the LUT bank that will be used.

Parameters

<i>context</i>	The fc2Context to be used.
<i>activeBank</i>	The bank to be set as active.

Returns

A fc2Error indicating the success or failure of the function.

6.7.2.7 FLYCAPTURE2_C_API fc2Error fc2SetLUTChannel (fc2Context *context*, unsigned int *bank*, unsigned int *channel*, unsigned int *sizeEntries*, unsigned int * *pEntries*)

Set the LUT channel settings to the camera.

See also

[fc2GetLUTInfo\(\)](#)
[fc2EnableLUT\(\)](#)
[fc2GetLUTChannel\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>bank</i>	Bank to set.
<i>channel</i>	Channel to set.
<i>sizeEntries</i>	Number of entries in LUT table to write. This must be the same size as numEntries returned by GetLutInfo().
<i>pEntries</i>	Array containing LUT entries to write.

Returns

A fc2Error indicating the success or failure of the function.

6.8 Memory Channels

These functions deal with memory channel control on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error fc2GetMemoryChannel](#) ([fc2Context](#) context, unsigned int *pCurrentChannel)
Retrieve the current memory channel from the camera.
- FLYCAPTURE2_C_API [fc2Error fc2SaveToMemoryChannel](#) ([fc2Context](#) context, unsigned int channel)
Save the current settings to the specified current memory channel.
- FLYCAPTURE2_C_API [fc2Error fc2RestoreFromMemoryChannel](#) ([fc2Context](#) context, unsigned int channel)
Restore the specified current memory channel.
- FLYCAPTURE2_C_API [fc2Error fc2GetMemoryChannelInfo](#) ([fc2Context](#) context, unsigned int *pNumChannels)
Query the camera for memory channel support.
- FLYCAPTURE2_C_API [fc2Error fc2GetEmbeddedImageInfo](#) ([fc2Context](#) context, [fc2EmbeddedImageInfo](#) *pInfo)
Get the current status of the embedded image information register, as well as the availability of each embedded property.
- FLYCAPTURE2_C_API [fc2Error fc2SetEmbeddedImageInfo](#) ([fc2Context](#) context, [fc2EmbeddedImageInfo](#) *pInfo)
Sets the on/off values of the embedded image information structure to the camera.

6.8.1 Detailed Description

These functions deal with memory channel control on the camera.

6.8.2 Function Documentation

6.8.2.1 FLYCAPTURE2_C_API [fc2Error fc2GetEmbeddedImageInfo](#) ([fc2Context](#) context, [fc2EmbeddedImageInfo](#) * pInfo)

Get the current status of the embedded image information register, as well as the availability of each embedded property.

See also

[fc2SetEmbeddedImageInfo\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pInfo</i>	Structure to be filled.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.8.2.2 FLYCAPTURE2_C_API `fc2Error` `fc2GetMemoryChannel` (`fc2Context` *context*,
unsigned int * *pCurrentChannel*)**

Retrieve the current memory channel from the camera.

See also

[fc2SaveToMemoryChannel\(\)](#)
[fc2RestoreFromMemoryChannel\(\)](#)
[fc2GetMemoryChannelInfo\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pCurrent-Channel</i>	Current memory channel.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.8.2.3 FLYCAPTURE2_C_API `fc2Error` `fc2GetMemoryChannelInfo` (`fc2Context` *context*,
unsigned int * *pNumChannels*)**

Query the camera for memory channel support.

If the number of channels are 0, then memory channel support is not available.

See also

[fc2GetMemoryChannel\(\)](#)
[fc2SaveToMemoryChannel\(\)](#)
[fc2RestoreFromMemoryChannel\(\)](#)

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pNum-Channels</i>	Number of memory channels supported.

Returns

A `fc2Error` indicating the success or failure of the function.

6.8.2.4 FLYCAPTURE2_C_API **fc2Error** **fc2RestoreFromMemoryChannel** (**fc2Context** *context*, unsigned int *channel*)

Restore the specified current memory channel.

See also

[fc2GetMemoryChannel\(\)](#)
[fc2SaveToMemoryChannel\(\)](#)
[fc2GetMemoryChannelInfo\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>channel</i>	Memory channel to restore from.

Returns

A **fc2Error** indicating the success or failure of the function.

6.8.2.5 FLYCAPTURE2_C_API **fc2Error** **fc2SaveToMemoryChannel** (**fc2Context** *context*, unsigned int *channel*)

Save the current settings to the specified current memory channel.

See also

[fc2GetMemoryChannel\(\)](#)
[fc2RestoreFromMemoryChannel\(\)](#)
[fc2GetMemoryChannelInfo\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>channel</i>	Memory channel to save to.

Returns

A **fc2Error** indicating the success or failure of the function.

6.8.2.6 FLYCAPTURE2_C_API **fc2Error** **fc2SetEmbeddedImageInfo** (**fc2Context** *context*, **fc2EmbeddedImageInfo** * *pInfo*)

Sets the on/off values of the embedded image information structure to the camera.

See also

[fc2GetEmbeddedImageInfo\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>pInfo</i>	Structure to be used.

Returns

A fc2Error indicating the success or failure of the function.

6.9 Register Operation

These functions deal with register operation on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int value)
Write to the specified register on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int *pValue)
Read the specified register from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteRegisterBroadcast](#) ([fc2Context](#) context, unsigned int address, unsigned int value)
Write to the specified register on the camera with broadcast.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteRegisterBlock](#) ([fc2Context](#) context, unsigned short addressHigh, unsigned int addressLow, const unsigned int *pBuffer, unsigned int length)
Write to the specified register block on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadRegisterBlock](#) ([fc2Context](#) context, unsigned short addressHigh, unsigned int addressLow, unsigned int *pBuffer, unsigned int length)
Write to the specified register block on the camera.
- FLYCAPTURE2_C_API const char * [fc2GetRegisterString](#) (unsigned int registerVal)
Returns a text representation of the register value.

6.9.1 Detailed Description

These functions deal with register operation on the camera.

6.9.2 Function Documentation

6.9.2.1 FLYCAPTURE2_C_API const char* fc2GetRegisterString (unsigned int registerVal)

Returns a text representation of the register value.

Parameters

<i>registerVal</i>	The register value to query.
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Returns

A [fc2Error](#) indicating the success or failure of the function.

6.9.2.2 FLYCAPTURE2_C_API fc2Error fc2ReadRegister (fc2Context *context*, unsigned int *address*, unsigned int * *pValue*)

Read the specified register from the camera.

See also

[fc2WriteRegister\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	DCAM address to be read from.
<i>pValue</i>	The value that is read.

Returns

A fc2Error indicating the success or failure of the function.

6.9.2.3 FLYCAPTURE2_C_API fc2Error fc2ReadRegisterBlock (fc2Context *context*, unsigned short *addressHigh*, unsigned int *addressLow*, unsigned int * *pBuffer*, unsigned int *length*)

Write to the specified register block on the camera.

See also

[fc2WriteRegisterBlock\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>addressHigh</i>	Top 16 bits of the 48-bit absolute address to read from.
<i>addressLow</i>	Bottom 32 bits of the 48 bits absolute address to read from.
<i>pBuffer</i>	Array to store read data.
<i>length</i>	Size of array, in quadlets.

Returns

A fc2Error indicating the success or failure of the function.

6.9.2.4 FLYCAPTURE2_C_API fc2Error fc2WriteRegister (fc2Context *context*, unsigned int *address*, unsigned int *value*)

Write to the specified register on the camera.

See also

[fc2ReadRegister\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	DCAM address to be written to.
<i>value</i>	The value to be written.

Returns

A fc2Error indicating the success or failure of the function.

6.9.2.5 FLYCAPTURE2_C_API fc2Error fc2WriteRegisterBlock (fc2Context *context*, unsigned short *addressHigh*, unsigned int *addressLow*, const unsigned int * *pBuffer*, unsigned int *length*)

Write to the specified register block on the camera.

See also

[fc2ReadRegisterBlock\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>addressHigh</i>	Top 16 bits of the 48-bit absolute address to write to.
<i>addressLow</i>	Bottom 32 bits of the 48 bits absolute address to write to.
<i>pBuffer</i>	Array containing data to be written.
<i>length</i>	Size of array, in quadlets.

Returns

A fc2Error indicating the success or failure of the function.

6.9.2.6 FLYCAPTURE2_C_API fc2Error fc2WriteRegisterBroadcast (fc2Context *context*, unsigned int *address*, unsigned int *value*)

Write to the specified register on the camera with broadcast.

See also

[fc2ReadRegisterBlock\(\)](#)

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	DCAM address to be written to.
<i>value</i>	The value to be written.

Returns

A fc2Error indicating the success or failure of the function.

6.10 DCAM Formats

These functions deal with DCAM video mode and frame rate on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetVideoModeAndFrameRateInfo](#) ([fc2Context](#) context, [fc2VideoMode](#) videoMode, [fc2FrameRate](#) frameRate, [BOOL](#) *pSupported)
Query the camera to determine if the specified video mode and frame rate is supported.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetVideoModeAndFrameRate](#) ([fc2Context](#) context, [fc2VideoMode](#) *videoMode, [fc2FrameRate](#) *frameRate)
Get the current video mode and frame rate from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetVideoModeAndFrameRate](#) ([fc2Context](#) context, [fc2VideoMode](#) videoMode, [fc2FrameRate](#) frameRate)
Set the specified video mode and frame rate to the camera.

6.10.1 Detailed Description

These functions deal with DCAM video mode and frame rate on the camera. This is only used for firewire and usb2 cameras.

6.10.2 Function Documentation

6.10.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetVideoModeAndFrameRate](#) ([fc2Context](#) context, [fc2VideoMode](#) * videoMode, [fc2FrameRate](#) * frameRate)

Get the current video mode and frame rate from the camera.

If the camera is in Format7, the video mode will be VIDEOMODE_FORMAT7 and the frame rate will be FRAMERATE_FORMAT7.

Parameters

<i>context</i>	The fc2Context to be used.
<i>videoMode</i>	Current video mode.
<i>frameRate</i>	Current frame rate.

Returns

A `fc2Error` indicating the success or failure of the function.

6.10.2.2 FLYCAPTURE2.C_API `fc2Error` `fc2GetVideoModeAndFrameRateInfo` (`fc2Context` *context*, `fc2VideoMode` *videoMode*, `fc2FrameRate` *frameRate*, `BOOL` * *pSupported*)

Query the camera to determine if the specified video mode and frame rate is supported.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>videoMode</i>	Video mode to check.
<i>frameRate</i>	Frame rate to check.
<i>pSupported</i>	Whether the video mode and frame rate is supported.

Returns

A `fc2Error` indicating the success or failure of the function.

6.10.2.3 FLYCAPTURE2.C_API `fc2Error` `fc2SetVideoModeAndFrameRate` (`fc2Context` *context*, `fc2VideoMode` *videoMode*, `fc2FrameRate` *frameRate*)

Set the specified video mode and frame rate to the camera.

It is not possible to set the camera to `VIDEOMODE_FORMAT7` or `FRAMERATE_FORMAT7`. Use the `Format7` functions to set the camera into `Format7`.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>videoMode</i>	Video mode to set to camera.
<i>frameRate</i>	Frame rate to set to camera.

Returns

A `fc2Error` indicating the success or failure of the function.

6.11 Format7

These functions deal with Format7 custom image control on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetFormat7Info](#) ([fc2Context](#) context, [fc2Format7Info](#) *info, [BOOL](#) *pSupported)
Retrieve the availability of Format7 custom image mode and the camera capabilities for the specified Format7 mode.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ValidateFormat7Settings](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, [BOOL](#) *settingsAreValid, [fc2Format7PacketInfo](#) *packetInfo)
Validates Format7ImageSettings structure and returns valid packet size information if the image settings are valid.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetFormat7Configuration](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, unsigned int *packetSize, float *percentage)
Get the current Format7 configuration from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetFormat7ConfigurationPacket](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, unsigned int packetSize)
Set the current Format7 configuration to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetFormat7Configuration](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, float percentSpeed)
Set the current Format7 configuration to the camera.

6.11.1 Detailed Description

These functions deal with Format7 custom image control on the camera.

6.11.2 Function Documentation

- 6.11.2.1 **FLYCAPTURE2_C_API [fc2Error](#) [fc2GetFormat7Configuration](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) * imageSettings, unsigned int * packetSize, float * percentage)**

Get the current Format7 configuration from the camera.

This call will only succeed if the camera is already in Format7.

Parameters

<i>context</i>	The fc2Context to be used.
<i>image-Settings</i>	Current image settings.
<i>packetSize</i>	Current packet size.
<i>percentage</i>	Current packet size as a percentage.

Returns

A `fc2Error` indicating the success or failure of the function.

6.11.2.2 FLYCAPTURE2.C_API `fc2Error` `fc2GetFormat7Info` (`fc2Context` *context*, `fc2Format7Info` * *info*, `BOOL` * *pSupported*)

Retrieve the availability of Format7 custom image mode and the camera capabilities for the specified Format7 mode.

The mode must be specified in the `Format7Info` structure in order for the function to succeed.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>info</i>	Structure to be filled with the capabilities of the specified mode and the current state in the specified mode.
<i>pSupported</i>	Whether the specified mode is supported.

Returns

A `fc2Error` indicating the success or failure of the function.

6.11.2.3 FLYCAPTURE2.C_API `fc2Error` `fc2SetFormat7Configuration` (`fc2Context` *context*, `fc2Format7ImageSettings` * *imageSettings*, `float` *percentSpeed*)

Set the current Format7 configuration to the camera.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>image-Settings</i>	Image settings to be written to the camera.
<i>percent-Speed</i>	Packet size as a percentage to be written to the camera.

Returns

A `fc2Error` indicating the success or failure of the function.

6.11.2.4 FLYCAPTURE2.C_API `fc2Error` `fc2SetFormat7ConfigurationPacket` (`fc2Context` *context*, `fc2Format7ImageSettings` * *imageSettings*, `unsigned int` *packetSize*)

Set the current Format7 configuration to the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>image-Settings</i>	Image settings to be written to the camera.
<i>packetSize</i>	Packet size to be written to the camera.

Returns

A fc2Error indicating the success or failure of the function.

6.11.2.5 FLYCAPTURE2_C_API fc2Error fc2ValidateFormat7Settings (fc2Context context, fc2Format7ImageSettings * imageSettings, BOOL * settingsAreValid, fc2Format7PacketInfo * packetInfo)

Validates Format7ImageSettings structure and returns valid packet size information if the image settings are valid.

The current image settings are cached while validation is taking place. The cached settings are restored when validation is complete.

Parameters

<i>context</i>	The fc2Context to be used.
<i>image-Settings</i>	Structure containing the image settings.
<i>settingsAre-Valid</i>	Whether the settings are valid.
<i>packetInfo</i>	Packet size information that can be used to determine a valid packet size.

Returns

A fc2Error indicating the success or failure of the function.

6.12 GVCP Register Operation

These functions deal with GVCP register operation on the camera.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int value)
Write a GVCP register.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPRegisterBroadcast](#) ([fc2Context](#) context, unsigned int address, unsigned int value)
Write a GVCP register with broadcast.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int *pValue)
Read a GVCP register.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPRegisterBlock](#) ([fc2Context](#) context, unsigned int address, const unsigned int *pBuffer, unsigned int length)
Write a GVCP register block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPRegisterBlock](#) ([fc2Context](#) context, unsigned int address, unsigned int *pBuffer, unsigned int length)
Read a GVCP register block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPMemory](#) ([fc2Context](#) context, unsigned int address, const unsigned char *pBuffer, unsigned int length)
Write a GVCP memory block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPMemory](#) ([fc2Context](#) context, unsigned int address, unsigned char *pBuffer, unsigned int length)
Read a GVCP memory block.

6.12.1 Detailed Description

These functions deal with GVCP register operation on the camera.

6.12.2 Function Documentation

- 6.12.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPMemory](#) ([fc2Context](#) context, unsigned int address, unsigned char * pBuffer, unsigned int length)

Read a GVCP memory block.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be read from.
<i>pBuffer</i>	Array containing data to be written.
<i>length</i>	Size of array, in quadlets.

Returns

An Error indicating the success or failure of the function.

6.12.2.2 FLYCAPTURE2_C.API fc2Error fc2ReadGVCPRegister (fc2Context context, unsigned int address, unsigned int * pValue)

Read a GVCP register.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be read from.
<i>pValue</i>	The value that is read.

Returns

An Error indicating the success or failure of the function.

6.12.2.3 FLYCAPTURE2_C.API fc2Error fc2ReadGVCPRegisterBlock (fc2Context context, unsigned int address, unsigned int * pBuffer, unsigned int length)

Read a GVCP register block.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be read from.
<i>pBuffer</i>	Array containing data to be written.
<i>length</i>	Size of array, in quadlets.

Returns

An Error indicating the success or failure of the function.

6.12.2.4 FLYCAPTURE2_C.API fc2Error fc2WriteGVCPMemory (fc2Context context, unsigned int address, const unsigned char * pBuffer, unsigned int length)

Write a GVCP memory block.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be write to.
<i>pBuffer</i>	Array containing data to be written.
<i>length</i>	Size of array, in quadlets.

Returns

An Error indicating the success or failure of the function.

6.12.2.5 FLYCAPTURE2.C_API fc2Error fc2WriteGVCPRegister (fc2Context context, unsigned int address, unsigned int value)

Write a GVCP register.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be written to.
<i>value</i>	The value to be written.

Returns

An Error indicating the success or failure of the function.

6.12.2.6 FLYCAPTURE2.C_API fc2Error fc2WriteGVCPRegisterBlock (fc2Context context, unsigned int address, const unsigned int * pBuffer, unsigned int length)

Write a GVCP register block.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be write to.
<i>pBuffer</i>	Array containing data to be written.
<i>length</i>	Size of array, in quadlets.

Returns

An Error indicating the success or failure of the function.

6.12.2.7 FLYCAPTURE2.C_API fc2Error fc2WriteGVCPRegisterBroadcast (fc2Context context, unsigned int address, unsigned int value)

Write a GVCP register with broadcast.

Parameters

<i>context</i>	The fc2Context to be used.
<i>address</i>	GVCP address to be written to.
<i>value</i>	The value to be written.

Returns

An Error indicating the success or failure of the function.

6.13 GigE property manipulation

These functions deal with GigE properties.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEProperty](#) ([fc2Context](#) context, [fc2GigEProperty](#) *pGigEProp)
Get the specified GigEProperty.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEProperty](#) ([fc2Context](#) context, const [fc2GigEProperty](#) *pGigEProp)
Set the specified GigEProperty.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DiscoverGigEPacketSize](#) ([fc2Context](#) context, unsigned int *packetSize)
Discover the largest packet size that works for the network link between the PC and the camera.

6.13.1 Detailed Description

These functions deal with GigE properties.

6.13.2 Function Documentation

6.13.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2DiscoverGigEPacketSize](#) ([fc2Context](#) context, unsigned int * packetSize)

Discover the largest packet size that works for the network link between the PC and the camera.

This is useful in cases where there may be multiple links between the PC and the camera and there is a possibility of a component not supporting the recommended jumbo frame packet size of 9000.

Parameters

<i>context</i>	The fc2Context to be used.
<i>packetSize</i>	The maximum packet size supported by the link.

Returns

An Error indicating the success or failure of the function.

6.13.2.2 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEProperty](#) ([fc2Context](#) context, [fc2GigEProperty](#) * pGigEProp)

Get the specified GigEProperty.

The GigEPropertyType field must be set in order for this function to succeed.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pGigEProp</i>	The GigE property to get.

Returns

An Error indicating the success or failure of the function.

6.13.2.3 FLYCAPTURE2_C_API fc2Error fc2SetGigEProperty (fc2Context context, const fc2GigEProperty * pGigEProp)

Set the specified GigEProperty.

The GigEPropertyType field must be set in order for this function to succeed.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pGigEProp</i>	The GigE property to set.

Returns

An Error indicating the success or failure of the function.

6.14 GigE image settings

These functions deal with GigE image setting.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2QueryGigElmagingMode](#) ([fc2Context](#) context, [fc2Mode](#) mode, [BOOL](#) *isSupported)
Check if the particular imaging mode is supported by the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigElmagingMode](#) ([fc2Context](#) context, [fc2Mode](#) *mode)
Get the current imaging mode on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigElmagingMode](#) ([fc2Context](#) context, [fc2Mode](#) mode)
Set the current imaging mode to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigElmageSettingsInfo](#) ([fc2Context](#) context, [fc2GigElmageSettingsInfo](#) *pInfo)
Get information about the image settings possible on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigElmageSettings](#) ([fc2Context](#) context, [fc2GigElmageSettings](#) *pImageSettings)
Get the current image settings on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigElmageSettings](#) ([fc2Context](#) context, const [fc2GigElmageSettings](#) *pImageSettings)
Set the image settings specified to the camera.

6.14.1 Detailed Description

These functions deal with GigE image setting.

6.14.2 Function Documentation

6.14.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigElmageSettings](#) ([fc2Context](#) context, [fc2GigElmageSettings](#) * [pImageSettings](#))

Get the current image settings on the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pImage-Settings</i>	Current image settings on camera.

Returns

An Error indicating the success or failure of the function.

6.14.2.2 FLYCAPTURE2_C_API fc2Error fc2GetGigElImageSettingsInfo (fc2Context *context*, fc2GigElImageSettingsInfo * *pInfo*)

Get information about the image settings possible on the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pInfo</i>	Image settings information.

Returns

An Error indicating the success or failure of the function.

6.14.2.3 FLYCAPTURE2_C_API fc2Error fc2GetGigElImagingMode (fc2Context *context*, fc2Mode * *mode*)

Get the current imaging mode on the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>mode</i>	Current imaging mode on the camera.

Returns

An Error indicating the success or failure of the function.

6.14.2.4 FLYCAPTURE2_C_API fc2Error fc2QueryGigElImagingMode (fc2Context *context*, fc2Mode *mode*, BOOL * *isSupported*)

Check if the particular imaging mode is supported by the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>mode</i>	The mode to check.
<i>isSupported</i>	Whether the mode is supported.

Returns

An Error indicating the success or failure of the function.

**6.14.2.5 FLYCAPTURE2_C_API fc2Error fc2SetGigEImageSettings (fc2Context *context*,
const fc2GigEImageSettings * *plImageSettings*)**

Set the image settings specified to the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>plImage-Settings</i>	Image settings to set to camera.

Returns

An Error indicating the success or failure of the function.

**6.14.2.6 FLYCAPTURE2_C_API fc2Error fc2SetGigEImagingMode (fc2Context *context*,
fc2Mode *mode*)**

Set the current imaging mode to the camera.

This should only be done when the camera is not streaming images.

Parameters

<i>context</i>	The fc2Context to be used.
<i>mode</i>	Imaging mode to set to the camera.

Returns

An Error indicating the success or failure of the function.

6.15 GigE image binning settings

These functions deal with GigE image binning settings.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEImageBinningSettings](#) ([fc2Context](#) context, unsigned int *horzBinningValue, unsigned int *vertBinningValue)
Get the current binning settings on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEImageBinningSettings](#) ([fc2Context](#) context, unsigned int horzBinningValue, unsigned int vertBinningValue)
Set the specified binning values to the camera.

6.15.1 Detailed Description

These functions deal with GigE image binning settings.

6.15.2 Function Documentation

6.15.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEImageBinningSettings](#) ([fc2Context](#) context, unsigned int * horzBinningValue, unsigned int * vertBinningValue)

Get the current binning settings on the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>horz-Binning-Value</i>	Current horizontal binning value.
<i>vert-Binning-Value</i>	Current vertical binning value.

Returns

An Error indicating the success or failure of the function.

6.15.2.2 FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEImageBinningSettings](#) ([fc2Context](#) context, unsigned int horzBinningValue, unsigned int vertBinningValue)

Set the specified binning values to the camera.

It is recommended that [GetGigEImageSettingsInfo\(\)](#) be called after this function succeeds to retrieve the new image settings information for the new binning mode.

Parameters

<i>context</i>	The fc2Context to be used.
<i>horz-Binning-Value</i>	Horizontal binning value.
<i>vert-Binning-Value</i>	Vertical binning value.

Returns

An Error indicating the success or failure of the function.

6.16 GigE image stream configuration

These functions deal with GigE image stream configuration.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetNumStreamChannels](#) ([fc2Context](#) context, unsigned int *numChannels)
Get the number of stream channels present on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEStreamChannelInfo](#) ([fc2Context](#) context, unsigned int channel, [fc2GigEStreamChannel](#) *pChannel)
Get the stream channel information for the specified channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEStreamChannelInfo](#) ([fc2Context](#) context, unsigned int channel, [fc2GigEStreamChannel](#) *pChannel)
Set the stream channel information for the specified channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEConfig](#) ([fc2Context](#) context, [fc2GigEConfig](#) *pConfig)
Get the current gige config on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEConfig](#) ([fc2Context](#) context, const [fc2GigEConfig](#) *pConfig)
Set the gige config specified to the camera.

6.16.1 Detailed Description

These functions deal with GigE image stream configuration.

6.16.2 Function Documentation

6.16.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEConfig](#) ([fc2Context](#) context, [fc2GigEConfig](#) * pConfig)

Get the current gige config on the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pGigEConfig</i>	Current configuration on camera.

Returns

An Error indicating the success or failure of the function.

6.16.2.2 FLYCAPTURE2.C_API fc2Error fc2GetGigEStreamChannelInfo (fc2Context context, unsigned int channel, fc2GigEStreamChannel * pChannel)

Get the stream channel information for the specified channel.

Parameters

<i>context</i>	The fc2Context to be used.
<i>channel</i>	Channel number to use.
<i>pChannel</i>	Stream channel information for the specified channel.

Returns

An Error indicating the success or failure of the function.

6.16.2.3 FLYCAPTURE2.C_API fc2Error fc2GetNumStreamChannels (fc2Context context, unsigned int * numChannels)

Get the number of stream channels present on the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>num-Channels</i>	Number of stream channels present.

Returns

An Error indicating the success or failure of the function.

6.16.2.4 FLYCAPTURE2.C_API fc2Error fc2SetGigEConfig (fc2Context context, const fc2GigEConfig * pConfig)

Set the gige config specified to the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pGigEConfig</i>	configuration to set to camera.

Returns

An Error indicating the success or failure of the function.

6.16.2.5 FLYCAPTURE2.C API `fc2Error fc2SetGigEStreamChannelInfo (fc2Context context, unsigned int channel, fc2GigEStreamChannel * pChannel)`

Set the stream channel information for the specified channel.

Note that the source UDP port of the stream channel is read-only.

Parameters

<i>context</i>	The fc2Context to be used.
<i>channel</i>	Channel number to use.
<i>pChannel</i>	Stream channel information to use for the specified channel.

Returns

An Error indicating the success or failure of the function.

6.17 Image Operation

The Image operations are used to retrieve images from a camera, convert between multiple pixel formats and save images to disk.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetDefaultColorProcessing](#) ([fc2ColorProcessingAlgorithm](#) defaultMethod)
Set the default color processing algorithm.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDefaultColorProcessing](#) ([fc2ColorProcessingAlgorithm](#) *pDefaultMethod)
Get the default color processing algorithm.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetDefaultOutputFormat](#) ([fc2PixelFormat](#) format)
Set the default output pixel format.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDefaultOutputFormat](#) ([fc2PixelFormat](#) *pFormat)
Get the default output pixel format.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DetermineBitsPerPixel](#) ([fc2PixelFormat](#) format, unsigned int *pBitsPerPixel)
Calculate the bits per pixel for the specified pixel format.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateImage](#) ([fc2Image](#) *pImage)
Create a [fc2Image](#).
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyImage](#) ([fc2Image](#) *image)
Destroy the [fc2Image](#).
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetImageDimensions](#) ([fc2Image](#) *pImage, unsigned int rows, unsigned int cols, unsigned int stride, [fc2PixelFormat](#) pixelFormat, [fc2BayerTileFormat](#) bayerFormat)
Sets the dimensions of the image object.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageDimensions](#) ([fc2Image](#) *pImage, unsigned int *pRows, unsigned int *pCols, unsigned int *pStride, [fc2PixelFormat](#) *pPixelFormat, [fc2BayerTileFormat](#) *pBayerFormat)
Get the image dimensions associated with the image object.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetImageColorProcessing](#) ([fc2Image](#) *pImage, [fc2ColorProcessingAlgorithm](#) colorProc)
Set the color processing algorithm.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageColorProcessing](#) ([fc2Image](#) *pImage, [fc2ColorProcessingAlgorithm](#) *pColorProc)
Get the current color processing algorithm.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetImageData](#) ([fc2Image](#) *pImage, const unsigned char *pData, unsigned int dataSize)
Set the data of the Image object.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageData](#) ([fc2Image](#) *pImage, unsigned char **ppData)

Get a pointer to the data associated with the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageMetadata](#) ([fc2Image](#) *pImage, [fc2ImageMetadata](#) *pImageMeta data)

Get the metadata associated with the image.

- FLYCAPTURE2_C_API [fc2TimeStamp](#) [fc2GetImageTimeStamp](#) ([fc2Image](#) *pImage)

Get the timestamp data associated with the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SaveImage](#) ([fc2Image](#) *pImage, const char *pFilename, [fc2ImageFileFormat](#) format)

Save the image to the specified file name with the file format specified.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SaveImageWithOptions](#) ([fc2Image](#) *pImage, const char *pFilename, [fc2ImageFileFormat](#) format, void *pOption)

Save the image to the specified file name with the file format specified.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ConvertImage](#) ([fc2Image](#) *pImageIn, [fc2Image](#) *pImageOut)
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ConvertImageTo](#) ([fc2PixelFormat](#) format, [fc2Image](#) *pImageIn, [fc2Image](#) *pImageOut)

Converts the current image buffer to the specified output format and stores the result in the specified image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CalculateImageStatistics](#) ([fc2Image](#) *pImage, [fc2ImageStatisticsContext](#) *pImageStatisticsContext)

Calculate statistics associated with the image.

6.17.1 Detailed Description

The Image operations are used to retrieve images from a camera, convert between multiple pixel formats and save images to disk. Operations on images are not guaranteed to be thread safe. It is recommended that operations on images be protected by thread synchronization constructs such as mutexes.

6.17.2 Function Documentation

6.17.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2CalculateImageStatistics](#) ([fc2Image](#) * *pImage*, [fc2ImageStatisticsContext](#) * *pImageStatisticsContext*)

Calculate statistics associated with the image.

In order to collect statistics for a particular channel, the enabled flag for the channel must be set to true. Statistics can only be collected for images in Mono8, Mono16, RGB, RGBU, BGR and BGRU.

Parameters

<i>pImage</i>	The fc2Image to be used.
<i>pImageStatisticsContext</i>	The fc2ImageStatisticsContext to hold the statistics.

Returns

A `fc2Error` indicating the success or failure of the function.

**6.17.2.2 FLYCAPTURE2.C_API `fc2Error fc2ConvertImage (fc2Image * plmageIn,
fc2Image * plmageOut)`****Parameters**

<i>plmageIn</i>	
<i>plmageOut</i>	

Returns

A `fc2Error` indicating the success or failure of the function.

**6.17.2.3 FLYCAPTURE2.C_API `fc2Error fc2ConvertImageTo (fc2PixelFormat format,
fc2Image * plmageIn, fc2Image * plmageOut)`**

Converts the current image buffer to the specified output format and stores the result in the specified image.

The destination image does not need to be configured in any way before the call is made.

Parameters

<i>format</i>	Output format of the converted image.
<i>plmageIn</i>	Input image.
<i>plmageOut</i>	Output image.

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.4 FLYCAPTURE2.C_API `fc2Error fc2CreateImage (fc2Image * plmage)`

Create a [fc2Image](#).

If externally allocated memory is to be used for the converted image, simply assigning the `pData` member of the [fc2Image](#) structure is insufficient. [fc2SetImageData\(\)](#) should be called in order to populate the [fc2Image](#) structure correctly.

See also

[fc2SetImageData\(\)](#)

Parameters

<i>pImage</i>	Pointer to image to be created.
---------------	---------------------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.5 FLYCAPTURE2_C_API `fc2Error` `fc2DestroyImage` (`fc2Image` * *image*)

Destroy the [fc2Image](#).

Parameters

<i>image</i>	Pointer to image to be destroyed.
--------------	-----------------------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.6 FLYCAPTURE2_C_API `fc2Error` `fc2DetermineBitsPerPixel` (`fc2PixelFormat` *format*, unsigned int * *pBitsPerPixel*)

Calculate the bits per pixel for the specified pixel format.

Parameters

<i>format</i>	The pixel format.
<i>pBitsPerPixel</i>	The bits per pixel.

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.7 FLYCAPTURE2_C_API `fc2Error` `fc2GetDefaultColorProcessing` (`fc2ColorProcessingAlgorithm` * *pDefaultMethod*)

Get the default color processing algorithm.

Parameters

<i>pDefaultMethod</i>	The default color processing algorithm.
-----------------------	---

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.8 FLYCAPTURE2_C_API `fc2Error fc2GetDefaultOutputFormat (fc2PixelFormat * pFormat)`

Get the default output pixel format.

Parameters

<i>pFormat</i>	The default pixel format.
----------------	---------------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.9 FLYCAPTURE2_C_API `fc2Error fc2GetImageColorProcessing (fc2Image * pImage, fc2ColorProcessingAlgorithm * pColorProc)`

Get the current color processing algorithm.

Parameters

<i>pImage</i>	The fc2Image to be used.
---------------	--

See also

`fc2SetColorProcessing()`

Returns

The current color processing algorithm.

6.17.2.10 FLYCAPTURE2_C_API `fc2Error fc2GetImageData (fc2Image * pImage, unsigned char ** ppData)`

Get a pointer to the data associated with the image.

This function is considered unsafe. The pointer returned could be invalidated if the buffer is resized or released. The pointer may also be invalidated if the Image object is passed to [fc2RetrieveBuffer\(\)](#).

Parameters

<i>pImage</i>	The fc2Image to be used.
<i>ppData</i>	A pointer to the image data.

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.11 FLYCAPTURE2_C_API `fc2Error` `fc2GetImageDimensions` (`fc2Image` * `pImage`, unsigned int * `pRows`, unsigned int * `pCols`, unsigned int * `pStride`, `fc2PixelFormat` * `pPixelFormat`, `fc2BayerTileFormat` * `pBayerFormat`)

Get the image dimensions associated with the image object.

Parameters

<i><code>pImage</code></i>	The fc2Image to be used.
<i><code>pRows</code></i>	Number of rows.
<i><code>pCols</code></i>	Number of columns.
<i><code>pStride</code></i>	The stride.
<i><code>pPixelFormat</code></i>	Pixel format.
<i><code>pBayerFormat</code></i>	Bayer tile format.

6.17.2.12 FLYCAPTURE2_C_API `fc2Error` `fc2GetImageMetadata` (`fc2Image` * `pImage`, `fc2ImageMetadata` * `pImageMeta`)

Get the metadata associated with the image.

This includes embedded image information.

Parameters

<i><code>pImage</code></i>	The fc2Image to be used.
----------------------------	--

Returns

Metadata associated with the image.

6.17.2.13 FLYCAPTURE2_C_API `fc2TimeStamp` `fc2GetImageTimeStamp` (`fc2Image` * `pImage`)

Get the timestamp data associated with the image.

Parameters

<i><code>pImage</code></i>	The fc2Image to be used.
----------------------------	--

Returns

Timestamp data associated with the image.

6.17.2.14 FLYCAPTURE2.C API `fc2Error fc2SavelImage (fc2Image * pImage, const char * pFilename, fc2ImageFileFormat format)`

Save the image to the specified file name with the file format specified.

Parameters

<i>pImage</i>	The fc2Image to be used.
<i>pFilename</i>	Filename to save image with.
<i>format</i>	File format to save in.

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.15 FLYCAPTURE2.C API `fc2Error fc2SavelImageWithOptions (fc2Image * pImage, const char * pFilename, fc2ImageFileFormat format, void * pOption)`

Save the image to the specified file name with the file format specified.

Parameters

<i>pImage</i>	The fc2Image to be used.
<i>pFilename</i>	Filename to save image with.
<i>format</i>	File format to save in.
<i>pOption</i>	Options for saving image.

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.16 FLYCAPTURE2.C API `fc2Error fc2SetDefaultColorProcessing (fc2ColorProcessingAlgorithm defaultMethod)`

Set the default color processing algorithm.

This method will be used for any image with the DEFAULT algorithm set. The method used is determined at the time of the `Convert()` call, therefore the most recent execution of this function will take precedence. The default setting is shared within the current process.

Parameters

<i>default-Method</i>	The color processing algorithm to set.
-----------------------	--

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.17 FLYCAPTURE2_C_API `fc2Error fc2SetDefaultOutputFormat (fc2PixelFormat format)`

Set the default output pixel format.

This format will be used for any call to `Convert()` that does not specify an output format. The format used will be determined at the time of the `Convert()` call, therefore the most recent execution of this function will take precedence. The default is shared within the current process.

Parameters

<i>format</i>	The output pixel format to set.
---------------	---------------------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.17.2.18 FLYCAPTURE2_C_API `fc2Error fc2SetImageColorProcessing (fc2Image * plmage, fc2ColorProcessingAlgorithm colorProc)`

Set the color processing algorithm.

This should be set on the input image object.

Parameters

<i>plmage</i>	The fc2Image to be used.
<i>colorProc</i>	The color processing algorithm to use.

See also

`fc2GetColorProcessing()`

Returns

An Error indicating the success or failure of the function.

6.17.2.19 FLYCAPTURE2_C_API **fc2Error** **fc2SetImageData** (**fc2Image** * *plmage*, const unsigned char * *pData*, unsigned int *dataSize*)

Set the data of the Image object.

Ownership of the image buffer is not transferred to the Image object. It is the user's responsibility to delete the buffer when it is no longer in use.

Parameters

<i>plmage</i>	The fc2Image to be used.
<i>pData</i>	Pointer to the image buffer.
<i>dataSize</i>	Size of the image buffer.

Returns

A **fc2Error** indicating the success or failure of the function.

6.17.2.20 FLYCAPTURE2_C_API **fc2Error** **fc2SetImageDimensions** (**fc2Image** * *plmage*, unsigned int *rows*, unsigned int *cols*, unsigned int *stride*, **fc2PixelFormat** *pixelFormat*, **fc2BayerTileFormat** *bayerFormat*)

Sets the dimensions of the image object.

Parameters

<i>plmage</i>	The fc2Image to be used.
<i>rows</i>	Number of rows to set.
<i>cols</i>	Number of cols to set.
<i>stride</i>	Stride to set.
<i>pixelFormat</i>	Pixel format to set.
<i>bayerFormat</i>	Bayer tile format to set.

Returns

A **fc2Error** indicating the success or failure of the function.

6.18 Image Statistics Operation

The Image Statistics operation provides the functionality for the user to collect image channel statistics.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateImageStatistics](#) ([fc2ImageStatisticsContext](#) *pImageStatisticsContext)
Create a statistics context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyImageStatistics](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Destroy a statistics context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableAll](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Enable all channels.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsDisableAll](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Disable all channels.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableGreyOnly](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Enable only the grey channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableRGBOnly](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Enable only the RGB channels.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableHSLOnly](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Enable only the HSL channels.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelStatus](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, [BOOL](#) *pEnabled)
Get the status of a statistics channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetChannelStatus](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, [BOOL](#) enabled)
Set the status of a statistics channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelRange](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pMin, unsigned int *pMax)
Get the range of a statistics channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelPixelValueRange](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pPixelValueMin, unsigned int *pPixelValueMax)
Get the range of a statistics channel.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelNumPixelValues](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pNumPixelValues)

Get the number of unique pixel values in the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelMean](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, float *pPixelValueMean)

Get the mean of the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelHistogram](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, int **ppHistogram)

Get the histogram for the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageStatistics](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pRangeMin, unsigned int *pRangeMax, unsigned int *pPixelValueMin, unsigned int *pPixelValueMax, unsigned int *pNumPixelValues, float *pPixelValueMean, int **ppHistogram)

Get all statistics for the image.

6.18.1 Detailed Description

The Image Statistics operation provides the functionality for the user to collect image channel statistics.

6.18.2 Function Documentation

6.18.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateImageStatistics](#) ([fc2ImageStatisticsContext](#) * *plImageStatisticsContext*)

Create a statistics context.

Parameters

<i>plImageStatisticsContext</i>	A statistics context.
---------------------------------	-----------------------

Returns

A [fc2Error](#) indicating the success or failure of the function.

6.18.2.2 FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyImageStatistics](#) ([fc2ImageStatisticsContext](#) *imageStatisticsContext*)

Destroy a statistics context.

Parameters

<i>imageStatisticsContext</i>	A statistics context.
-------------------------------	-----------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.18.2.3 FLYCAPTURE2_C_API `fc2Error` `fc2GetChannelHistogram` (`fc2ImageStatisticsContext` *imageStatisticsContext*, `fc2StatisticsChannel` *channel*, `int` ** *ppHistogram*)

Get the histogram for the image.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>ppHistogram</i>	Pointer to an array containing the histogram.

Returns

An Error indicating the success or failure of the function.

6.18.2.4 FLYCAPTURE2_C_API `fc2Error` `fc2GetChannelMean` (`fc2ImageStatisticsContext` *imageStatisticsContext*, `fc2StatisticsChannel` *channel*, `float` * *pPixelValueMean*)

Get the mean of the image.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>pPixelValue-Mean</i>	The mean of the image.

Returns

An Error indicating the success or failure of the function.

6.18.2.5 FLYCAPTURE2_C_API `fc2Error` `fc2GetChannelNumPixelValues` (`fc2ImageStatisticsContext` *imageStatisticsContext*, `fc2StatisticsChannel` *channel*, `unsigned int` * *pNumPixelValues*)

Get the number of unique pixel values in the image.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>pNumPixel-Values</i>	The number of unique pixel values.

Returns

An Error indicating the success or failure of the function.

6.18.2.6 FLYCAPTURE2.C_API fc2Error fc2GetChannelPixelValueRange (
fc2ImageStatisticsContext *imageStatisticsContext*, fc2StatisticsChannel
***channel*, unsigned int * *pPixelValueMin*, unsigned int * *pPixelValueMax*)**

Get the range of a statistics channel.

The values returned are the maximum values recorded for all pixels in the image.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>pPixelValue-Min</i>	The minimum pixel value.
<i>pPixelValue-Max</i>	The maximum pixel value.

Returns

An Error indicating the success or failure of the function.

6.18.2.7 FLYCAPTURE2.C_API fc2Error fc2GetChannelRange (fc2ImageStatistics-
Context *imageStatisticsContext*, fc2StatisticsChannel *channel*, unsigned int *
***pMin*, unsigned int * *pMax*)**

Get the range of a statistics channel.

The values returned are the maximum possible values for any given pixel in the image.
This is generally 0-255 for 8 bit images, and 0-65535 for 16 bit images.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>pMin</i>	The minimum possible value.
<i>pMax</i>	The maximum possible value.

Returns

An Error indicating the success or failure of the function.

6.18.2.8 FLYCAPTURE2_C API `fc2Error fc2GetChannelStatus (fc2ImageStatistics-Context imageStatisticsContext, fc2StatisticsChannel channel, BOOL * pEnabled)`

Get the status of a statistics channel.

See also

[fc2SetChannelStatus\(\)](#)

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>pEnabled</i>	Whether the channel is enabled.

Returns

An Error indicating the success or failure of the function.

6.18.2.9 FLYCAPTURE2_C API `fc2Error fc2GetImageStatistics (fc2ImageStatistics-Context imageStatisticsContext, fc2StatisticsChannel channel, unsigned int * pRangeMin, unsigned int * pRangeMax, unsigned int * pPixelValueMin, unsigned int * pPixelValueMax, unsigned int * pNumPixelValues, float * pPixelValueMean, int ** ppHistogram)`

Get all statistics for the image.

Parameters

<i>image-Statistics-Context</i>	The statistics context.
---------------------------------	-------------------------

<i>channel</i>	The statistics channel.
<i>pRangeMin</i>	The minimum possible value.
<i>pRangeMax</i>	The maximum possible value.
<i>pPixelValue-Min</i>	The minimum pixel value.
<i>pPixelValue-Max</i>	The maximum pixel value.
<i>pNumPixel-Values</i>	The number of unique pixel values.
<i>pPixelValue-Mean</i>	The mean of the image.
<i>ppHistogram</i>	Pointer to an array containing the histogram.

Returns

A `fc2Error` indicating the success or failure of the function.

6.18.2.10 FLYCAPTURE2_C_API `fc2Error fc2ImageStatisticsDisableAll (fc2ImageStatisticsContext imageStatisticsContext)`

Disable all channels.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
---------------------------------	-----------------------

Returns

An Error indicating the success or failure of the function.

6.18.2.11 FLYCAPTURE2_C_API `fc2Error fc2ImageStatisticsEnableAll (fc2ImageStatisticsContext imageStatisticsContext)`

Enable all channels.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
---------------------------------	-----------------------

Returns

An Error indicating the success or failure of the function.

6.18.2.12 FLYCAPTURE2_C_API fc2Error fc2ImageStatisticsEnableGreyOnly (fc2ImageStatisticsContext *imageStatisticsContext*)

Enable only the grey channel.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
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Returns

An Error indicating the success or failure of the function.

6.18.2.13 FLYCAPTURE2_C_API fc2Error fc2ImageStatisticsEnableHSLOnly (fc2ImageStatisticsContext *imageStatisticsContext*)

Enable only the HSL channels.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
---------------------------------	-----------------------

Returns

An Error indicating the success or failure of the function.

6.18.2.14 FLYCAPTURE2_C_API fc2Error fc2ImageStatisticsEnableRGBOnly (fc2ImageStatisticsContext *imageStatisticsContext*)

Enable only the RGB channels.

Parameters

<i>image-Statistics-Context</i>	A statistics context.
---------------------------------	-----------------------

Returns

An Error indicating the success or failure of the function.

6.18.2.15 FLYCAPTURE2.C API `fc2Error fc2SetChannelStatus (fc2ImageStatistics-Context imageStatisticsContext, fc2StatisticsChannel channel, BOOL enabled)`

Set the status of a statistics channel.

See also

[fc2GetChannelStatus\(\)](#)

Parameters

<i>image-Statistics-Context</i>	A statistics context.
<i>channel</i>	The statistics channel.
<i>enabled</i>	Whether the channel should be enabled.

Returns

An Error indicating the success or failure of the function.

6.19 TopologyNode Operation

The TopologyNode operation provides the functionality for the user to generate a tree structure of all cameras and devices connected to a computer.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateTopologyNode](#) ([fc2TopologyNodeContext](#) *pTopologyNodeContext)
Create a TopologyNode context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetGuid](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PGRGuid](#) *pGuid)
Get the PGRGuid associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetDeviceId](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, int *pID)
Get the device ID associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetNodeType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2NodeType](#) *pNodeType)
Get the node type associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetInterfaceType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2InterfaceType](#) *pInterfaceType)
Get the interface type associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetNumChildren](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int *pNumChildNodes)
Get the number of child nodes.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetChild](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int position, [fc2TopologyNodeContext](#) *pChildTopologyNodeContext)
Get child node located at the specified position.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeAddChild](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2TopologyNodeContext](#) TopologyNodeChildContext)
Add the specified TopologyNode as a child of the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetNumPorts](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int *pNumPorts)
Get the number of ports.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetPortType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int position, [fc2PortType](#) *pPortType)
Get type of port located at the specified position.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeAddPortType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PortType](#) portType)
Add the specified PortType as a port of the node.

- FLYCAPTURE2_C_API **BOOL** [fc2TopologyNodeAssignGuidToNode](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PGRGuid](#) guid, int deviceId)
Assign a PGRGuid and device ID to the node.
- FLYCAPTURE2_C_API **BOOL** [fc2TopologyNodeAssignGuidToNodeEx](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PGRGuid](#) guid, int deviceId, [fc2NodeType](#) nodeType)
Assign a PGRGuid, device ID and nodeType to the node.
- FLYCAPTURE2_C_API **fc2Error** [fc2DestroyTopologyNode](#) ([fc2TopologyNodeContext](#) TopologyNodeContext)
Destroy a TopologyNode context.

6.19.1 Detailed Description

The TopologyNode operation provides the functionality for the user to generate a tree structure of all cameras and devices connected to a computer.

6.19.2 Function Documentation

6.19.2.1 FLYCAPTURE2_C_API **fc2Error** [fc2CreateTopologyNode](#) ([fc2TopologyNodeContext](#) * *pTopologyNodeContext*)

Create a TopologyNode context.

Parameters

<i>pTopology-Node-Context</i>	A Topology Node context.
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Returns

A **fc2Error** indicating the success or failure of the function.

6.19.2.2 FLYCAPTURE2_C_API **fc2Error** [fc2DestroyTopologyNode](#) ([fc2TopologyNodeContext](#) *TopologyNodeContext*)

Destroy a TopologyNode context.

Parameters

<i>Topology-Node-Context</i>	A Topology Node context.
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Returns

A `fc2Error` indicating the success or failure of the function.

6.19.2.3 FLYCAPTURE2_C_API `fc2Error` `fc2TopologyNodeAddChild` (
`fc2TopologyNodeContext` *TopologyNodeContext*, `fc2TopologyNodeContext`
***TopologyNodeChildContext*)**

Add the specified `TopologyNode` as a child of the node.

Parameters

<i>Topology-Node-Context</i>	The <code>Topology Node</code> context to use.
<i>Topology-NodeChild-Context</i>	The <code>TopologyNode</code> child context to add.

Returns

A `fc2Error` indicating the success or failure of the function.

6.19.2.4 FLYCAPTURE2_C_API `fc2Error` `fc2TopologyNodeAddPortType` (
`fc2TopologyNodeContext` *TopologyNodeContext*, `fc2PortType` *portType*)

Add the specified `PortType` as a port of the node.

Parameters

<i>Topology-Node-Context</i>	The <code>Topology Node</code> context to use.
<i>portType</i>	<code>childPort</code> The port to add.

Returns

A `fc2Error` indicating the success or failure of the function.

6.19.2.5 FLYCAPTURE2_C_API `BOOL` `fc2TopologyNodeAssignGuidToNode` (
`fc2TopologyNodeContext` *TopologyNodeContext*, `fc2PGRGuid` *guid*, `int`
***deviceId*)**

Assign a `PGRGuid` and device ID to the node.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>guid</i>	PGRGuid to be assigned.
<i>deviceId</i>	Device ID to be assigned.

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.6 FLYCAPTURE2.C_API BOOL fc2TopologyNodeAssignGuidToNodeEx (
fc2TopologyNodeContext *TopologyNodeContext*, fc2PGRGuid *guid*, int
***deviceId*, fc2NodeType *nodeType*)**

Assign a PGRGuid, device ID and nodeType to the node.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>guid</i>	PGRGuid to be assigned.
<i>deviceId</i>	Device ID to be assigned.
<i>nodeType</i>	NodeType to be assigned

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.7 FLYCAPTURE2.C_API fc2Error fc2TopologyNodeGetChild (
fc2TopologyNodeContext *TopologyNodeContext*, unsigned int *position*,
fc2TopologyNodeContext * *pChildTopologyNodeContext*)

Get child node located at the specified position.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>position</i>	Position of the child node.
<i>pChild-Topology-Node-Context</i>	The Topology Node context the contains information on the child topology

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.8 FLYCAPTURE2_C_API fc2Error fc2TopologyNodeGetDeviceId (fc2TopologyNodeContext *TopologyNodeContext*, int * *pID*)

Get the device ID associated with the node.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>pID</i>	Device ID of the node.

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.9 FLYCAPTURE2_C_API fc2Error fc2TopologyNodeGetGuid (fc2TopologyNodeContext *TopologyNodeContext*, fc2PGRGuid * *pGuid*)

Get the PGRGuid associated with the node.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>pGuid</i>	The unique identifier associated with the node.

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.10 FLYCAPTURE2_C_API fc2Error fc2TopologyNodeGetInterfaceType (fc2TopologyNodeContext *TopologyNodeContext*, fc2InterfaceType * *pInterfaceType*)

Get the interface type associated with the node.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
------------------------------	-----------------------------------

<i>pInterface- Type</i>	Interface type of the node.
-----------------------------	-----------------------------

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.11 FLYCAPTURE2.C API fc2Error fc2TopologyNodeGetNodeType (
fc2TopologyNodeContext *TopologyNodeContext*, fc2NodeType * *pNodeType*
)

Get the node type associated with the node.

Parameters

<i>Topology- Node- Context</i>	The Topology Node context to use.
<i>pNodeType</i>	Node type of the node.

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.12 FLYCAPTURE2.C API fc2Error fc2TopologyNodeGetNumChildren (
fc2TopologyNodeContext *TopologyNodeContext*, unsigned int *
pNumChildNodes)

Get the number of child nodes.

Parameters

<i>Topology- Node- Context</i>	The Topology Node context to use.
<i>pNumChild- Nodes</i>	Number of child nodes.

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.13 FLYCAPTURE2_C_API fc2Error fc2TopologyNodeGetNumPorts (
fc2TopologyNodeContext *TopologyNodeContext*, unsigned int * *pNumPorts*)

Get the number of ports.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>pNumPorts</i>	Number of ports.

Returns

A fc2Error indicating the success or failure of the function.

6.19.2.14 FLYCAPTURE2_C_API fc2Error fc2TopologyNodeGetPortType (
fc2TopologyNodeContext *TopologyNodeContext*, unsigned int *position*,
fc2PortType * *pPortType*)

Get type of port located at the specified position.

Parameters

<i>Topology-Node-Context</i>	The Topology Node context to use.
<i>position</i>	Position of the port.
<i>pPortType</i>	PortType at the specified position.

Returns

A fc2Error indicating the success or failure of the function.

6.20 Utilities

The utility operations are used to query for general system information such as operating system, available memory etc.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CheckDriver](#) (const [fc2PGRGuid](#) *pGuid)
Check for driver compatibility for the given camera guid.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDriverDeviceName](#) (const [fc2PGRGuid](#) *pGuid, char *pDeviceName, size_t *deviceNameLength)
Get the driver's name for a device.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetSystemInfo](#) ([fc2SystemInfo](#) *pSystem-Info)
Get system information.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLibraryVersion](#) ([fc2Version](#) *pVersion)
Get library version.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchBrowser](#) (const char *pAddress)
Launch a URL in the system default browser.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchHelp](#) (const char *pFileName)
Open a CHM file in the system default CHM viewer.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchCommand](#) (const char *p-Command)
Execute a command in the terminal.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchCommandAsync](#) (const char *p-Command, [fc2AsyncCommandCallback](#) pCallback, void *pUserData)
Execute a command in the terminal.
- FLYCAPTURE2_C_API const char * [fc2ErrorToDescription](#) ([fc2Error](#) error)
Get a string representation of an error.

6.20.1 Detailed Description

The utility operations are used to query for general system information such as operating system, available memory etc. It can also be used to launch browsers, CHM viewers or terminal commands.

6.20.2 Function Documentation

6.20.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2CheckDriver](#) (const [fc2PGRGuid](#) * pGuid)

Check for driver compatibility for the given camera guid.

Parameters

<i>pGuid</i>	The PGRGuid of the device to check.
--------------	-------------------------------------

Returns

FC2_ERROR_OK if the library is compatible with the currently loaded driver, otherwise an error indicating the type of failure.

6.20.2.2 FLYCAPTURE2_C_API `const char* fc2ErrorToDescription (fc2Error error)`

Get a string representation of an error.

Parameters

<i>error</i>	Error to be parsed.
--------------	---------------------

Returns

A fc2Error indicating the success or failure of the function.

6.20.2.3 FLYCAPTURE2_C_API `fc2Error fc2GetDriverDeviceName (const fc2PGRGuid * pGuid, char * pDeviceName, size_t * deviceNameLength)`

Get the driver's name for a device.

Parameters

<i>pGuid</i>	The PGRGuid of the device to check.
<i>pDevice-Name</i>	The device name will be returned in this string
<i>pDevice-NameLength</i>	The length of the device name string returned

Returns

An Error indicating the success or failure of the function.

6.20.2.4 FLYCAPTURE2_C_API `fc2Error fc2GetLibraryVersion (fc2Version * pVersion)`

Get library version.

Parameters

<i>pVersion</i>	Structure to receive the library version.
-----------------	---

Returns

A fc2Error indicating the success or failure of the function.

6.20.2.5 FLYCAPTURE2.C_API fc2Error fc2GetSystemInfo (fc2SystemInfo * pSystemInfo)

Get system information.

Parameters

<i>pSystemInfo</i>	Structure to receive system information.
--------------------	--

Returns

A fc2Error indicating the success or failure of the function.

6.20.2.6 FLYCAPTURE2.C_API fc2Error fc2LaunchBrowser (const char * pAddress)

Launch a URL in the system default browser.

Parameters

<i>pAddress</i>	URL to open in browser.
-----------------	-------------------------

Returns

A fc2Error indicating the success or failure of the function.

6.20.2.7 FLYCAPTURE2.C_API fc2Error fc2LaunchCommand (const char * pCommand)

Execute a command in the terminal.

This is a blocking call that will return when the command completes.

Parameters

<i>pCommand</i>	Command to execute.
-----------------	---------------------

Returns

A fc2Error indicating the success or failure of the function.

6.20.2.8 FLYCAPTURE2.C_API fc2Error fc2LaunchCommandAsync (const char * pCommand, fc2AsyncCommandCallback pCallback, void * pUserData)

Execute a command in the terminal.

This is a non-blocking call that will return immediately. The return value of the command can be retrieved in the callback.

Parameters

<i>pCommand</i>	Command to execute.
<i>pCallback</i>	Callback to fire when command is complete.
<i>pUserData</i>	Data pointer to pass to callback.

Returns

A `fc2Error` indicating the success or failure of the function.

6.20.2.9 FLYCAPTURE2_C_API `fc2Error fc2LaunchHelp (const char * pFileName)`

Open a CHM file in the system default CHM viewer.

Parameters

<i>pFileName</i>	Filename of CHM file to open.
------------------	-------------------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.21 TypeDefs

Data Structures

- struct [fc2PGRGuid](#)
A GUID to the camera.

Defines

- #define [FALSE](#) 0
- #define [TRUE](#) 1
- #define [FULL_32BIT_VALUE](#) 0x7FFFFFFF
- #define [MAX_STRING_LENGTH](#) 512

Typedefs

- typedef int [BOOL](#)
- typedef void * [fc2Context](#)
A context to the FlyCapture2 C library.
- typedef void * [fc2GuiContext](#)
A context to the FlyCapture2 C GUI library.
- typedef void * [fc2ImageImpl](#)
An internal pointer used in the [fc2Image](#) structure.
- typedef void * [fc2ImageStatisticsContext](#)
A context referring to the ImageStatistics object.
- typedef void * [fc2TopologyNodeContext](#)
A context referring to the TopologyNode object.
- typedef void * [fc2VideoContext](#)
A context referring to the video recorder object.

6.21.1 Define Documentation

6.21.1.1 #define [FALSE](#) 0

6.21.1.2 #define [FULL_32BIT_VALUE](#) 0x7FFFFFFF

6.21.1.3 #define [MAX_STRING_LENGTH](#) 512

6.21.1.4 #define [TRUE](#) 1

6.21.2 Typedef Documentation

6.21.2.1 typedef int [BOOL](#)

6.21.2.2 typedef void* fc2Context

A context to the FlyCapture2 C library.

It must be created before performing any calls to the library.

6.21.2.3 typedef void* fc2GuiContext

A context to the FlyCapture2 C GUI library.

It must be created before performing any calls to the library.

6.21.2.4 typedef void* fc2ImageImpl

An internal pointer used in the [fc2Image](#) structure.

6.21.2.5 typedef void* fc2ImageStatisticsContext

A context referring to the ImageStatistics object.

6.21.2.6 typedef void* fc2TopologyNodeContext

A context referring to the TopologyNode object.

6.21.2.7 typedef void* fc2VideoContext

A context referring to the video recorder object.

6.22 Enumerations

Enumerations

- enum `fc2Error` { `FC2_ERROR_UNDEFINED` = -1, `FC2_ERROR_OK`, `FC2_ERROR_FAILED`, `FC2_ERROR_NOT_IMPLEMENTED`, `FC2_ERROR_FAILED_BUS_MASTER_CONNECTION`, `FC2_ERROR_NOT_CONNECTED`, `FC2_ERROR_INIT_FAILED`, `FC2_ERROR_NOT_INITIALIZED`, `FC2_ERROR_INVALID_PARAMETER`, `FC2_ERROR_INVALID_SETTINGS`, `FC2_ERROR_INVALID_BUS_MANAGER`, `FC2_ERROR_MEMORY_ALLOCATION_FAILED`, `FC2_ERROR_LOW_LEVEL_FAILURE`, `FC2_ERROR_NOT_FOUND`, `FC2_ERROR_FAILED_GUID`, `FC2_ERROR_INVALID_PACKET_SIZE`, `FC2_ERROR_INVALID_MODE`, `FC2_ERROR_NOT_IN_FORMAT7`, `FC2_ERROR_NOT_SUPPORTED`, `FC2_ERROR_TIMEOUT`, `FC2_ERROR_BUS_MASTER_FAILED`, `FC2_ERROR_INVALID_GENERATION`, `FC2_ERROR_LUT_FAILED`, `FC2_ERROR_IIDC_FAILED`, `FC2_ERROR_STROBE_FAILED`, `FC2_ERROR_TRIGGER_FAILED`, `FC2_ERROR_PROPERTY_FAILED`, `FC2_ERROR_PROPERTY_NOT_PRESENT`, `FC2_ERROR_REGISTER_FAILED`, `FC2_ERROR_READ_REGISTER_FAILED`, `FC2_ERROR_WRITE_REGISTER_FAILED`, `FC2_ERROR_ISOCH_FAILED`, `FC2_ERROR_ISOCH_ALREADY_STARTED`, `FC2_ERROR_ISOCH_NOT_STARTED`, `FC2_ERROR_ISOCH_START_FAILED`, `FC2_ERROR_ISOCH_RETRIEVE_BUFFER_FAILED`, `FC2_ERROR_ISOCH_STOP_FAILED`, `FC2_ERROR_ISOCH_SYNC_FAILED`, `FC2_ERROR_ISOCH_BANDWIDTH_EXCEEDED`, `FC2_ERROR_IMAGE_CONVERSION_FAILED`, `FC2_ERROR_IMAGE_LIBRARY_FAILURE`, `FC2_ERROR_BUFFER_TOO_SMALL`, `FC2_ERROR_IMAGE_CONSISTENCY_ERROR`, `FC2_ERROR_INCOMPATIBLE_DRIVER`, `FC2_ERROR_FORCE_32BITS` = `FULL_32BIT_VALUE` }

The error types returned by functions.

- enum `fc2BusCallbackType` { `FC2_BUS_RESET`, `FC2_ARRIVAL`, `FC2_REMOVAL`, `FC2_CALLBACK_TYPE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

The type of bus callback to register a callback function for.

- enum `fc2GrabMode` { `FC2_DROP_FRAMES`, `FC2_BUFFER_FRAMES`, `FC2_UNSPECIFIED_GRAB_MODE`, `FC2_GRAB_MODE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

The grab strategy employed during image transfer.

- enum `fc2GrabTimeout` { `FC2_TIMEOUT_NONE` = 0, `FC2_TIMEOUT_INFINITE` = -1, `FC2_TIMEOUT_UNSPECIFIED` = -2, `FC2_GRAB_TIMEOUT_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Timeout options for grabbing images.

- enum `fc2BandwidthAllocation` { `FC2_BANDWIDTH_ALLOCATION_OFF` = 0, `FC2_BANDWIDTH_ALLOCATION_ON` = 1, `FC2_BANDWIDTH_ALLOCATION_UNSUPPORTED` = 2, `FC2_BANDWIDTH_ALLOCATION_UNSPECIFIED` = 3, `FC2_BANDWIDTH_ALLOCATION_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Bandwidth allocation options for 1394 devices.

- enum `fc2InterfaceType` { `FC2_INTERFACE_IEEE1394`, `FC2_INTERFACE_USB_2`, `FC2_INTERFACE_USB_3`, `FC2_INTERFACE_GIGE`, `FC2_INTERFACE_UNKNOWN`, `FC2_INTERFACE_TYPE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Interfaces that a camera may use to communicate with a host.

- enum `fc2PropertyType` { `FC2_BRIGHTNESS`, `FC2_AUTO_EXPOSURE`, `FC2_SHARPNESS`, `FC2_WHITE_BALANCE`, `FC2_HUE`, `FC2_SATURATION`, `FC2_GAMMA`, `FC2_IRIS`, `FC2_FOCUS`, `FC2_ZOOM`, `FC2_PAN`, `FC2_TILT`, `FC2_SHUTTER`, `FC2_GAIN`, `FC2_TRIGGER_MODE`, `FC2_TRIGGER_DELAY`, `FC2_FRAME_RATE`, `FC2_TEMPERATURE`, `FC2_UNSPECIFIED_PROPERTY_TYPE`, `FC2_PROPERTY_TYPE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Camera properties.

- enum `fc2FrameRate` { `FC2_FRAMERATE_1_875`, `FC2_FRAMERATE_3_75`, `FC2_FRAMERATE_7_5`, `FC2_FRAMERATE_15`, `FC2_FRAMERATE_30`, `FC2_FRAMERATE_60`, `FC2_FRAMERATE_120`, `FC2_FRAMERATE_240`, `FC2_FRAMERATE_FORMAT7`, `FC2_NUM_FRAMERATES`, `FC2_FRAMERATE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Frame rates in frames per second.

- enum `fc2VideoMode` { `FC2_VIDEOMODE_160x120YUV444`, `FC2_VIDEOMODE_320x240YUV422`, `FC2_VIDEOMODE_640x480YUV411`, `FC2_VIDEOMODE_640x480YUV422`, `FC2_VIDEOMODE_640x480RGB`, `FC2_VIDEOMODE_640x480Y8`, `FC2_VIDEOMODE_640x480Y16`, `FC2_VIDEOMODE_800x600YUV422`, `FC2_VIDEOMODE_800x600RGB`, `FC2_VIDEOMODE_800x600Y8`, `FC2_VIDEOMODE_800x600Y16`, `FC2_VIDEOMODE_1024x768YUV422`, `FC2_VIDEOMODE_1024x768RGB`, `FC2_VIDEOMODE_1024x768Y8`, `FC2_VIDEOMODE_1024x768Y16`, `FC2_VIDEOMODE_1280x960YUV422`, `FC2_VIDEOMODE_1280x960RGB`, `FC2_VIDEOMODE_1280x960Y8`, `FC2_VIDEOMODE_1280x960Y16`, `FC2_VIDEOMODE_1600x1200YUV422`, `FC2_VIDEOMODE_1600x1200RGB`, `FC2_VIDEOMODE_1600x1200Y8`, `FC2_VIDEOMODE_1600x1200Y16`, `FC2_VIDEOMODE_FORMAT7`, `FC2_NUM_VIDEOMODES`, `FC2_VIDEOMODE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

DCAM video modes.

- enum `fc2Mode` { `FC2_MODE_0` = 0, `FC2_MODE_1`, `FC2_MODE_2`, `FC2_MODE_3`, `FC2_MODE_4`, `FC2_MODE_5`, `FC2_MODE_6`, `FC2_MODE_7`, `FC2_MODE_8`, `FC2_MODE_9`, `FC2_MODE_10`, `FC2_MODE_11`, `FC2_MODE_12`, `FC2_MODE_13`, `FC2_MODE_14`, `FC2_MODE_15`, `FC2_MODE_16`, `FC2_MODE_17`, `FC2_MODE_18`, `FC2_MODE_19`, `FC2_MODE_20`, `FC2_MODE_21`, `FC2_MODE_22`, `FC2_MODE_23`, `FC2_MODE_24`, `FC2_MODE_25`, `FC2_MODE_26`, `FC2_MODE_27`, `FC2_MODE_28`, `FC2_MODE_29`, `FC2_MODE_30`, `FC2_MODE_31`, `FC2_NUM_MODES`, `FC2_MODE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Camera modes for DCAM formats as well as Format7.

- enum `fc2PixelFormat` { `FC2_PIXEL_FORMAT_MONO8` = 0x80000000, `FC2_PIXEL_FORMAT_411YUV8` = 0x40000000, `FC2_PIXEL_FORMAT_422YUV8` = 0x20000000, `FC2_PIXEL_FORMAT_444YUV8` = 0x10000000, `FC2_PIXEL_FORMAT_RGB8` = 0x08000000, `FC2_PIXEL_FORMAT_MONO16` = 0x04000000, `FC2_PIXEL_FORMAT_RGB16` = 0x02000000, `FC2_PIXEL_FORMAT_S_MONO16` = 0x01000000, `FC2_PIXEL_FORMAT_S_RGB16` = 0x00000000 }

```
0x00800000, FC2_PIXEL_FORMAT_RAW8 = 0x00400000, FC2_PIXEL_FORMAT_RAW16 = 0x00200000, FC2_PIXEL_FORMAT_MONO12 = 0x00100000, FC2_PIXEL_FORMAT_RAW12 = 0x00080000, FC2_PIXEL_FORMAT_BGR = 0x80000008, FC2_PIXEL_FORMAT_BGRU = 0x40000008, FC2_PIXEL_FORMAT_RGB = FC2_PIXEL_FORMAT_RGB8, FC2_PIXEL_FORMAT_RGBU = 0x40000002, FC2_PIXEL_FORMAT_BGR16 = 0x02000001, FC2_PIXEL_FORMAT_BGRU16 = 0x02000002, FC2_PIXEL_FORMAT_422YUV8_JPEG = 0x40000001, FC2_NUM_PIXEL_FORMATS = 20, FC2_UNSPECIFIED_PIXEL_FORMAT = 0 }
```

Pixel formats available for Format7 modes.

- enum `fc2BusSpeed` { `FC2_BUSSPEED_S100`, `FC2_BUSSPEED_S200`, `FC2_BUSSPEED_S400`, `FC2_BUSSPEED_S480`, `FC2_BUSSPEED_S800`, `FC2_BUSSPEED_S1600`, `FC2_BUSSPEED_S3200`, `FC2_BUSSPEED_S5000`, `FC2_BUSSPEED_10BASE_T`, `FC2_BUSSPEED_100BASE_T`, `FC2_BUSSPEED_1000BASE_T`, `FC2_BUSSPEED_10000BASE_T`, `FC2_BUSSPEED_S_FASTEST`, `FC2_BUSSPEED_ANY`, `FC2_BUSSPEED_SPEED_UNKNOWN` = -1, `FC2_BUSSPEED_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Bus speeds.

- enum `fc2PCleBusSpeed` { `FC2_PCIE_BUSSPEED_2_5`, `FC2_PCIE_BUSSPEED_5_0`, `FC2_PCIE_BUSSPEED_UNKNOWN` = -1, `FC2_PCIE_BUSSPEED_FORCE_32BITS` = `FULL_32BIT_VALUE` }
- enum `fc2DriverType` { `FC2_DRIVER_1394_CAM`, `FC2_DRIVER_1394_PRO`, `FC2_DRIVER_1394_JUJU`, `FC2_DRIVER_1394_VIDEO1394`, `FC2_DRIVER_1394_RAW1394`, `FC2_DRIVER_USB_NONE`, `FC2_DRIVER_USB_CAM`, `FC2_DRIVER_USB3_PRO`, `FC2_DRIVER_GIGE_NONE`, `FC2_DRIVER_GIGE_FILTER`, `FC2_DRIVER_GIGE_PRO`, `FC2_DRIVER_GIGE_LWF`, `FC2_DRIVER_UNKNOWN` = -1, `FC2_DRIVER_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Types of low level drivers that FlyCapture uses.

- enum `fc2ColorProcessingAlgorithm` { `FC2_DEFAULT`, `FC2_NO_COLOR_PROCESSING`, `FC2_NEAREST_NEIGHBOR_FAST`, `FC2_EDGE_SENSING`, `FC2_HQ_LINEAR`, `FC2_RIGOROUS`, `FC2_IPP`, `FC2_DIRECTIONAL`, `FC2_WEIGHTED_DIRECTIONAL`, `FC2_COLOR_PROCESSING_ALGORITHM_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Color processing algorithms.

- enum `fc2BayerTileFormat` { `FC2_BT_NONE`, `FC2_BT_RGGB`, `FC2_BT_GRBG`, `FC2_BT_GBRG`, `FC2_BT_BGGR`, `FC2_BT_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Bayer tile formats.

- enum `fc2ImageFileFormat` { `FC2_FROM_FILE_EXT` = -1, `FC2_PGM`, `FC2_PPM`, `FC2_BMP`, `FC2_JPEG`, `FC2_JPEG2000`, `FC2_TIFF`, `FC2_PNG`, `FC2_RAW`, `FC2_IMAGE_FILE_FORMAT_FORCE_32BITS` = `FULL_32BIT_VALUE` }

File formats to be used for saving images to disk.

6.22.1 Enumeration Type Documentation

6.22.1.1 enum fc2BandwidthAllocation

Bandwidth allocation options for 1394 devices.

Enumerator:

- FC2_BANDWIDTH_ALLOCATION_OFF*** Do not allocate bandwidth.
- FC2_BANDWIDTH_ALLOCATION_ON*** Allocate bandwidth. This is the default setting.
- FC2_BANDWIDTH_ALLOCATION_UNSUPPORTED*** Bandwidth allocation is not supported by either the camera or operating system.
- FC2_BANDWIDTH_ALLOCATION_UNSPECIFIED*** Not specified. This leaves the current setting unchanged.
- FC2_BANDWIDTH_ALLOCATION_FORCE_32BITS***

6.22.1.2 enum fc2BayerTileFormat

Bayer tile formats.

Enumerator:

- FC2_BT_NONE*** No bayer tile format.
- FC2_BT_RGGB*** Red-Green-Green-Blue.
- FC2_BT_GRBG*** Green-Red-Blue-Green.
- FC2_BT_GBRG*** Green-Blue-Red-Green.
- FC2_BT_BGGR*** Blue-Green-Green-Red.
- FC2_BT_FORCE_32BITS***

6.22.1.3 enum fc2BusCallbackType

The type of bus callback to register a callback function for.

Enumerator:

- FC2_BUS_RESET*** Register for all bus events.
- FC2_ARRIVAL*** Register for arrivals only.
- FC2_REMOVAL*** Register for removals only.
- FC2_CALLBACK_TYPE_FORCE_32BITS***

6.22.1.4 enum fc2BusSpeed

Bus speeds.

Enumerator:

FC2_BUSSPEED_S100 100Mbps/sec.
FC2_BUSSPEED_S200 200Mbps/sec.
FC2_BUSSPEED_S400 400Mbps/sec.
FC2_BUSSPEED_S480 480Mbps/sec. Only for USB2 cameras.
FC2_BUSSPEED_S800 800Mbps/sec.
FC2_BUSSPEED_S1600 1600Mbps/sec.
FC2_BUSSPEED_S3200 3200Mbps/sec.
FC2_BUSSPEED_S5000 5000Mbps/sec. Only for USB3 cameras.
FC2_BUSSPEED_10BASE_T 10Base-T. Only for GigE cameras.
FC2_BUSSPEED_100BASE_T 100Base-T. Only for GigE cameras.
FC2_BUSSPEED_1000BASE_T 1000Base-T (Gigabit Ethernet). Only for GigE cameras.
FC2_BUSSPEED_10000BASE_T 10000Base-T. Only for GigE cameras.
FC2_BUSSPEED_S_FASTEST The fastest speed available.
FC2_BUSSPEED_ANY Any speed that is available.
FC2_BUSSPEED_SPEED_UNKNOWN Unknown bus speed.
FC2_BUSSPEED_FORCE_32BITS

6.22.1.5 enum fc2ColorProcessingAlgorithm

Color processing algorithms.

Please refer to our knowledge base at article at <http://www.ptgrey.com/support/kb/index.asp?a=4&q=33> for complete details for each algorithm.

Enumerator:

FC2_DEFAULT Default method.
FC2_NO_COLOR_PROCESSING No color processing.
FC2_NEAREST_NEIGHBOR_FAST Fastest but lowest quality. Equivalent to FLYCAPTURE_NEAREST_NEIGHBOR_FAST in FlyCapture.
FC2_EDGE_SENSING Weights surrounding pixels based on localized edge orientation.
FC2_HQ_LINEAR Well-balanced speed and quality.
FC2_RIGOROUS Slowest but produces good results.
FC2_IPP Multithreaded with similar results to edge sensing.

FC2_DIRECTIONAL Best quality but much faster than rigorous.

FC2_WEIGHTED_DIRECTIONAL Weighted pixel average from different directions.

FC2_COLOR_PROCESSING_ALGORITHM_FORCE_32BITS

6.22.1.6 enum fc2DriverType

Types of low level drivers that FlyCapture uses.

Enumerator:

FC2_DRIVER_1394_CAM PGRCam.sys.

FC2_DRIVER_1394_PRO PGR1394.sys.

FC2_DRIVER_1394_JUJU firewire_core.

FC2_DRIVER_1394_VIDEO1394 video1394.

FC2_DRIVER_1394_RAW1394 raw1394.

FC2_DRIVER_USB_NONE No usb driver used just BSD stack. (Linux only)

FC2_DRIVER_USB_CAM PGRUsbCam.sys.

FC2_DRIVER_USB3_PRO PGRXHCl.sys.

FC2_DRIVER_GIGE_NONE no GigE drivers used, MS/BSD stack.

FC2_DRIVER_GIGE_FILTER PGRGigE.sys.

FC2_DRIVER_GIGE_PRO PGRGigEPro.sys.

FC2_DRIVER_GIGE_LWF PgrLwf.sys.

FC2_DRIVER_UNKNOWN Unknown driver type.

FC2_DRIVER_FORCE_32BITS

6.22.1.7 enum fc2Error

The error types returned by functions.

Enumerator:

FC2_ERROR_UNDEFINED Undefined.

FC2_ERROR_OK Function returned with no errors.

FC2_ERROR_FAILED General failure.

FC2_ERROR_NOT_IMPLEMENTED Function has not been implemented.

FC2_ERROR_FAILED_BUS_MASTER_CONNECTION Could not connect to -
Bus Master.

FC2_ERROR_NOT_CONNECTED Camera has not been connected.

FC2_ERROR_INIT_FAILED Initialization failed.

FC2_ERROR_NOT_INITIALIZED Camera has not been initialized.

FC2_ERROR_INVALID_PARAMETER Invalid parameter passed to function.

FC2_ERROR_INVALID_SETTINGS Setting set to camera is invalid.

FC2_ERROR_INVALID_BUS_MANAGER Invalid Bus Manager object.

FC2_ERROR_MEMORY_ALLOCATION_FAILED Could not allocate memory.

FC2_ERROR_LOW_LEVEL_FAILURE Low level error.

FC2_ERROR_NOT_FOUND Device not found.

FC2_ERROR_FAILED_GUID GUID failure.

FC2_ERROR_INVALID_PACKET_SIZE Packet size set to camera is invalid.

FC2_ERROR_INVALID_MODE Invalid mode has been passed to function.

FC2_ERROR_NOT_IN_FORMAT7 Error due to not being in Format7.

FC2_ERROR_NOT_SUPPORTED This feature is unsupported.

FC2_ERROR_TIMEOUT Timeout error.

FC2_ERROR_BUS_MASTER_FAILED Bus Master Failure.

FC2_ERROR_INVALID_GENERATION Generation Count Mismatch.

FC2_ERROR_LUT_FAILED Look Up Table failure.

FC2_ERROR_IIDC_FAILED IIDC failure.

FC2_ERROR_STROBE_FAILED Strobe failure.

FC2_ERROR_TRIGGER_FAILED Trigger failure.

FC2_ERROR_PROPERTY_FAILED Property failure.

FC2_ERROR_PROPERTY_NOT_PRESENT Property is not present.

FC2_ERROR_REGISTER_FAILED Register access failed.

FC2_ERROR_READ_REGISTER_FAILED Register read failed.

FC2_ERROR_WRITE_REGISTER_FAILED Register write failed.

FC2_ERROR_ISOCH_FAILED Isochronous failure.

FC2_ERROR_ISOCH_ALREADY_STARTED Isochronous transfer has already been started.

FC2_ERROR_ISOCH_NOT_STARTED Isochronous transfer has not been started.

FC2_ERROR_ISOCH_START_FAILED Isochronous start failed.

FC2_ERROR_ISOCH_RETRIEVE_BUFFER_FAILED Isochronous retrieve buffer failed.

FC2_ERROR_ISOCH_STOP_FAILED Isochronous stop failed.

FC2_ERROR_ISOCH_SYNC_FAILED Isochronous image synchronization failed.

FC2_ERROR_ISOCH_BANDWIDTH_EXCEEDED Isochronous bandwidth exceeded.

FC2_ERROR_IMAGE_CONVERSION_FAILED Image conversion failed.

FC2_ERROR_IMAGE_LIBRARY_FAILURE Image library failure.

FC2_ERROR_BUFFER_TOO_SMALL Buffer is too small.

FC2_ERROR_IMAGE_CONSISTENCY_ERROR There is an image consistency error.

FC2_ERROR_INCOMPATIBLE_DRIVER The installed driver is not compatible with the library.

FC2_ERROR_FORCE_32BITS

6.22.1.8 enum fc2FrameRate

Frame rates in frames per second.

Enumerator:

FC2_FRAMERATE_1_875 1.875 fps.

FC2_FRAMERATE_3_75 3.75 fps.

FC2_FRAMERATE_7_5 7.5 fps.

FC2_FRAMERATE_15 15 fps.

FC2_FRAMERATE_30 30 fps.

FC2_FRAMERATE_60 60 fps.

FC2_FRAMERATE_120 120 fps.

FC2_FRAMERATE_240 240 fps.

FC2_FRAMERATE_FORMAT7 Custom frame rate for Format7 functionality.

FC2_NUM_FRAMERATES Number of possible camera frame rates.

FC2_FRAMERATE_FORCE_32BITS

6.22.1.9 enum fc2GrabMode

The grab strategy employed during image transfer.

This type controls how images that stream off the camera accumulate in a user buffer for handling.

Enumerator:

FC2_DROP_FRAMES Grabs the newest image in the user buffer each time the RetrieveBuffer() function is called. Older images are dropped instead of accumulating in the user buffer. Grabbing blocks if the camera has not finished transmitting the next available image. If the camera is transmitting images faster than the application can grab them, images may be dropped and only the most recent image is stored for grabbing. Note that this mode is the equivalent of flycaptureLockLatest in earlier versions of the FlyCapture SDK.

FC2_BUFFER_FRAMES Images accumulate in the user buffer, and the oldest image is grabbed for handling before being discarded. This member can be used to guarantee that each image is seen. However, image processing time must not exceed transmission time from the camera to the buffer. Grabbing

blocks if the camera has not finished transmitting the next available image. The buffer size is controlled by the numBuffers parameter in the FC2Config struct. Note that this mode is the equivalent of flycaptureLockNext in earlier versions of the FlyCapture SDK.

FC2_UNSPECIFIED_GRAB_MODE Unspecified grab mode.

FC2_GRAB_MODE_FORCE_32BITS

6.22.1.10 enum fc2GrabTimeout

Timeout options for grabbing images.

Enumerator:

FC2_TIMEOUT_NONE Non-blocking wait.

FC2_TIMEOUT_INFINITE Wait indefinitely.

FC2_TIMEOUT_UNSPECIFIED Unspecified timeout setting.

FC2_GRAB_TIMEOUT_FORCE_32BITS

6.22.1.11 enum fc2ImageFileFormat

File formats to be used for saving images to disk.

Enumerator:

FC2_FROM_FILE_EXT Determine file format from file extension.

FC2_PGM Portable gray map.

FC2_PPM Portable pixmap.

FC2_BMP Bitmap.

FC2_JPEG JPEG.

FC2_JPEG2000 JPEG 2000.

FC2_TIFF Tagged image file format.

FC2_PNG Portable network graphics.

FC2_RAW Raw data.

FC2_IMAGE_FILE_FORMAT_FORCE_32BITS

6.22.1.12 enum fc2InterfaceType

Interfaces that a camera may use to communicate with a host.

Enumerator:

FC2_INTERFACE_IEEE1394 IEEE-1394 (Includes 1394a and 1394b).

FC2_INTERFACE_USB_2 USB 2.0.
FC2_INTERFACE_USB_3 USB 3.0.
FC2_INTERFACE_GIGE GigE.
FC2_INTERFACE_UNKNOWN Unknown interface.
FC2_INTERFACE_TYPE_FORCE_32BITS

6.22.1.13 enum fc2Mode

Camera modes for DCAM formats as well as Format7.

Enumerator:

FC2_MODE_0
FC2_MODE_1
FC2_MODE_2
FC2_MODE_3
FC2_MODE_4
FC2_MODE_5
FC2_MODE_6
FC2_MODE_7
FC2_MODE_8
FC2_MODE_9
FC2_MODE_10
FC2_MODE_11
FC2_MODE_12
FC2_MODE_13
FC2_MODE_14
FC2_MODE_15
FC2_MODE_16
FC2_MODE_17
FC2_MODE_18
FC2_MODE_19
FC2_MODE_20
FC2_MODE_21
FC2_MODE_22
FC2_MODE_23
FC2_MODE_24
FC2_MODE_25
FC2_MODE_26

FC2_MODE_27
FC2_MODE_28
FC2_MODE_29
FC2_MODE_30
FC2_MODE_31
FC2_NUM_MODES Number of modes.
FC2_MODE_FORCE_32BITS

6.22.1.14 enum fc2PCleBusSpeed

Enumerator:

FC2_PCIE_BUSSPEED_2_5
FC2_PCIE_BUSSPEED_5_0 2.5 Gb/s
FC2_PCIE_BUSSPEED_UNKNOWN 5.0 Gb/s
FC2_PCIE_BUSSPEED_FORCE_32BITS Speed is unknown.

6.22.1.15 enum fc2PixelFormat

Pixel formats available for Format7 modes.

Enumerator:

FC2_PIXEL_FORMAT_MONO8 8 bits of mono information.
FC2_PIXEL_FORMAT_411YUV8 YUV 4:1:1.
FC2_PIXEL_FORMAT_422YUV8 YUV 4:2:2.
FC2_PIXEL_FORMAT_444YUV8 YUV 4:4:4.
FC2_PIXEL_FORMAT_RGB8 R = G = B = 8 bits.
FC2_PIXEL_FORMAT_MONO16 16 bits of mono information.
FC2_PIXEL_FORMAT_RGB16 R = G = B = 16 bits.
FC2_PIXEL_FORMAT_S_MONO16 16 bits of signed mono information.
FC2_PIXEL_FORMAT_S_RGB16 R = G = B = 16 bits signed.
FC2_PIXEL_FORMAT_RAW8 8 bit raw data output of sensor.
FC2_PIXEL_FORMAT_RAW16 16 bit raw data output of sensor.
FC2_PIXEL_FORMAT_MONO12 12 bits of mono information.
FC2_PIXEL_FORMAT_RAW12 12 bit raw data output of sensor.
FC2_PIXEL_FORMAT_BGR 24 bit BGR.
FC2_PIXEL_FORMAT_BGRU 32 bit BGRU.
FC2_PIXEL_FORMAT_RGB 24 bit RGB.
FC2_PIXEL_FORMAT_RGBU 32 bit RGBU.

FC2_PIXEL_FORMAT_BGR16 R = G = B = 16 bits.
FC2_PIXEL_FORMAT_BGRU16 64 bit BGRU.
FC2_PIXEL_FORMAT_422YUV8_JPEG JPEG compressed stream.
FC2_NUM_PIXEL_FORMATS Number of pixel formats.
FC2_UNSPECIFIED_PIXEL_FORMAT Unspecified pixel format.

6.22.1.16 enum fc2PropertyType

Camera properties.

Not all properties may be supported, depending on the camera model.

Enumerator:

FC2_BRIGHTNESS
FC2_AUTO_EXPOSURE
FC2_SHARPNESS
FC2_WHITE_BALANCE
FC2_HUE
FC2_SATURATION
FC2_GAMMA
FC2_IRIS
FC2_FOCUS
FC2_ZOOM
FC2_PAN
FC2_TILT
FC2_SHUTTER
FC2_GAIN
FC2_TRIGGER_MODE
FC2_TRIGGER_DELAY
FC2_FRAME_RATE
FC2_TEMPERATURE
FC2_UNSPECIFIED_PROPERTY_TYPE
FC2_PROPERTY_TYPE_FORCE_32BITS

6.22.1.17 enum fc2VideoMode

DCAM video modes.

Enumerator:

FC2_VIDEOMODE_160x120YUV444 160x120 YUV444.

FC2_VIDEOMODE_320x240YUV422 320x240 YUV422.
FC2_VIDEOMODE_640x480YUV411 640x480 YUV411.
FC2_VIDEOMODE_640x480YUV422 640x480 YUV422.
FC2_VIDEOMODE_640x480RGB 640x480 24-bit RGB.
FC2_VIDEOMODE_640x480Y8 640x480 8-bit.
FC2_VIDEOMODE_640x480Y16 640x480 16-bit.
FC2_VIDEOMODE_800x600YUV422 800x600 YUV422.
FC2_VIDEOMODE_800x600RGB 800x600 RGB.
FC2_VIDEOMODE_800x600Y8 800x600 8-bit.
FC2_VIDEOMODE_800x600Y16 800x600 16-bit.
FC2_VIDEOMODE_1024x768YUV422 1024x768 YUV422.
FC2_VIDEOMODE_1024x768RGB 1024x768 RGB.
FC2_VIDEOMODE_1024x768Y8 1024x768 8-bit.
FC2_VIDEOMODE_1024x768Y16 1024x768 16-bit.
FC2_VIDEOMODE_1280x960YUV422 1280x960 YUV422.
FC2_VIDEOMODE_1280x960RGB 1280x960 RGB.
FC2_VIDEOMODE_1280x960Y8 1280x960 8-bit.
FC2_VIDEOMODE_1280x960Y16 1280x960 16-bit.
FC2_VIDEOMODE_1600x1200YUV422 1600x1200 YUV422.
FC2_VIDEOMODE_1600x1200RGB 1600x1200 RGB.
FC2_VIDEOMODE_1600x1200Y8 1600x1200 8-bit.
FC2_VIDEOMODE_1600x1200Y16 1600x1200 16-bit.
FC2_VIDEOMODE_FORMAT7 Custom video mode for Format7 functionality.
FC2_NUM_VIDEOMODES Number of possible video modes.
FC2_VIDEOMODE_FORCE_32BITS

6.23 GigE specific enumerations

These enumerations are specific to GigE camera operation only.

Enumerations

- enum `fc2GigEPropertyType` { `FC2_HEARTBEAT`, `FC2_HEARTBEAT_TIMEOUT`, `PACKET_SIZE`, `PACKET_DELAY` }

Possible properties that can be queried from the camera.

6.23.1 Detailed Description

These enumerations are specific to GigE camera operation only.

6.23.2 Enumeration Type Documentation

6.23.2.1 enum `fc2GigEPropertyType`

Possible properties that can be queried from the camera.

Enumerator:

`FC2_HEARTBEAT`

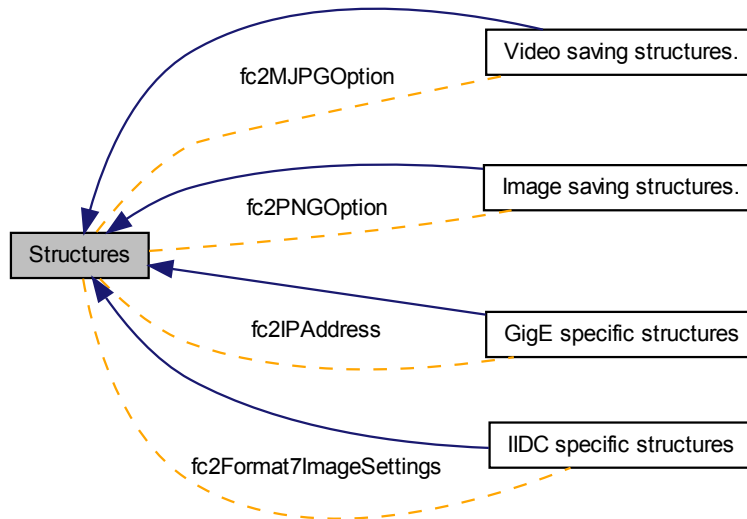
`FC2_HEARTBEAT_TIMEOUT`

`PACKET_SIZE`

`PACKET_DELAY`

6.24 Structures

Collaboration diagram for Structures:



Data Structures

- struct `fc2Image`
- struct `fc2SystemInfo`
Description of the system.
- struct `fc2Version`
The current version of the library.
- struct `fc2IPAddress`
IPv4 address.
- struct `fc2Format7ImageSettings`
Format 7 image settings.
- struct `fc2Config`
Configuration for a camera.
- struct `fc2TriggerDelayInfo`
Information about a specific camera property.
- struct `fc2TriggerDelay`
A specific camera property.
- struct `fc2TriggerModelInfo`

Information about a camera trigger property.

- struct [fc2TriggerMode](#)
A camera trigger.
- struct [fc2StrobeInfo](#)
A camera strobe property.
- struct [fc2StrobeControl](#)
A camera strobe.
- struct [fc2TimeStamp](#)
Timestamp information.
- struct [fc2ConfigROM](#)
Camera configuration ROM.
- struct [fc2CameraInfo](#)
Camera information.
- struct [fc2EmbeddedImageInfoProperty](#)
Properties of a single embedded image info property.
- struct [fc2EmbeddedImageInfo](#)
Properties of the possible embedded image information.
- struct [fc2ImageMetadata](#)
Metadata related to an image.
- struct [fc2LUTData](#)
Information about the camera's look up table.
- struct [fc2CameraStats](#)
Camera diagnostic information.
- struct [fc2PNGOption](#)
Options for saving PNG images.
- struct [fc2MJPGOption](#)
Options for saving MJPG files.

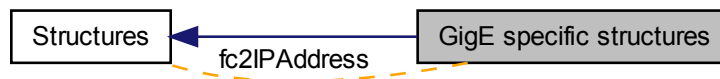
Modules

- [GigE specific structures](#)
These structures are specific to GigE camera operation only.
- [IIDC specific structures](#)
These structures are specific to IIDC camera operation only.
- [Image saving structures.](#)
These structures define various parameters used for saving images.
- [Video saving structures.](#)
These structures define various parameters used for saving videos.

6.25 GigE specific structures

These structures are specific to GigE camera operation only.

Collaboration diagram for GigE specific structures:



Data Structures

- struct [fc2IPAddress](#)
IPv4 address.
- struct [fc2MACAddress](#)
MAC address.
- struct [fc2GigEProperty](#)
A GigE property.
- struct [fc2GigEStreamChannel](#)
Information about a single GigE stream channel.
- struct [fc2GigEConfig](#)
Configuration for a GigE camera.
- struct [fc2GigEImageSettingsInfo](#)
Format 7 information for a single mode.
- struct [fc2GigEImageSettings](#)
Image settings for a GigE camera.

6.25.1 Detailed Description

These structures are specific to GigE camera operation only.

6.26 IIDC specific structures

These structures are specific to IIDC camera operation only.

Collaboration diagram for IIDC specific structures:



Data Structures

- struct [fc2Format7ImageSettings](#)
Format 7 image settings.
- struct [fc2Format7Info](#)
Format 7 information for a single mode.
- struct [fc2Format7PacketInfo](#)
Format 7 packet information.

6.26.1 Detailed Description

These structures are specific to IIDC camera operation only.

6.27 Image saving structures.

These structures define various parameters used for saving images.

Collaboration diagram for Image saving structures.:



Data Structures

- struct [fc2PNGOption](#)
Options for saving PNG images.
- struct [fc2PPMOption](#)
Options for saving PPM images.
- struct [fc2PGMOption](#)
Options for saving PGM images.
- struct [fc2TIFFOption](#)
Options for saving TIFF images.
- struct [fc2JPEGOption](#)
Options for saving JPEG image.
- struct [fc2JPG2Option](#)
Options for saving JPEG2000 image.
- struct [fc2BMPOption](#)
Options for saving Bitmap image.
- struct [fc2EventOptions](#)
Options for enabling device event registration.
- struct [fc2EventCallbackData](#)

Typedefs

- typedef void * [fc2CallbackHandle](#)
- typedef void(* [fc2BusEventCallback](#))(void *pParameter, unsigned int serial-Number)
- typedef void(* [fc2ImageEventCallback](#))(fc2Image *image, void *pCallbackData)
- typedef void(* [fc2AsyncCommandCallback](#))(fc2Error retError, void *pUserData)
- typedef void(* [fc2CameraEventCallback](#))(void *pCallbackData)

Enumerations

- enum `fc2TIFFCompressionMethod` { `FC2_TIFF_NONE` = 1, `FC2_TIFF_PACKBITS`, `FC2_TIFF_DEFLATE`, `FC2_TIFF_ADOBE_DEFLATE`, `FC2_TIFF_CCITTFAX3`, `FC2_TIFF_CCITTFAX4`, `FC2_TIFF_LZW`, `FC2_TIFF_JPEG` }

6.27.1 Detailed Description

These structures define various parameters used for saving images.

6.27.2 Typedef Documentation

6.27.2.1 typedef void(* `fc2AsyncCommandCallback`)(`fc2Error` retError, void *pUserData)

6.27.2.2 typedef void(* `fc2BusEventCallback`)(void *pParameter, unsigned int serialNumber)

6.27.2.3 typedef void* `fc2CallbackHandle`

6.27.2.4 typedef void(* `fc2CameraEventCallback`)(void *pCallbackData)

6.27.2.5 typedef void(* `fc2ImageEventCallback`)(`fc2Image` *image, void *pCallbackData)

6.27.3 Enumeration Type Documentation

6.27.3.1 enum `fc2TIFFCompressionMethod`

Enumerator:

`FC2_TIFF_NONE` Save without any compression.

`FC2_TIFF_PACKBITS` Save using PACKBITS compression.

`FC2_TIFF_DEFLATE` Save using DEFLATE compression (ZLIB compression).

`FC2_TIFF_ADOBE_DEFLATE` Save using ADOBE DEFLATE compression.

`FC2_TIFF_CCITTFAX3` Save using CCITT Group 3 fax encoding. This is only valid for 1-bit images only. Default to LZW for other bit depths.

`FC2_TIFF_CCITTFAX4` Save using CCITT Group 4 fax encoding. This is only valid for 1-bit images only. Default to LZW for other bit depths.

`FC2_TIFF_LZW` Save using LZW compression.

`FC2_TIFF_JPEG` Save using JPEG compression. This is only valid for 8-bit greyscale and 24-bit only. Default to LZW for other bit depths.

6.28 Video Recording Operation

The video recording operation provides the functionality for the user to record images to an video file.

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoCreate](#) ([fc2VideoContext](#) *pVideoContext)
Create a Video context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoAVIOpen](#) ([fc2VideoContext](#) VideoContext, const char *pFileName, [fc2AVIOption](#) *pOption)
Open an AVI file in preparation for writing Images to disk.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoMJPEGOpen](#) ([fc2VideoContext](#) VideoContext, const char *pFileName, [fc2MJPEGOption](#) *pOption)
Open an MJPEG file in preparation for writing Images to disk.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoH264Open](#) ([fc2VideoContext](#) VideoContext, const char *pFileName, [fc2H264Option](#) *pOption)
Open an H.264 video file in preparation for writing Images to disk.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoAppend](#) ([fc2VideoContext](#) VideoContext, [fc2Image](#) *pImage)
Append an image to the video file.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoSetMaximumSize](#) ([fc2VideoContext](#) VideoContext, unsigned int size)
Set the maximum file size (in megabytes) of a AVI/MP4 file.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoClose](#) ([fc2VideoContext](#) VideoContext)
Close the video file.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoDestroy](#) ([fc2VideoContext](#) VideoContext)
Destroy a video context.

6.28.1 Detailed Description

The video recording operation provides the functionality for the user to record images to an video file.

6.28.2 Function Documentation

6.28.2.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoAppend](#) ([fc2VideoContext](#) VideoContext, [fc2Image](#) * pImage)

Append an image to the video file.

Parameters

<i>Video-Context</i>	The video context to use.
<i>pImage</i>	The image to append.

Returns

A `fc2Error` indicating the success or failure of the function.

6.28.2.2 FLYCAPTURE2_C_API `fc2Error fc2VideoAVIOpen (fc2VideoContext VideoContext, const char * pFileName, fc2AVIOption * pOption)`

Open an AVI file in preparation for writing Images to disk.

The size of AVI files is limited to 2GB. The filenames are automatically generated using the filename specified.

Parameters

<i>Video-Context</i>	The video context to use.
<i>pFileName</i>	The filename of the AVI file.
<i>pOption</i>	Options to apply to the AVI file.

See also

`SetMaximumFileSize()`
`fc2Close()`
[fc2AVIOption](#)

Returns

A `fc2Error` indicating the success or failure of the function.

6.28.2.3 FLYCAPTURE2_C_API `fc2Error fc2VideoClose (fc2VideoContext VideoContext)`

Close the video file.

Parameters

<i>Video-Context</i>	The video context to use.
----------------------	---------------------------

Returns

A `fc2Error` indicating the success or failure of the function.

6.28.2.4 FLYCAPTURE2.C_API fc2Error fc2VideoCreate (fc2VideoContext * pVideoContext)

Create a Video context.

Parameters

<i>pVideo-Context</i>	A video context.
-----------------------	------------------

Returns

A fc2Error indicating the success or failure of the function.

6.28.2.5 FLYCAPTURE2.C_API fc2Error fc2VideoDestroy (fc2VideoContext VideoContext)

Destroy a video context.

Parameters

<i>Video-Context</i>	A video context.
----------------------	------------------

Returns

A fc2Error indicating the success or failure of the function.

6.28.2.6 FLYCAPTURE2.C_API fc2Error fc2VideoH264Open (fc2VideoContext VideoContext, const char * pFileName, fc2H264Option * pOption)

Open an H.264 video file in preparation for writing Images to disk.

If the file extension is not specified, MP4 will be used as the default container. Consult ffmpeg documentation for a list of supported containers.

Parameters

<i>pFileName</i>	The filename of the video file.
<i>pOption</i>	H.264 options to apply to the video file.

See also

fc2Close()
[fc2H264Option](#)

Returns

A `fc2Error` indicating the success or failure of the function.

6.28.2.7 FLYCAPTURE2_C_API `fc2Error` `fc2VideoMJPEGOpen` (`fc2VideoContext` `VideoContext`, `const char *` `pFileName`, `fc2MJPEGOption *` `pOption`)

Open an MJPEG file in preparation for writing Images to disk.

The size of AVI files is limited to 2GB. The filenames are automatically generated using the filename specified.

Parameters

<i>Video-Context</i>	The AVI context to use.
<i>pFileName</i>	The filename of the AVI file.
<i>pOption</i>	Options to apply to the AVI file.

See also

`fc2Close()`
[fc2MJPEGOption](#)

Returns

A `fc2Error` indicating the success or failure of the function.

6.28.2.8 FLYCAPTURE2_C_API `fc2Error` `fc2VideoSetMaximumSize` (`fc2VideoContext` `VideoContext`, `unsigned int` `size`)

Set the maximum file size (in megabytes) of a AVI/MP4 file.

A new AVI/MP4 file is created automatically when file size limit is reached. Setting a maximum size of 0 indicates no limit on file size.

Parameters

<i>Video-Context</i>	The video context to use.
<i>size</i>	The maximum video file size in MB.

Returns

A `fc2Error` indicating the success or failure of the function.

6.29 Video saving structures.

These structures define various parameters used for saving videos.

Collaboration diagram for Video saving structures.:



Data Structures

- struct [fc2MJPGOption](#)
Options for saving MJPG files.
- struct [fc2H264Option](#)
Options for saving H264 files.
- struct [fc2AVIOption](#)
Options for saving AVI files.

6.29.1 Detailed Description

These structures define various parameters used for saving videos.

Chapter 7

Data Structure Documentation

7.1 fc2AVIOption Struct Reference

Options for saving AVI files.

Data Fields

- float [frameRate](#)
Frame rate of the stream.
- unsigned int [reserved](#) [256]
Reserved for future use.

7.1.1 Detailed Description

Options for saving AVI files.

7.1.2 Field Documentation

7.1.2.1 float frameRate

Frame rate of the stream.

7.1.2.2 unsigned int reserved[256]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2VideoDefs_C.h](#)

7.2 fc2BMPOption Struct Reference

Options for saving Bitmap image.

Data Fields

- [BOOL indexedColor_8bit](#)
- unsigned int [reserved](#) [16]

Reserved for future use.

7.2.1 Detailed Description

Options for saving Bitmap image.

7.2.2 Field Documentation

7.2.2.1 [BOOL indexedColor_8bit](#)

7.2.2.2 [unsigned int reserved](#)[16]

Reserved for future use.

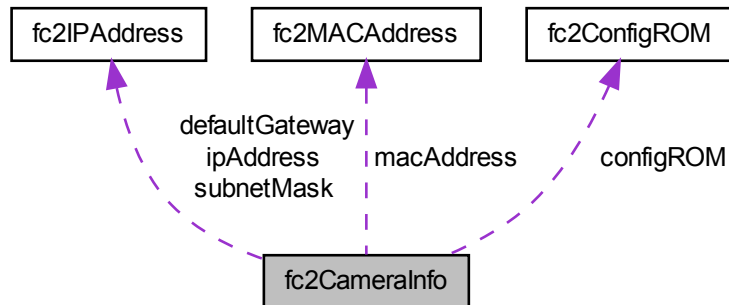
The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.3 fc2CameraInfo Struct Reference

Camera information.

Collaboration diagram for fc2CameraInfo:



Data Fields

- unsigned int [serialNumber](#)
Device serial number.
- [fc2InterfaceType](#) [interfaceType](#)
Interface type.
- [fc2DriverType](#) [driverType](#)
Driver type.
- [BOOL](#) [isColorCamera](#)
Flag indicating if this is a color camera.
- char [modelName](#) [MAX_STRING_LENGTH]
Device model name.
- char [vendorName](#) [MAX_STRING_LENGTH]
Device vendor name.
- char [sensorInfo](#) [MAX_STRING_LENGTH]
String detailing the sensor information.
- char [sensorResolution](#) [MAX_STRING_LENGTH]
String providing the sensor resolution.
- char [driverName](#) [MAX_STRING_LENGTH]
Driver name of driver being used.
- char [firmwareVersion](#) [MAX_STRING_LENGTH]
Firmware version of camera.
- char [firmwareBuildTime](#) [MAX_STRING_LENGTH]
Firmware build time.
- [fc2BusSpeed](#) [maximumBusSpeed](#)

Maximum bus speed.

- [fc2BayerTileFormat](#) [bayerTileFormat](#)

Bayer tile format.

- [fc2PCleBusSpeed](#) [pcieBusSpeed](#)

Bus number, set to 0 for GigE and USB cameras.

- unsigned short [nodeNumber](#)

ieee1394 Node number, set to 0 for GigE and USB cameras

- unsigned short [busNumber](#)

PCIe Bus Speed, set to PCIE_BUSSPEED_UNKNOWN for unsupported drivers.

- unsigned int [reserved](#) [16]

Reserved for future use.

IIDC specific information

- unsigned int [iidxVer](#)

DCAM version.

- [fc2ConfigROM](#) [configROM](#)

Configuration ROM data.

GigE specific information

- unsigned int [gigEMajorVersion](#)

GigE Vision version.

- unsigned int [gigEMinorVersion](#)

GigE Vision minor version.

- char [userDefinedName](#) [MAX_STRING_LENGTH]

User defined name.

- char [xmlURL1](#) [MAX_STRING_LENGTH]

XML URL 1.

- char [xmlURL2](#) [MAX_STRING_LENGTH]

XML URL 2.

- [fc2MACAddress](#) [macAddress](#)

MAC address.

- [fc2IPAddress](#) [ipAddress](#)

IP address.

- [fc2IPAddress](#) [subnetMask](#)

Subnet mask.

- [fc2IPAddress](#) [defaultGateway](#)

Default gateway.

- unsigned int [ccpStatus](#)

Status/Content of CCP register.

- unsigned int [applicationIPAddress](#)

Local Application IP Address.

- unsigned int [applicationPort](#)

Local Application port.

7.3.1 Detailed Description

Camera information.

7.3.2 Field Documentation

7.3.2.1 unsigned int **applicationIPAddress**

Local Application IP Address.

7.3.2.2 unsigned int **applicationPort**

Local Application port.

7.3.2.3 **fc2BayerTileFormat** **bayerTileFormat**

Bayer tile format.

7.3.2.4 unsigned short **busNumber**

PCIe Bus Speed, set to PCIE_BUSSPEED_UNKNOWN for unsupported drivers.

7.3.2.5 unsigned int **ccpStatus**

Status/Content of CCP register.

7.3.2.6 **fc2ConfigROM** **configROM**

Configuration ROM data.

7.3.2.7 **fc2IPAddress** **defaultGateway**

Default gateway.

7.3.2.8 char **driverName**[MAX_STRING_LENGTH]

Driver name of driver being used.

7.3.2.9 **fc2DriverType** **driverType**

Driver type.

7.3.2.10 char **firmwareBuildTime**[MAX_STRING_LENGTH]

Firmware build time.

7.3.2.11 char firmwareVersion[MAX_STRING_LENGTH]

Firmware version of camera.

7.3.2.12 unsigned int gigEMajorVersion

GigE Vision version.

7.3.2.13 unsigned int gigEMinorVersion

GigE Vision minor version.

7.3.2.14 unsigned int iidcVer

DCAM version.

7.3.2.15 fc2InterfaceType interfaceType

Interface type.

7.3.2.16 fc2IPAddress ipAddress

IP address.

7.3.2.17 BOOL isColorCamera

Flag indicating if this is a color camera.

7.3.2.18 fc2MACAddress macAddress

MAC address.

7.3.2.19 fc2BusSpeed maximumBusSpeed

Maximum bus speed.

7.3.2.20 char modelName[MAX_STRING_LENGTH]

Device model name.

7.3.2.21 unsigned short nodeNumber

ieee1394 Node number, set to 0 for GigE and USB cameras

7.3.2.22 fc2PCleBusSpeed pcieBusSpeed

Bus number, set to 0 for GigE and USB cameras.

7.3.2.23 unsigned int reserved[16]

Reserved for future use.

7.3.2.24 char sensorInfo[MAX_STRING_LENGTH]

String detailing the sensor information.

7.3.2.25 char sensorResolution[MAX_STRING_LENGTH]

String providing the sensor resolution.

7.3.2.26 unsigned int serialNumber

Device serial number.

7.3.2.27 fc2IPAddress subnetMask

Subnet mask.

7.3.2.28 char userDefinedName[MAX_STRING_LENGTH]

User defined name.

7.3.2.29 char vendorName[MAX_STRING_LENGTH]

Device vendor name.

7.3.2.30 char xmlURL1[MAX_STRING_LENGTH]

XML URL 1.

7.3.2.31 char xmiURL2[MAX_STRING_LENGTH]

XML URL 2.

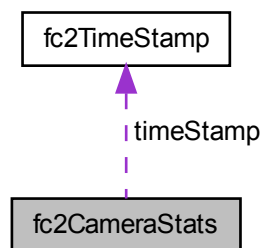
The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.4 fc2CameraStats Struct Reference

Camera diagnostic information.

Collaboration diagram for fc2CameraStats:



Data Fields

- unsigned int [imageDropped](#)
- unsigned int [imageCorrupt](#)
- unsigned int [imageXmitFailed](#)
- unsigned int [imageDriverDropped](#)
- unsigned int [regReadFailed](#)
- unsigned int [regWriteFailed](#)
- unsigned int [portErrors](#)
- [BOOL](#) [cameraPowerUp](#)
- float [cameraVoltages](#) [8]
- unsigned int [numVoltages](#)
The number of voltage registers available.
- float [cameraCurrents](#) [8]
- unsigned int [numCurrents](#)
The number of current registers available.

- unsigned int [temperature](#)
- unsigned int [timeSinceInitialization](#)
- unsigned int [timeSinceBusReset](#)
- [fc2TimeStamp](#) timeStamp
- unsigned int [numResendPacketsRequested](#)
- unsigned int [numResendPacketsReceived](#)
- unsigned int [reserved](#) [16]

Reserved for future use.

7.4.1 Detailed Description

Camera diagnostic information.

7.4.2 Field Documentation

7.4.2.1 float cameraCurrents[8]

7.4.2.2 BOOL cameraPowerUp

7.4.2.3 float cameraVoltages[8]

7.4.2.4 unsigned int imageCorrupt

7.4.2.5 unsigned int imageDriverDropped

7.4.2.6 unsigned int imageDropped

7.4.2.7 unsigned int imageXmitFailed

7.4.2.8 unsigned int numCurrents

The number of current registers available.

0: the values in cameraCurrents[] are invalid.

7.4.2.9 unsigned int numResendPacketsReceived

7.4.2.10 unsigned int numResendPacketsRequested

7.4.2.11 unsigned int numVoltages

The number of voltage registers available.

0: the values in cameraVoltages[] are invalid.

7.4.2.12 unsigned int **portErrors**

7.4.2.13 unsigned int **regReadFailed**

7.4.2.14 unsigned int **regWriteFailed**

7.4.2.15 unsigned int **reserved[16]**

Reserved for future use.

7.4.2.16 unsigned int **temperature**

7.4.2.17 unsigned int **timeSinceBusReset**

7.4.2.18 unsigned int **timeSinceInitialization**

7.4.2.19 **fc2TimeStamp** timeStamp

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.5 fc2Config Struct Reference

Configuration for a camera.

Data Fields

- unsigned int [numBuffers](#)
Number of buffers used by the FlyCapture2 library to grab images.
- unsigned int [numImageNotifications](#)
Number of notifications per image.
- unsigned int [minNumImageNotifications](#)
Minimum number of notifications needed for the current image settings on the camera.
- int [grabTimeout](#)
Time in milliseconds that `RetrieveBuffer()` and `WaitForBufferEvent()` will wait for an image before timing out and returning.
- [fc2GrabMode](#) [grabMode](#)
Grab mode for the camera.
- [BOOL](#) [highPerformanceRetrieveBuffer](#)
This parameter enables `RetrieveBuffer` to run in high performance mode.
- [fc2BusSpeed](#) [isochBusSpeed](#)
Isochronous bus speed.
- [fc2BusSpeed](#) [asyncBusSpeed](#)

Asynchronous bus speed.

- `fc2BandwidthAllocation` `bandwidthAllocation`

Bandwidth allocation flag that tells the camera the bandwidth allocation strategy to employ.

- unsigned int `registerTimeoutRetries`

Number of retries to perform when a register read/write timeout is received by the library.

- unsigned int `registerTimeout`

Register read/write timeout value, in microseconds.

- unsigned int `reserved` [16]

Reserved for future use.

7.5.1 Detailed Description

Configuration for a camera.

These options are options that are generally should be set before starting isochronous transfer.

7.5.2 Field Documentation

7.5.2.1 `fc2BusSpeed` `asyncBusSpeed`

Asynchronous bus speed.

7.5.2.2 `fc2BandwidthAllocation` `bandwidthAllocation`

Bandwidth allocation flag that tells the camera the bandwidth allocation strategy to employ.

7.5.2.3 `fc2GrabMode` `grabMode`

Grab mode for the camera.

The default is `DROP_FRAMES`.

7.5.2.4 `int` `grabTimeout`

Time in milliseconds that `RetrieveBuffer()` and `WaitForBufferEvent()` will wait for an image before timing out and returning.

7.5.2.5 **BOOL highPerformanceRetrieveBuffer**

This parameter enables RetrieveBuffer to run in high performance mode.

This means that any interaction with the camera, other than grabbing the image is disabled. Currently Retrieve buffer reads registers on the camera to determine which embedded image information settings have been enabled, and it reads what the bayer tile is currently set to. When High Performance mode is on, these reads are disabled. - This means that any changes to the Bayer Tile or to the Embedded image info after StartCapture() will not be tracked when made using direct register writes. If the corresponding SetEmbeddedImageInfo() and GetEmbeddedImageInfo() calls are used then the changes will be appropriately reflected. This also means that changes to embedded image info from other processes will not be updated either.

7.5.2.6 **fc2BusSpeed isochBusSpeed**

Isochronous bus speed.

7.5.2.7 **unsigned int minNumImageNotifications**

Minimum number of notifications needed for the current image settings on the camera.

Read-only value.

7.5.2.8 **unsigned int numBuffers**

Number of buffers used by the FlyCapture2 library to grab images.

7.5.2.9 **unsigned int numImageNotifications**

Number of notifications per image.

This value should only be set after the image settings to be used is set to the camera. The default number of notifications is 1.

There are 4 general scenarios:

- 1 notification - End of image
- 2 notifications - After first packet and end of image
- 3 notifications - After first packet, middle of image, end of image
- x notifications - After first packet, (x -2) spread evenly, end of image

Specifying zero for the number of notifications will be ignored (the current value will not be modified).

Note that the event numbers start at 0. Ex. when 3 notifications are used, the three events will be 0, 1 and 2.

7.5.2.10 unsigned int registerTimeout

Register read/write timeout value, in microseconds.

The default value is dependent on the interface type.

7.5.2.11 unsigned int registerTimeoutRetries

Number of retries to perform when a register read/write timeout is received by the library.

The default value is 0.

7.5.2.12 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.6 fc2ConfigROM Struct Reference

Camera configuration ROM.

Data Fields

- unsigned int [nodeVendorId](#)
Vendor ID of a node.
- unsigned int [chipIdHi](#)
Chip ID (high part).
- unsigned int [chipIdLo](#)
Chip ID (low part).
- unsigned int [unitSpecId](#)
Unit Spec ID, usually 0xa02d.
- unsigned int [unitSWVer](#)
Unit software version.
- unsigned int [unitSubSWVer](#)
Unit sub software version.
- unsigned int [vendorUniqueInfo_0](#)
Vendor unique info 0.
- unsigned int [vendorUniqueInfo_1](#)
Vendor unique info 1.
- unsigned int [vendorUniqueInfo_2](#)
Vendor unique info 2.

- unsigned int `vendorUniqueInfo_3`
Vendor unique info 3.
- char `pszKeyword` [MAX_STRING_LENGTH]
Keyword.
- unsigned int `reserved` [16]
Reserved for future use.

7.6.1 Detailed Description

Camera configuration ROM.

7.6.2 Field Documentation

7.6.2.1 unsigned int `chipIdHi`

Chip ID (high part).

7.6.2.2 unsigned int `chipIdLo`

Chip ID (low part).

7.6.2.3 unsigned int `nodeVendorId`

Vendor ID of a node.

7.6.2.4 char `pszKeyword`[MAX_STRING_LENGTH]

Keyword.

7.6.2.5 unsigned int `reserved`[16]

Reserved for future use.

7.6.2.6 unsigned int `unitSpecId`

Unit Spec ID, usually 0xa02d.

7.6.2.7 unsigned int `unitSubSWVer`

Unit sub software version.

7.6.2.8 unsigned int unitSWVer

Unit software version.

7.6.2.9 unsigned int vendorUniqueInfo_0

Vendor unique info 0.

7.6.2.10 unsigned int vendorUniqueInfo_1

Vendor unique info 1.

7.6.2.11 unsigned int vendorUniqueInfo_2

Vendor unique info 2.

7.6.2.12 unsigned int vendorUniqueInfo_3

Vendor unique info 3.

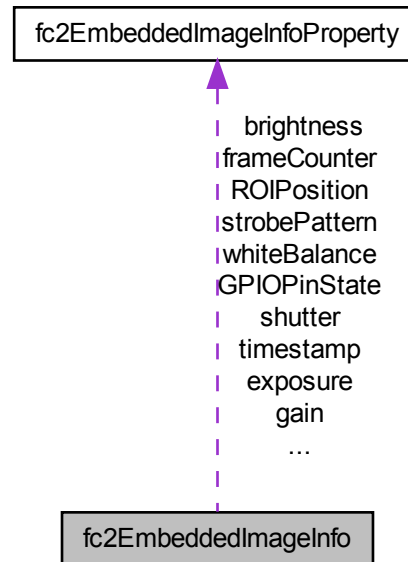
The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.7 fc2EmbeddedImageInfo Struct Reference

Properties of the possible embedded image information.

Collaboration diagram for fc2EmbeddedImageInfo:



Data Fields

- `fc2EmbeddedImageInfoProperty` timestamp
- `fc2EmbeddedImageInfoProperty` gain
- `fc2EmbeddedImageInfoProperty` shutter
- `fc2EmbeddedImageInfoProperty` brightness
- `fc2EmbeddedImageInfoProperty` exposure
- `fc2EmbeddedImageInfoProperty` whiteBalance
- `fc2EmbeddedImageInfoProperty` frameCounter
- `fc2EmbeddedImageInfoProperty` strobePattern
- `fc2EmbeddedImageInfoProperty` GPIOPinState
- `fc2EmbeddedImageInfoProperty` ROIPosition

7.7.1 Detailed Description

Properties of the possible embedded image information.

7.7.2 Field Documentation

7.7.2.1 fc2EmbeddedImageInfoProperty brightness

7.7.2.2 fc2EmbeddedImageInfoProperty exposure

7.7.2.3 fc2EmbeddedImageInfoProperty frameCounter

7.7.2.4 fc2EmbeddedImageInfoProperty gain

7.7.2.5 fc2EmbeddedImageInfoProperty GPIOPinState

7.7.2.6 fc2EmbeddedImageInfoProperty ROIPosition

7.7.2.7 fc2EmbeddedImageInfoProperty shutter

7.7.2.8 fc2EmbeddedImageInfoProperty strobePattern

7.7.2.9 fc2EmbeddedImageInfoProperty timestamp

7.7.2.10 fc2EmbeddedImageInfoProperty whiteBalance

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.8 fc2EmbeddedImageInfoProperty Struct Reference

Properties of a single embedded image info property.

Data Fields

- [BOOL available](#)
Whether this property is available.
- [BOOL onOff](#)
Whether this property is on or off.

7.8.1 Detailed Description

Properties of a single embedded image info property.

7.8.2 Field Documentation

7.8.2.1 BOOL available

Whether this property is available.

7.8.2.2 BOOL onOff

Whether this property is on or off.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.9 fc2EventCallbackData Struct Reference

Data Fields

- void * [EventUserData](#)
Pointer to the user-supplied data struct.
- size_t [EventUserDataSize](#)
Size of the user data supplied to the RegisterEvent() function.
- const char * [EventName](#)
The event name used to register the event.
- unsigned long long [EventID](#)
The device register which EventName maps to.
- unsigned long long [EventTimestamp](#)
Timestamp indicated the time (as reported by the camera) at which the camera exposure operation completed.
- void * [EventData](#)
A pointer to additional data pertaining to the event which just trigger the callback function.
- size_t [EventDataSize](#)
The size of the structure pointed to by EventData.

7.9.1 Field Documentation

7.9.1.1 void* EventData

A pointer to additional data pertaining to the event which just trigger the callback function.

The data may be of difference sizes or may not even be allocated, depending on the type of event which triggered the callback.

7.9.1.2 `size_t` **EventDataSize**

The size of the structure pointed to by `EventData`.

This value should be checked, especially if there are events which can trigger variable-length event data to be returned to the user when the callback function is issued.

7.9.1.3 `unsigned long long` **EventID**

The device register which `EventName` maps to.

Provides an alternate means of indexing into different event types.

7.9.1.4 `const char*` **EventName**

The event name used to register the event.

Provided so the user knows which event triggered the callback.

7.9.1.5 `unsigned long long` **EventTimestamp**

Timestamp indicated the time (as reported by the camera) at which the camera exposure operation completed.

This can be compared with image timestamps if there is a need to map event timestamps to specific images, if applicable.

7.9.1.6 `void*` **EventUserData**

Pointer to the user-supplied data struct.

7.9.1.7 `size_t` **EventUserDataSize**

Size of the user data supplied to the `RegisterEvent()` function.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.10 fc2EventOptions Struct Reference

Options for enabling device event registration.

Data Fields

- [fc2CameraEventCallback](#) `EventCallbackFcn`

Callback function pointer.

- `const char * EventName`

Event name to register.

- `const void * EventUserData`

Pointer to callback data to be passed to the callback function.

- `size_t EventUserDataSize`

Size of the underlying struct passed as `eventCallbackData` for sanity checks.

7.10.1 Detailed Description

Options for enabling device event registration.

7.10.2 Field Documentation

7.10.2.1 `fc2CameraEventCallback EventCallbackFcn`

Callback function pointer.

7.10.2.2 `const char* EventName`

Event name to register.

7.10.2.3 `const void* EventUserData`

Pointer to callback data to be passed to the callback function.

7.10.2.4 `size_t EventUserDataSize`

Size of the underlying struct passed as `eventCallbackData` for sanity checks.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.11 `fc2Format7ImageSettings` Struct Reference

Format 7 image settings.

Data Fields

- `fc2Mode mode`

Format 7 mode.

- unsigned int [offsetX](#)
Horizontal image offset.
- unsigned int [offsetY](#)
Vertical image offset.
- unsigned int [width](#)
Width of image.
- unsigned int [height](#)
Height of image.
- [fc2PixelFormat](#) [pixelFormat](#)
Pixel format of image.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.11.1 Detailed Description

Format 7 image settings.

7.11.2 Field Documentation

7.11.2.1 unsigned int height

Height of image.

7.11.2.2 fc2Mode mode

Format 7 mode.

7.11.2.3 unsigned int offsetX

Horizontal image offset.

7.11.2.4 unsigned int offsetY

Vertical image offset.

7.11.2.5 fc2PixelFormat pixelFormat

Pixel format of image.

7.11.2.6 unsigned int reserved[8]

Reserved for future use.

7.11.2.7 unsigned int width

Width of image.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.12 fc2Format7Info Struct Reference

Format 7 information for a single mode.

Data Fields

- [fc2Mode mode](#)
Format 7 mode.
- unsigned int [maxWidth](#)
Maximum image width.
- unsigned int [maxHeight](#)
Maximum image height.
- unsigned int [offsetHStepSize](#)
Horizontal step size for the offset.
- unsigned int [offsetVStepSize](#)
Vertical step size for the offset.
- unsigned int [imageHStepSize](#)
Horizontal step size for the image.
- unsigned int [imageVStepSize](#)
Vertical step size for the image.
- unsigned int [pixelFormatBitField](#)
Supported pixel formats in a bit field.
- unsigned int [vendorPixelFormatBitField](#)
Vendor unique pixel formats in a bit field.
- unsigned int [packetSize](#)
Current packet size in bytes.
- unsigned int [minPacketSize](#)
Minimum packet size in bytes for current mode.
- unsigned int [maxPacketSize](#)
Maximum packet size in bytes for current mode.
- float [percentage](#)
Current packet size as a percentage of maximum packet size.
- unsigned int [reserved](#) [16]
Reserved for future use.

7.12.1 Detailed Description

Format 7 information for a single mode.

7.12.2 Field Documentation

7.12.2.1 unsigned int imageHStepSize

Horizontal step size for the image.

7.12.2.2 unsigned int imageVStepSize

Vertical step size for the image.

7.12.2.3 unsigned int maxHeight

Maximum image height.

7.12.2.4 unsigned int maxPacketSize

Maximum packet size in bytes for current mode.

7.12.2.5 unsigned int maxWidth

Maximum image width.

7.12.2.6 unsigned int minPacketSize

Minimum packet size in bytes for current mode.

7.12.2.7 fc2Mode mode

Format 7 mode.

7.12.2.8 unsigned int offsetHStepSize

Horizontal step size for the offset.

7.12.2.9 unsigned int offsetVStepSize

Vertical step size for the offset.

7.12.2.10 unsigned int `packetSize`

Current packet size in bytes.

7.12.2.11 float `percentage`

Current packet size as a percentage of maximum packet size.

7.12.2.12 unsigned int `pixelFormatBitField`

Supported pixel formats in a bit field.

7.12.2.13 unsigned int `reserved[16]`

Reserved for future use.

7.12.2.14 unsigned int `vendorPixelFormatBitField`

Vendor unique pixel formats in a bit field.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.13 `fc2Format7PacketInfo` Struct Reference

Format 7 packet information.

Data Fields

- unsigned int [recommendedBytesPerPacket](#)
Recommended bytes per packet.
- unsigned int [maxBytesPerPacket](#)
Maximum bytes per packet.
- unsigned int [unitBytesPerPacket](#)
Minimum bytes per packet.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.13.1 Detailed Description

Format 7 packet information.

7.13.2 Field Documentation

7.13.2.1 unsigned int `maxBytesPerPacket`

Maximum bytes per packet.

7.13.2.2 unsigned int `recommendedBytesPerPacket`

Recommended bytes per packet.

7.13.2.3 unsigned int `reserved`[8]

Reserved for future use.

7.13.2.4 unsigned int `unitBytesPerPacket`

Minimum bytes per packet.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.14 fc2GigEConfig Struct Reference

Configuration for a GigE camera.

Data Fields

- [BOOL](#) `enablePacketResend`
Turn on/off packet resend functionality.
- unsigned int [registerTimeoutRetries](#)
Number of retries to perform when a register read/write timeout is received by the library.
- unsigned int [registerTimeout](#)
Register read/write timeout value, in microseconds.
- unsigned int [reserved](#) [8]

7.14.1 Detailed Description

Configuration for a GigE camera.

These options are options that are generally should be set before starting isochronous transfer.

7.14.2 Field Documentation

7.14.2.1 **BOOL** enablePacketResend

Turn on/off packet resend functionality.

7.14.2.2 **unsigned int** registerTimeout

Register read/write timeout value, in microseconds.

The default value is dependent on the interface type.

7.14.2.3 **unsigned int** registerTimeoutRetries

Number of retries to perform when a register read/write timeout is received by the library.

The default value is 0.

7.14.2.4 **unsigned int** reserved[8]

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.15 fc2GigEImageSettings Struct Reference

Image settings for a GigE camera.

Data Fields

- **unsigned int** [offsetX](#)
Horizontal image offset.
- **unsigned int** [offsetY](#)
Vertical image offset.
- **unsigned int** [width](#)
Width of image.
- **unsigned int** [height](#)
Height of image.
- **fc2PixelFormat** [pixelFormat](#)
Pixel format of image.
- **unsigned int** [reserved](#) [8]
Reserved for future use.

7.15.1 Detailed Description

Image settings for a GigE camera.

7.15.2 Field Documentation

7.15.2.1 unsigned int height

Height of image.

7.15.2.2 unsigned int offsetX

Horizontal image offset.

7.15.2.3 unsigned int offsetY

Vertical image offset.

7.15.2.4 fc2PixelFormat pixelFormat

Pixel format of image.

7.15.2.5 unsigned int reserved[8]

Reserved for future use.

7.15.2.6 unsigned int width

Width of image.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.16 fc2GigElImageSettingsInfo Struct Reference

Format 7 information for a single mode.

Data Fields

- unsigned int [maxWidth](#)
Maximum image width.

- unsigned int [maxHeight](#)
Maximum image height.
- unsigned int [offsetHStepSize](#)
Horizontal step size for the offset.
- unsigned int [offsetVStepSize](#)
Vertical step size for the offset.
- unsigned int [imageHStepSize](#)
Horizontal step size for the image.
- unsigned int [imageVStepSize](#)
Vertical step size for the image.
- unsigned int [pixelFormatBitField](#)
Supported pixel formats in a bit field.
- unsigned int [vendorPixelFormatBitField](#)
Vendor unique pixel formats in a bit field.
- unsigned int [reserved](#) [16]
Reserved for future use.

7.16.1 Detailed Description

Format 7 information for a single mode.

7.16.2 Field Documentation

7.16.2.1 unsigned int imageHStepSize

Horizontal step size for the image.

7.16.2.2 unsigned int imageVStepSize

Vertical step size for the image.

7.16.2.3 unsigned int maxHeight

Maximum image height.

7.16.2.4 unsigned int maxWidth

Maximum image width.

7.16.2.5 unsigned int offsetHStepSize

Horizontal step size for the offset.

7.16.2.6 unsigned int offsetVStepSize

Vertical step size for the offset.

7.16.2.7 unsigned int pixelFormatBitField

Supported pixel formats in a bit field.

7.16.2.8 unsigned int reserved[16]

Reserved for future use.

7.16.2.9 unsigned int vendorPixelFormatBitField

Vendor unique pixel formats in a bit field.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.17 fc2GigEProperty Struct Reference

A GigE property.

Data Fields

- [fc2GigEPropertyType propType](#)
The type of property.
- [BOOL isReadable](#)
Whether the property is readable.
- [BOOL isWritable](#)
Whether the property is writable.
- unsigned int [min](#)
Minimum value.
- unsigned int [max](#)
Maximum value.
- unsigned int [value](#)
Current value.
- unsigned int [reserved](#) [8]

7.17.1 Detailed Description

A GigE property.

7.17.2 Field Documentation

7.17.2.1 **BOOL isReadable**

Whether the property is readable.

If this is false, then no other value in this structure is valid.

7.17.2.2 **BOOL isWritable**

Whether the property is writable.

7.17.2.3 **unsigned int max**

Maximum value.

7.17.2.4 **unsigned int min**

Minimum value.

7.17.2.5 **fc2GigEPropertyType propType**

The type of property.

7.17.2.6 **unsigned int reserved[8]**

7.17.2.7 **unsigned int value**

Current value.

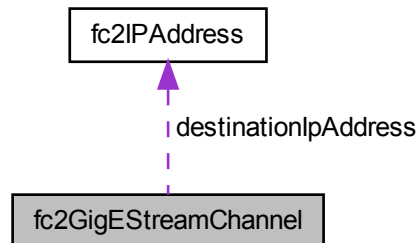
The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.18 **fc2GigEStreamChannel Struct Reference**

Information about a single GigE stream channel.

Collaboration diagram for fc2GigEStreamChannel:



Data Fields

- unsigned int `networkInterfaceIndex`
Network interface index used (or to use).
- unsigned int `hostPort`
Host port on the PC where the camera will send the data stream.
- `BOOL` `doNotFragment`
Disable IP fragmentation of packets.
- unsigned int `packetSize`
Packet size, in bytes.
- unsigned int `interPacketDelay`
Inter packet delay, in timestamp counter units.
- `fc2IPAddress` `destinationIpAddress`
Destination IP address.
- unsigned int `sourcePort`
Source UDP port of the stream channel.
- unsigned int `reserved` [8]

7.18.1 Detailed Description

Information about a single GigE stream channel.

7.18.2 Field Documentation

7.18.2.1 `fc2IPAddress` `destinationIpAddress`

Destination IP address.

It can be a multicast or unicast address.

7.18.2.2 **BOOL doNotFragment**

Disable IP fragmentation of packets.

7.18.2.3 **unsigned int hostPort**

Host port on the PC where the camera will send the data stream.

7.18.2.4 **unsigned int interPacketDelay**

Inter packet delay, in timestamp counter units.

7.18.2.5 **unsigned int networkInterfaceIndex**

Network interface index used (or to use).

7.18.2.6 **unsigned int packetSize**

Packet size, in bytes.

7.18.2.7 **unsigned int reserved[8]**

7.18.2.8 **unsigned int sourcePort**

Source UDP port of the stream channel.

Read only.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.19 **fc2H264Option Struct Reference**

Options for saving H264 files.

Data Fields

- float [frameRate](#)
Frame rate of the stream.
- unsigned int [width](#)

- Width of source image.*
 - unsigned int [height](#)
- Height of source image.*
 - unsigned int [bitrate](#)
- Bitrate to encode at.*
 - unsigned int [reserved](#) [256]
- Reserved for future use.*

7.19.1 Detailed Description

Options for saving H264 files.

7.19.2 Field Documentation

7.19.2.1 unsigned int bitrate

Bitrate to encode at.

7.19.2.2 float frameRate

Frame rate of the stream.

7.19.2.3 unsigned int height

Height of source image.

7.19.2.4 unsigned int reserved[256]

Reserved for future use.

7.19.2.5 unsigned int width

Width of source image.

The documentation for this struct was generated from the following file:

- [FlyCapture2VideoDefs_C.h](#)

7.20 fc2Image Struct Reference

Data Fields

- unsigned int [rows](#)

- unsigned int [cols](#)
- unsigned int [stride](#)
- unsigned char * [pData](#)
- unsigned int [dataSize](#)
- unsigned int [receivedDataSize](#)
- [fc2PixelFormat](#) format
- [fc2BayerTileFormat](#) bayerFormat
- [fc2ImageImpl](#) imageImpl

7.20.1 Field Documentation

7.20.1.1 [fc2BayerTileFormat](#) bayerFormat

7.20.1.2 unsigned int cols

7.20.1.3 unsigned int dataSize

7.20.1.4 [fc2PixelFormat](#) format

7.20.1.5 [fc2ImageImpl](#) imageImpl

7.20.1.6 unsigned char* pData

7.20.1.7 unsigned int receivedDataSize

7.20.1.8 unsigned int rows

7.20.1.9 unsigned int stride

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.21 [fc2ImageMetadata](#) Struct Reference

Metadata related to an image.

Data Fields

- unsigned int [embeddedTimeStamp](#)
Embedded timestamp.
- unsigned int [embeddedGain](#)
Embedded gain.
- unsigned int [embeddedShutter](#)

Embedded shutter.

- unsigned int [embeddedBrightness](#)

Embedded brightness.

- unsigned int [embeddedExposure](#)

Embedded exposure.

- unsigned int [embeddedWhiteBalance](#)

Embedded white balance.

- unsigned int [embeddedFrameCounter](#)

Embedded frame counter.

- unsigned int [embeddedStrobePattern](#)

Embedded strobe pattern.

- unsigned int [embeddedGPIOPinState](#)

Embedded GPIO pin state.

- unsigned int [embeddedROIPosition](#)

Embedded ROI position.

- unsigned int [reserved](#) [31]

Reserved for future use.

7.21.1 Detailed Description

Metadata related to an image.

7.21.2 Field Documentation

7.21.2.1 unsigned int [embeddedBrightness](#)

Embedded brightness.

7.21.2.2 unsigned int [embeddedExposure](#)

Embedded exposure.

7.21.2.3 unsigned int [embeddedFrameCounter](#)

Embedded frame counter.

7.21.2.4 unsigned int [embeddedGain](#)

Embedded gain.

7.21.2.5 unsigned int [embeddedGPIOPinState](#)

Embedded GPIO pin state.

7.21.2.6 unsigned int **embeddedROIPosition**

Embedded ROI position.

7.21.2.7 unsigned int **embeddedShutter**

Embedded shutter.

7.21.2.8 unsigned int **embeddedStrobePattern**

Embedded strobe pattern.

7.21.2.9 unsigned int **embeddedTimeStamp**

Embedded timestamp.

7.21.2.10 unsigned int **embeddedWhiteBalance**

Embedded white balance.

7.21.2.11 unsigned int **reserved[31]**

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.22 fc2InternalContext Struct Reference

Data Fields

- FlyCapture2::BusManager * [pBusMgr](#)
- FlyCapture2::CameraBase * [pCamera](#)

7.22.1 Field Documentation

7.22.1.1 FlyCapture2::BusManager* **pBusMgr**

7.22.1.2 FlyCapture2::CameraBase* **pCamera**

The documentation for this struct was generated from the following file:

- [FlyCapture2Internal_C.h](#)

7.23 fc2InternalGuiContext Struct Reference

Data Fields

- FlyCapture2::CameraSelectionDlg * [pCameraSelectionDlg](#)
- FlyCapture2::CameraControlDlg * [pCameraControlDlg](#)

7.23.1 Field Documentation

7.23.1.1 FlyCapture2::CameraControlDlg* [pCameraControlDlg](#)

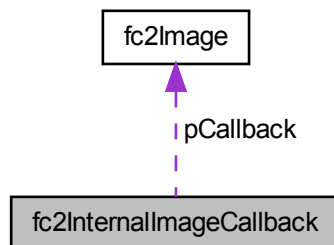
7.23.1.2 FlyCapture2::CameraSelectionDlg* [pCameraSelectionDlg](#)

The documentation for this struct was generated from the following file:

- [FlyCapture2Internal_C.h](#)

7.24 fc2InternalImageCallback Struct Reference

Collaboration diagram for fc2InternalImageCallback:



Data Fields

- [fc2ImageEventCallback](#) [pCallback](#)
- void * [pCallbackData](#)

7.24.1 Field Documentation

7.24.1.1 `fc2ImageEventCallback` `pCallback`

7.24.1.2 `void* pCallbackData`

The documentation for this struct was generated from the following file:

- [FlyCapture2Internal_C.h](#)

7.25 `fc2IPAddress` Struct Reference

IPv4 address.

Data Fields

- unsigned char [octets](#) [4]

7.25.1 Detailed Description

IPv4 address.

7.25.2 Field Documentation

7.25.2.1 unsigned char `octets`[4]

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.26 `fc2JPEGOption` Struct Reference

Options for saving JPEG image.

Data Fields

- [BOOL](#) `progressive`
Whether to save as a progressive JPEG file.
- unsigned int [quality](#)
JPEG image quality in range (0-100).
- unsigned int [reserved](#) [16]
Reserved for future use.

7.26.1 Detailed Description

Options for saving JPEG image.

7.26.2 Field Documentation

7.26.2.1 BOOL progressive

Whether to save as a progressive JPEG file.

7.26.2.2 unsigned int quality

JPEG image quality in range (0-100).

- 100 - Superb quality.
- 75 - Good quality.
- 50 - Normal quality.
- 10 - Poor quality.

7.26.2.3 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.27 fc2JPG2Option Struct Reference

Options for saving JPEG2000 image.

Data Fields

- unsigned int [quality](#)
JPEG saving quality in range (1-512).
- unsigned int [reserved](#) [16]
Reserved for future use.

7.27.1 Detailed Description

Options for saving JPEG2000 image.

7.27.2 Field Documentation

7.27.2.1 unsigned int quality

JPEG saving quality in range (1-512).

7.27.2.2 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.28 fc2LUTData Struct Reference

Information about the camera's look up table.

Data Fields

- [BOOL supported](#)
Flag indicating if LUT is supported.
- [BOOL enabled](#)
Flag indicating if LUT is enabled.
- unsigned int [numBanks](#)
The number of LUT banks available (Always 1 for PGR LUT).
- unsigned int [numChannels](#)
The number of LUT channels per bank available.
- unsigned int [inputBitDepth](#)
The input bit depth of the LUT.
- unsigned int [outputBitDepth](#)
The output bit depth of the LUT.
- unsigned int [numEntries](#)
The number of entries in the LUT.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.28.1 Detailed Description

Information about the camera's look up table.

7.28.2 Field Documentation

7.28.2.1 BOOL enabled

Flag indicating if LUT is enabled.

7.28.2.2 unsigned int inputBitDepth

The input bit depth of the LUT.

7.28.2.3 unsigned int numBanks

The number of LUT banks available (Always 1 for PGR LUT).

7.28.2.4 unsigned int numChannels

The number of LUT channels per bank available.

7.28.2.5 unsigned int numEntries

The number of entries in the LUT.

7.28.2.6 unsigned int outputBitDepth

The output bit depth of the LUT.

7.28.2.7 unsigned int reserved[8]

Reserved for future use.

7.28.2.8 BOOL supported

Flag indicating if LUT is supported.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.29 fc2MACAddress Struct Reference

MAC address.

Data Fields

- unsigned char [octets](#) [6]

7.29.1 Detailed Description

MAC address.

7.29.2 Field Documentation

7.29.2.1 unsigned char [octets](#)[6]

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.30 fc2MJPGOption Struct Reference

Options for saving MJPG files.

Data Fields

- float [frameRate](#)
Frame rate of the stream.
- unsigned int [quality](#)
Image quality (1-100)
- unsigned int [reserved](#) [256]

7.30.1 Detailed Description

Options for saving MJPG files.

7.30.2 Field Documentation

7.30.2.1 float [frameRate](#)

Frame rate of the stream.

7.30.2.2 unsigned int [quality](#)

Image quality (1-100)

7.30.2.3 unsigned int reserved[256]

The documentation for this struct was generated from the following file:

- [FlyCapture2VideoDefs_C.h](#)

7.31 fc2PGMOption Struct Reference

Options for saving PGM images.

Data Fields

- [BOOL binaryFile](#)
Whether to save the PPM as a binary file.
- unsigned int [reserved](#) [16]
Reserved for future use.

7.31.1 Detailed Description

Options for saving PGM images.

7.31.2 Field Documentation

7.31.2.1 BOOL binaryFile

Whether to save the PPM as a binary file.

7.31.2.2 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.32 fc2PGRGuid Struct Reference

A GUID to the camera.

Data Fields

- unsigned int [value](#) [4]

7.32.1 Detailed Description

A GUID to the camera.

It is used to uniquely identify a camera.

7.32.2 Field Documentation

7.32.2.1 unsigned int value[4]

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.33 fc2PNGOption Struct Reference

Options for saving PNG images.

Data Fields

- [BOOL interlaced](#)
Whether to save the PNG as interlaced.
- unsigned int [compressionLevel](#)
Compression level (0-9).
- unsigned int [reserved](#) [16]
Reserved for future use.

7.33.1 Detailed Description

Options for saving PNG images.

7.33.2 Field Documentation

7.33.2.1 unsigned int compressionLevel

Compression level (0-9).

0 is no compression, 9 is best compression.

7.33.2.2 BOOL interlaced

Whether to save the PNG as interlaced.

7.33.2.3 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.34 fc2PPMOption Struct Reference

Options for saving PPM images.

Data Fields

- [BOOL binaryFile](#)
Whether to save the PPM as a binary file.
- unsigned int [reserved](#) [16]
Reserved for future use.

7.34.1 Detailed Description

Options for saving PPM images.

7.34.2 Field Documentation

7.34.2.1 BOOL binaryFile

Whether to save the PPM as a binary file.

7.34.2.2 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.35 fc2StrobeControl Struct Reference

A camera strobe.

Data Fields

- unsigned int [source](#)
Source value.
- [BOOL onOff](#)
Flag controlling on/off.
- unsigned int [polarity](#)
Signal polarity.
- float [delay](#)
Signal delay (in ms).
- float [duration](#)
Signal duration (in ms).
- unsigned int [reserved](#) [8]
Reserved for future use.

7.35.1 Detailed Description

A camera strobe.

7.35.2 Field Documentation

7.35.2.1 float [delay](#)

Signal delay (in ms).

7.35.2.2 float [duration](#)

Signal duration (in ms).

7.35.2.3 [BOOL onOff](#)

Flag controlling on/off.

7.35.2.4 unsigned int [polarity](#)

Signal polarity.

7.35.2.5 unsigned int [reserved](#)[8]

Reserved for future use.

7.35.2.6 unsigned int source

Source value.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.36 fc2StrobeInfo Struct Reference

A camera strobe property.

Data Fields

- unsigned int [source](#)
Source value.
- [BOOL](#) [present](#)
Presence of strobe.
- [BOOL](#) [readOutSupported](#)
Flag indicating if strobe value can be read out.
- [BOOL](#) [onOffSupported](#)
Flag indicating if on/off is supported.
- [BOOL](#) [polaritySupported](#)
Flag indicating if polarity is supported.
- float [minValue](#)
Minimum value.
- float [maxValue](#)
Maximum value.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.36.1 Detailed Description

A camera strobe property.

7.36.2 Field Documentation

7.36.2.1 float maxValue

Maximum value.

7.36.2.2 float min**Value**

Minimum value.

7.36.2.3 BOOL onOff**Supported**

Flag indicating if on/off is supported.

7.36.2.4 BOOL polarity**Supported**

Flag indicating if polarity is supported.

7.36.2.5 BOOL present

Presence of strobe.

7.36.2.6 BOOL readOut**Supported**

Flag indicating if strobe value can be read out.

7.36.2.7 unsigned int reserved[8]

Reserved for future use.

7.36.2.8 unsigned int source

Source value.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.37 fc2SystemInfo Struct Reference

Description of the system.

Data Fields

- [fc2OSType osType](#)
Operating system type as described by OSType.
- char [osDescription](#) [MAX_STRING_LENGTH]
Detailed description of the operating system.

- [fc2ByteOrder](#) `byteOrder`
Byte order of the system.
- `size_t` [sysMemSize](#)
Amount of memory available on the system.
- `char` [cpuDescription](#) [MAX_STRING_LENGTH]
Detailed description of the CPU.
- `size_t` [numCpuCores](#)
Number of cores on all CPUs on the system.
- `char` [driverList](#) [MAX_STRING_LENGTH]
List of drivers used.
- `char` [libraryList](#) [MAX_STRING_LENGTH]
List of libraries used.
- `char` [gpuDescription](#) [MAX_STRING_LENGTH]
Detailed description of the GPU.
- `size_t` [screenWidth](#)
Screen resolution width in pixels.
- `size_t` [screenHeight](#)
Screen resolution height in pixels.
- `unsigned int` [reserved](#) [16]
Reserved for future use.

7.37.1 Detailed Description

Description of the system.

7.37.2 Field Documentation

7.37.2.1 `fc2ByteOrder` `byteOrder`

Byte order of the system.

7.37.2.2 `char` `cpuDescription`[MAX_STRING_LENGTH]

Detailed description of the CPU.

7.37.2.3 `char` `driverList`[MAX_STRING_LENGTH]

List of drivers used.

7.37.2.4 `char` `gpuDescription`[MAX_STRING_LENGTH]

Detailed description of the GPU.

7.37.2.5 char libraryList[MAX_STRING_LENGTH]

List of libraries used.

7.37.2.6 size_t numCpuCores

Number of cores on all CPUs on the system.

7.37.2.7 char osDescription[MAX_STRING_LENGTH]

Detailed description of the operating system.

7.37.2.8 fc2OSType osType

Operating system type as described by OSType.

7.37.2.9 unsigned int reserved[16]

Reserved for future use.

7.37.2.10 size_t screenHeight

Screen resolution height in pixels.

7.37.2.11 size_t screenWidth

Screen resolution width in pixels.

7.37.2.12 size_t sysMemSize

Amount of memory available on the system.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.38 fc2TIFFOption Struct Reference

Options for saving TIFF images.

Data Fields

- [fc2TIFFCompressionMethod compression](#)
Compression method to use for encoding TIFF images.
- unsigned int [reserved](#) [16]
Reserved for future use.

7.38.1 Detailed Description

Options for saving TIFF images.

7.38.2 Field Documentation

7.38.2.1 fc2TIFFCompressionMethod compression

Compression method to use for encoding TIFF images.

7.38.2.2 unsigned int reserved[16]

Reserved for future use.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.39 fc2TimeStamp Struct Reference

Timestamp information.

Data Fields

- long long [seconds](#)
Seconds.
- unsigned int [microSeconds](#)
Microseconds.
- unsigned int [cycleSeconds](#)
1394 cycle time seconds.
- unsigned int [cycleCount](#)
1394 cycle time count.
- unsigned int [cycleOffset](#)
1394 cycle time offset.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.39.1 Detailed Description

Timestamp information.

7.39.2 Field Documentation

7.39.2.1 unsigned int `cycleCount`

1394 cycle time count.

7.39.2.2 unsigned int `cycleOffset`

1394 cycle time offset.

7.39.2.3 unsigned int `cycleSeconds`

1394 cycle time seconds.

7.39.2.4 unsigned int `microSeconds`

Microseconds.

7.39.2.5 unsigned int `reserved[8]`

Reserved for future use.

7.39.2.6 long long `seconds`

Seconds.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.40 `fc2TriggerDelay` Struct Reference

A specific camera property.

Data Fields

- [fc2PropertyType](#) type
Property info type.

- **BOOL present**
Flag indicating if the property is present.
- **BOOL absControl**
Flag controlling absolute mode (real world units) or non-absolute mode (camera internal units).
- **BOOL onePush**
Flag controlling one push.
- **BOOL onOff**
Flag controlling on/off.
- **BOOL autoManualMode**
Flag controlling auto.
- unsigned int **valueA**
Value A (integer).
- unsigned int **valueB**
Value B (integer).
- float **absValue**
Floating point value.
- unsigned int **reserved** [8]
Reserved for future use.

7.40.1 Detailed Description

A specific camera property.

For example, to set the gain to 12dB, set the following values:

- *type* - GAIN
- *absControl* - true
- *onePush* - false
- *onOff* - true
- *autoManualMode* - false
- *absValue* - 12.0

7.40.2 Field Documentation

7.40.2.1 BOOL absControl

Flag controlling absolute mode (real world units) or non-absolute mode (camera internal units).

7.40.2.2 float **absValue**

Floating point value.

Used to configure properties in absolute mode.

7.40.2.3 **BOOL** **autoManualMode**

Flag controlling auto.

7.40.2.4 **BOOL** **onePush**

Flag controlling one push.

7.40.2.5 **BOOL** **onOff**

Flag controlling on/off.

7.40.2.6 **BOOL** **present**

Flag indicating if the property is present.

7.40.2.7 unsigned int **reserved**[8]

Reserved for future use.

7.40.2.8 **fc2PropertyType** type

Property info type.

7.40.2.9 unsigned int **valueA**

Value A (integer).

Used to configure properties in non-absolute mode.

7.40.2.10 unsigned int **valueB**

Value B (integer).

For white balance, value B applies to the blue value and value A applies to the red value.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.41 fc2TriggerDelayInfo Struct Reference

Information about a specific camera property.

Data Fields

- [fc2PropertyType](#) type
Property info type.
- [BOOL](#) [present](#)
Flag indicating if the property is present.
- [BOOL](#) [autoSupported](#)
Flag indicating if auto is supported.
- [BOOL](#) [manualSupported](#)
Flag indicating if manual is supported.
- [BOOL](#) [onOffSupported](#)
Flag indicating if on/off is supported.
- [BOOL](#) [onePushSupported](#)
Flag indicating if one push is supported.
- [BOOL](#) [absValSupported](#)
Flag indicating if absolute mode is supported.
- [BOOL](#) [readOutSupported](#)
Flag indicating if property value can be read out.
- unsigned int [min](#)
Minimum value (as an integer).
- unsigned int [max](#)
Maximum value (as an integer).
- float [absMin](#)
Minimum value (as a floating point value).
- float [absMax](#)
Maximum value (as a floating point value).
- char [pUnits](#) [MAX_STRING_LENGTH]
Textual description of units.
- char [pUnitAbbr](#) [MAX_STRING_LENGTH]
Abbreviated textual description of units.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.41.1 Detailed Description

Information about a specific camera property.

This structure is also also used as the TriggerDelayInfo structure.

7.41.2 Field Documentation

7.41.2.1 float **absMax**

Maximum value (as a floating point value).

7.41.2.2 float **absMin**

Minimum value (as a floating point value).

7.41.2.3 **BOOL absValSupported**

Flag indicating if absolute mode is supported.

7.41.2.4 **BOOL autoSupported**

Flag indicating if auto is supported.

7.41.2.5 **BOOL manualSupported**

Flag indicating if manual is supported.

7.41.2.6 unsigned int **max**

Maximum value (as an integer).

7.41.2.7 unsigned int **min**

Minimum value (as an integer).

7.41.2.8 **BOOL onePushSupported**

Flag indicating if one push is supported.

7.41.2.9 **BOOL onOffSupported**

Flag indicating if on/off is supported.

7.41.2.10 **BOOL present**

Flag indicating if the property is present.

7.41.2.11 char pUnitAbbr[MAX_STRING_LENGTH]

Abbreviated textual description of units.

7.41.2.12 char pUnits[MAX_STRING_LENGTH]

Textual description of units.

7.41.2.13 BOOL readOutSupported

Flag indicating if property value can be read out.

7.41.2.14 unsigned int reserved[8]

Reserved for future use.

7.41.2.15 fc2PropertyType type

Property info type.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.42 fc2TriggerMode Struct Reference

A camera trigger.

Data Fields

- [BOOL onOff](#)
Flag controlling on/off.
- unsigned int [polarity](#)
Polarity value.
- unsigned int [source](#)
Source value.
- unsigned int [mode](#)
Mode value.
- unsigned int [parameter](#)
Parameter value.
- unsigned int [reserved](#) [8]
Reserved for future use.

7.42.1 Detailed Description

A camera trigger.

7.42.2 Field Documentation

7.42.2.1 unsigned int mode

Mode value.

7.42.2.2 BOOL onOff

Flag controlling on/off.

7.42.2.3 unsigned int parameter

Parameter value.

7.42.2.4 unsigned int polarity

Polarity value.

7.42.2.5 unsigned int reserved[8]

Reserved for future use.

7.42.2.6 unsigned int source

Source value.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.43 fc2TriggerModelInfo Struct Reference

Information about a camera trigger property.

Data Fields

- [BOOL present](#)
Presence of trigger mode.

- **BOOL readOutSupported**
Flag indicating if trigger value can be read out.
- **BOOL onOffSupported**
Flag indicating if on/off is supported.
- **BOOL polaritySupported**
Flag indicating if polarity is supported.
- **BOOL valueReadable**
Flag indicating if the value is readable.
- unsigned int **sourceMask**
Source mask.
- **BOOL softwareTriggerSupported**
Flag indicating if software trigger is supported.
- unsigned int **modeMask**
Mode mask.
- unsigned int **reserved** [8]
Reserved for future use.

7.43.1 Detailed Description

Information about a camera trigger property.

7.43.2 Field Documentation

7.43.2.1 unsigned int modeMask

Mode mask.

7.43.2.2 BOOL onOffSupported

Flag indicating if on/off is supported.

7.43.2.3 BOOL polaritySupported

Flag indicating if polarity is supported.

7.43.2.4 BOOL present

Presence of trigger mode.

7.43.2.5 BOOL readOutSupported

Flag indicating if trigger value can be read out.

7.43.2.6 unsigned int reserved[8]

Reserved for future use.

7.43.2.7 BOOL softwareTriggerSupported

Flag indicating if software trigger is supported.

7.43.2.8 unsigned int sourceMask

Source mask.

7.43.2.9 BOOL valueReadable

Flag indicating if the value is readable.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

7.44 fc2Version Struct Reference

The current version of the library.

Data Fields

- unsigned int [major](#)
Major version number.
- unsigned int [minor](#)
Minor version number.
- unsigned int [type](#)
Type version number.
- unsigned int [build](#)
Build version number.

7.44.1 Detailed Description

The current version of the library.

7.44.2 Field Documentation

7.44.2.1 unsigned int build

Build version number.

7.44.2.2 unsigned int major

Major version number.

7.44.2.3 unsigned int minor

Minor version number.

7.44.2.4 unsigned int type

Type version number.

The documentation for this struct was generated from the following file:

- [FlyCapture2Defs_C.h](#)

Chapter 8

File Documentation

8.1 FlyCapture2_C.h File Reference

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateContext](#) ([fc2Context](#) *pContext)
Create a FC2 context for IIDC camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateGigEContext](#) ([fc2Context](#) *pContext)
Create a FC2 context for a GigE Vision camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyContext](#) ([fc2Context](#) context)
Destroy the FC2 context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2FireBusReset](#) ([fc2Context](#) context, [fc2PGRGuid](#) *pGuid)
Fire a bus reset.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetNumOfCameras](#) ([fc2Context](#) context, unsigned int *pNumCameras)
Gets the number of cameras attached to the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraFromIPAddress](#) ([fc2Context](#) context, [fc2IPAddress](#) ipAddress, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a camera with the specified IPv4 address.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraFromIndex](#) ([fc2Context](#) context, unsigned int index, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a camera on the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraFromSerialNumber](#) ([fc2Context](#) context, unsigned int serialNumber, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a camera on the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraSerialNumberFromIndex](#) ([fc2Context](#) context, unsigned int index, unsigned int *pSerialNumber)
Gets the serial number of the camera with the specified index.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetInterfaceTypeFromGuid](#) ([fc2Context](#) context, [fc2PGRGuid](#) *pGuid, [fc2InterfaceType](#) *pInterfaceType)
Gets the interface type associated with a PGRGuid.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetNumOfDevices](#) ([fc2Context](#) context, unsigned int *pNumDevices)
Gets the number of devices.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDeviceFromIndex](#) ([fc2Context](#) context, unsigned int index, [fc2PGRGuid](#) *pGuid)
Gets the PGRGuid for a device.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadPhyRegister](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int page, unsigned int port, unsigned int address, unsigned int *pValue)
Read a phy register on the specified device.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WritePhyRegister](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int page, unsigned int port, unsigned int address, unsigned int value)
Write a phy register on the specified device.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetUsbLinkInfo](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int *pValue)
Read usb link info for the port that the specified device is connected to.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetUsbPortStatus](#) ([fc2Context](#) context, [fc2PGRGuid](#) guid, unsigned int *pValue)
Read usb port status for the port that the specified device is connected to.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTopology](#) ([fc2Context](#) context, [fc2TopologyNodeContext](#) *pTopologyNodeContext)
Gets the topology information for the PC.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2RegisterCallback](#) ([fc2Context](#) context, [fc2BusEventCallback](#) enumCallback, [fc2BusCallbackType](#) callbackType, void *pParameter, [fc2CallbackHandle](#) *pCallbackHandle)
Register a callback function that will be called when the specified callback event occurs.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2UnregisterCallback](#) ([fc2Context](#) context, [fc2CallbackHandle](#) callbackHandle)
Unregister a callback function.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2RescanBus](#) ([fc2Context](#) context)
Force a rescan of the buses.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ForceIPAddressToCamera](#) ([fc2Context](#) context, [fc2MACAddress](#) macAddress, [fc2IPAddress](#) ipAddress, [fc2IPAddress](#) subnetMask, [fc2IPAddress](#) defaultGateway)
Force the camera with the specific MAC address to the specified IP address, subnet mask and default gateway.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ForceAllIPAddressesAutomatically](#) ()
Force all cameras on the network to be assigned sequential IP addresses on the same subnet as the network adapters that they are connected to.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ForceIPAddressAutomatically](#) (unsigned int serialNumber)

Force cameras on the network to be assigned sequential IP addresses on the same subnet as the network adapters that it is connected to.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2DiscoverGigECameras](#) ([fc2Context](#) context, [fc2CameraInfo](#) *gigECameras, unsigned int *arraySize)

Discover all cameras connected to the network even if they reside on a different subnet.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2IsCameraControllable](#) ([fc2Context](#) context, [fc2PGRGuid](#) *pGuid, [BOOL](#) *pControllable)

Query whether a GigE camera is controllable.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2Connect](#) ([fc2Context](#) context, [fc2PGRGuid](#) *guid)

Connects the fc2Context to the camera specified by the GUID.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2Disconnect](#) ([fc2Context](#) context)

Disconnects the fc2Context from the camera.

- FLYCAPTURE2_C_API [BOOL](#) [fc2IsConnected](#) ([fc2Context](#) context)

Checks if the fc2Context is connected to a physical camera specified by a GUID.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetCallback](#) ([fc2Context](#) context, [fc2Image-EventCallback](#) pCallbackFn, void *pCallbackData)

Sets the callback data to be used on completion of image transfer.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartCapture](#) ([fc2Context](#) context)

Starts isochronous image capture.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartCaptureCallback](#) ([fc2Context](#) context, [fc2ImageEventCallback](#) pCallbackFn, void *pCallbackData)

Starts isochronous image capture.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartSyncCapture](#) (unsigned int numCameras, [fc2Context](#) *pContexts)

Starts synchronized isochronous image capture on multiple cameras.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2StartSyncCaptureCallback](#) (unsigned int numCameras, [fc2Context](#) *pContexts, [fc2ImageEventCallback](#) *pCallbackFns, void **pCallbackDataArray)

Starts synchronized isochronous image capture on multiple cameras.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2RetrieveBuffer](#) ([fc2Context](#) context, [fc2-Image](#) *pImage)

Retrieves the next image object containing the next image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2StopCapture](#) ([fc2Context](#) context)

Stops isochronous image transfer and cleans up all associated resources.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WaitForBufferEvent](#) ([fc2Context](#) context, [fc2-Image](#) *pImage, unsigned int eventNumber)

Retrieves the next image event containing the next part of the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetUserBuffers](#) ([fc2Context](#) context, unsigned char *const ppMemBuffers, int size, int nNumBuffers)

Specify user allocated buffers to use as image data buffers.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetConfiguration](#) ([fc2Context](#) context, [fc2-Config](#) *config)

Get the configuration associated with the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetConfiguration](#) ([fc2Context](#) context, [fc2-Config](#) *config)
Set the configuration associated with the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCameraInfo](#) ([fc2Context](#) context, [fc2-CameraInfo](#) *pCameraInfo)
Retrieves information from the camera such as serial number, model name and other camera information.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetPropertyInfo](#) ([fc2Context](#) context, [fc2-PropertyInfo](#) *propInfo)
Retrieves information about the specified camera property.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetProperty](#) ([fc2Context](#) context, [fc2-Property](#) *prop)
Reads the settings for the specified property from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetProperty](#) ([fc2Context](#) context, [fc2-Property](#) *prop)
Writes the settings for the specified property to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetPropertyBroadcast](#) ([fc2Context](#) context, [fc2Property](#) *prop)
Writes the settings for the specified property to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGPIOPinDirection](#) ([fc2Context](#) context, unsigned int pin, unsigned int *pDirection)
Get the GPIO pin direction for the specified pin.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGPIOPinDirection](#) ([fc2Context](#) context, unsigned int pin, unsigned int direction)
Set the GPIO pin direction for the specified pin.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGPIOPinDirectionBroadcast](#) ([fc2Context](#) context, unsigned int pin, unsigned int direction)
Set the GPIO pin direction for the specified pin.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerModelInfo](#) ([fc2Context](#) context, [fc2TriggerModelInfo](#) *triggerModelInfo)
Retrieve trigger information from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerMode](#) ([fc2Context](#) context, [fc2-TriggerMode](#) *triggerMode)
Retrieve current trigger settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerMode](#) ([fc2Context](#) context, [fc2-TriggerMode](#) *triggerMode)
Set the specified trigger settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerModeBroadcast](#) ([fc2Context](#) context, [fc2TriggerMode](#) *triggerMode)
Set the specified trigger settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2FireSoftwareTrigger](#) ([fc2Context](#) context)
Fire the software trigger according to the DCAM specifications.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2FireSoftwareTriggerBroadcast](#) ([fc2Context](#) context)
Fire the software trigger according to the DCAM specifications.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerDelayInfo](#) ([fc2Context](#) context, [fc2TriggerDelayInfo](#) *triggerDelayInfo)
Retrieve trigger delay information from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetTriggerDelay](#) ([fc2Context](#) context, [fc2TriggerDelay](#) *triggerDelay)
Retrieve current trigger delay settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerDelay](#) ([fc2Context](#) context, [fc2TriggerDelay](#) *triggerDelay)
Set the specified trigger delay settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetTriggerDelayBroadcast](#) ([fc2Context](#) context, [fc2TriggerDelay](#) *triggerDelay)
Set the specified trigger delay settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetStrobeInfo](#) ([fc2Context](#) context, [fc2StrobeInfo](#) *strobeInfo)
Retrieve strobe information from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetStrobe](#) ([fc2Context](#) context, [fc2StrobeControl](#) *strobeControl)
Retrieve current strobe settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetStrobe](#) ([fc2Context](#) context, [fc2StrobeControl](#) *strobeControl)
Set current strobe settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetStrobeBroadcast](#) ([fc2Context](#) context, [fc2StrobeControl](#) *strobeControl)
Set current strobe settings to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLUTInfo](#) ([fc2Context](#) context, [fc2LUTData](#) *pData)
Query if LUT support is available on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLUTBankInfo](#) ([fc2Context](#) context, unsigned int bank, [BOOL](#) *pReadSupported, [BOOL](#) *pWriteSupported)
Query the read/write status of a single LUT bank.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetActiveLUTBank](#) ([fc2Context](#) context, unsigned int *pActiveBank)
Get the LUT bank that is currently being used.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetActiveLUTBank](#) ([fc2Context](#) context, unsigned int activeBank)
Set the LUT bank that will be used.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2EnableLUT](#) ([fc2Context](#) context, [BOOL](#) on)
Enable or disable LUT functionality on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLUTChannel](#) ([fc2Context](#) context, unsigned int bank, unsigned int channel, unsigned int sizeEntries, unsigned int *pEntries)
Get the LUT channel settings from the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetLUTChannel](#) ([fc2Context](#) context, unsigned int bank, unsigned int channel, unsigned int sizeEntries, unsigned int *pEntries)

Set the LUT channel settings to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetMemoryChannel](#) ([fc2Context](#) context, unsigned int *pCurrentChannel)

Retrieve the current memory channel from the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SaveToMemoryChannel](#) ([fc2Context](#) context, unsigned int channel)

Save the current settings to the specified current memory channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2RestoreFromMemoryChannel](#) ([fc2Context](#) context, unsigned int channel)

Restore the specified current memory channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetMemoryChannelInfo](#) ([fc2Context](#) context, unsigned int *pNumChannels)

Query the camera for memory channel support.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetEmbeddedImageInfo](#) ([fc2Context](#) context, [fc2EmbeddedImageInfo](#) *pInfo)

Get the current status of the embedded image information register, as well as the availability of each embedded property.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetEmbeddedImageInfo](#) ([fc2Context](#) context, [fc2EmbeddedImageInfo](#) *pInfo)

Sets the on/off values of the embedded image information structure to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int value)

Write to the specified register on the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int *pValue)

Read the specified register from the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteRegisterBroadcast](#) ([fc2Context](#) context, unsigned int address, unsigned int value)

Write to the specified register on the camera with broadcast.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteRegisterBlock](#) ([fc2Context](#) context, unsigned short addressHigh, unsigned int addressLow, const unsigned int *pBuffer, unsigned int length)

Write to the specified register block on the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadRegisterBlock](#) ([fc2Context](#) context, unsigned short addressHigh, unsigned int addressLow, unsigned int *pBuffer, unsigned int length)

Write to the specified register block on the camera.

- FLYCAPTURE2_C_API const char * [fc2GetRegisterString](#) (unsigned int registerVal)

Returns a text representation of the register value.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetCycleTime](#) ([fc2Context](#) context, [fc2TimeStamp](#) *pTimeStamp)

Get cycle time from camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetStats](#) ([fc2Context](#) context, [fc2CameraStats](#) *pCameraStats)

Returns the camera diagnostic information.

- FLYCAPTURE2_C_API [fc2Error](#) [ResetStats](#) ()
- FLYCAPTURE2_C_API [fc2Error](#) [fc2RegisterEvent](#) ([fc2Context](#) context, [fc2-EventOptions](#) *pOpts)

Register the camera to issue a custom callback function call for a specific device event.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2DeregisterEvent](#) ([fc2Context](#) context, [fc2-EventOptions](#) *pOpts)

De-register an event previously registered with the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2RegisterAllEvents](#) ([fc2Context](#) context, [fc2-EventOptions](#) *pOpts)

Register the camera to issue a custom callback function call for a specific device event.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2DeregisterAllEvents](#) ([fc2Context](#) context)
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetVideoModeAndFrameRateInfo](#) ([fc2-Context](#) context, [fc2VideoMode](#) videoMode, [fc2FrameRate](#) frameRate, [BOOL](#) *pSupported)

Query the camera to determine if the specified video mode and frame rate is supported.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetVideoModeAndFrameRate](#) ([fc2Context](#) context, [fc2VideoMode](#) *videoMode, [fc2FrameRate](#) *frameRate)

Get the current video mode and frame rate from the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetVideoModeAndFrameRate](#) ([fc2Context](#) context, [fc2VideoMode](#) videoMode, [fc2FrameRate](#) frameRate)

Set the specified video mode and frame rate to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetFormat7Info](#) ([fc2Context](#) context, [fc2-Format7Info](#) *info, [BOOL](#) *pSupported)

Retrieve the availability of Format7 custom image mode and the camera capabilities for the specified Format7 mode.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ValidateFormat7Settings](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, [BOOL](#) *settingsAreValid, [fc2-Format7PacketInfo](#) *packetInfo)

Validates Format7ImageSettings structure and returns valid packet size information if the image settings are valid.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetFormat7Configuration](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, unsigned int *packetSize, float *percentage)

Get the current Format7 configuration from the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetFormat7ConfigurationPacket](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, unsigned int packetSize)

Set the current Format7 configuration to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetFormat7Configuration](#) ([fc2Context](#) context, [fc2Format7ImageSettings](#) *imageSettings, float percentSpeed)

Set the current Format7 configuration to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int value)

Write a GVCP register.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPRegisterBroadcast](#) ([fc2Context](#) context, unsigned int address, unsigned int value)
Write a GVCP register with broadcast.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPRegister](#) ([fc2Context](#) context, unsigned int address, unsigned int *pValue)
Read a GVCP register.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPRegisterBlock](#) ([fc2Context](#) context, unsigned int address, const unsigned int *pBuffer, unsigned int length)
Write a GVCP register block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPRegisterBlock](#) ([fc2Context](#) context, unsigned int address, unsigned int *pBuffer, unsigned int length)
Read a GVCP register block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2WriteGVCPMemory](#) ([fc2Context](#) context, unsigned int address, const unsigned char *pBuffer, unsigned int length)
Write a GVCP memory block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ReadGVCPMemory](#) ([fc2Context](#) context, unsigned int address, unsigned char *pBuffer, unsigned int length)
Read a GVCP memory block.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEProperty](#) ([fc2Context](#) context, [fc2GigEProperty](#) *pGigEProp)
Get the specified GigEProperty.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEProperty](#) ([fc2Context](#) context, const [fc2GigEProperty](#) *pGigEProp)
Set the specified GigEProperty.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DiscoverGigEPacketSize](#) ([fc2Context](#) context, unsigned int *packetSize)
Discover the largest packet size that works for the network link between the PC and the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2QueryGigEImagingMode](#) ([fc2Context](#) context, [fc2Mode](#) mode, [BOOL](#) *isSupported)
Check if the particular imaging mode is supported by the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEImagingMode](#) ([fc2Context](#) context, [fc2Mode](#) *mode)
Get the current imaging mode on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEImagingMode](#) ([fc2Context](#) context, [fc2Mode](#) mode)
Set the current imaging mode to the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEImageSettingsInfo](#) ([fc2Context](#) context, [fc2GigEImageSettingsInfo](#) *pInfo)
Get information about the image settings possible on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEImageSettings](#) ([fc2Context](#) context, [fc2GigEImageSettings](#) *pImageSettings)
Get the current image settings on the camera.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEImageSettings](#) ([fc2Context](#) context, const [fc2GigEImageSettings](#) *pImageSettings)

Set the image settings specified to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEImageBinningSettings](#) ([fc2Context](#) context, unsigned int *horzBinningValue, unsigned int *vertBinningValue)

Get the current binning settings on the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEImageBinningSettings](#) ([fc2Context](#) context, unsigned int horzBinningValue, unsigned int vertBinningValue)

Set the specified binning values to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetNumStreamChannels](#) ([fc2Context](#) context, unsigned int *numChannels)

Get the number of stream channels present on the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEStreamChannelInfo](#) ([fc2Context](#) context, unsigned int channel, [fc2GigEStreamChannel](#) *pChannel)

Get the stream channel information for the specified channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEStreamChannelInfo](#) ([fc2Context](#) context, unsigned int channel, [fc2GigEStreamChannel](#) *pChannel)

Set the stream channel information for the specified channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetGigEConfig](#) ([fc2Context](#) context, [fc2GigEConfig](#) *pConfig)

Get the current gige config on the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetGigEConfig](#) ([fc2Context](#) context, const [fc2GigEConfig](#) *pConfig)

Set the gige config specified to the camera.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetDefaultColorProcessing](#) ([fc2ColorProcessingAlgorithm](#) defaultMethod)

Set the default color processing algorithm.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDefaultColorProcessing](#) ([fc2ColorProcessingAlgorithm](#) *pDefaultMethod)

Get the default color processing algorithm.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetDefaultOutputFormat](#) ([fc2PixelFormat](#) format)

Set the default output pixel format.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDefaultOutputFormat](#) ([fc2PixelFormat](#) *pFormat)

Get the default output pixel format.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2DetermineBitsPerPixel](#) ([fc2PixelFormat](#) format, unsigned int *pBitsPerPixel)

Calculate the bits per pixel for the specified pixel format.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateImage](#) ([fc2Image](#) *pImage)

Create a [fc2Image](#).

- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyImage](#) ([fc2Image](#) *image)

Destroy the [fc2Image](#).

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetImageDimensions](#) ([fc2Image](#) *pImage, unsigned int rows, unsigned int cols, unsigned int stride, [fc2PixelFormat](#) pixelFormat, [fc2BayerTileFormat](#) bayerFormat)

Sets the dimensions of the image object.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageDimensions](#) ([fc2Image](#) *pImage, unsigned int *pRows, unsigned int *pCols, unsigned int *pStride, [fc2PixelFormat](#) *pPixelFormat, [fc2BayerTileFormat](#) *pBayerFormat)
Get the image dimensions associated with the image object.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetImageColorProcessing](#) ([fc2Image](#) *pImage, [fc2ColorProcessingAlgorithm](#) colorProc)
Set the color processing algorithm.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageColorProcessing](#) ([fc2Image](#) *pImage, [fc2ColorProcessingAlgorithm](#) *pColorProc)
Get the current color processing algorithm.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetImageData](#) ([fc2Image](#) *pImage, const unsigned char *pData, unsigned int dataSize)
Set the data of the Image object.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageData](#) ([fc2Image](#) *pImage, unsigned char **ppData)
Get a pointer to the data associated with the image.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageMetadata](#) ([fc2Image](#) *pImage, [fc2ImageMetadata](#) *pImageMeta-data)
Get the metadata associated with the image.
- FLYCAPTURE2_C_API [fc2TimeStamp](#) [fc2GetImageTimeStamp](#) ([fc2Image](#) *pImage)
Get the timestamp data associated with the image.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SaveImage](#) ([fc2Image](#) *pImage, const char *pFilename, [fc2ImageFileFormat](#) format)
Save the image to the specified file name with the file format specified.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2SaveImageWithOptions](#) ([fc2Image](#) *pImage, const char *pFilename, [fc2ImageFileFormat](#) format, void *pOption)
Save the image to the specified file name with the file format specified.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ConvertImage](#) ([fc2Image](#) *pImageIn, [fc2Image](#) *pImageOut)
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ConvertImageTo](#) ([fc2PixelFormat](#) format, [fc2Image](#) *pImageIn, [fc2Image](#) *pImageOut)
Converts the current image buffer to the specified output format and stores the result in the specified image.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2CalculateImageStatistics](#) ([fc2Image](#) *pImage, [fc2ImageStatisticsContext](#) *pImageStatisticsContext)
Calculate statistics associated with the image.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateImageStatistics](#) ([fc2ImageStatisticsContext](#) *pImageStatisticsContext)
Create a statistics context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyImageStatistics](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)
Destroy a statistics context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableAll](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)

Enable all channels.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsDisableAll](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)

Disable all channels.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableGreyOnly](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)

Enable only the grey channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableRGBOnly](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)

Enable only the RGB channels.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2ImageStatisticsEnableHSLOnly](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext)

Enable only the HSL channels.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelStatus](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, [BOOL](#) *pEnabled)

Get the status of a statistics channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2SetChannelStatus](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, [BOOL](#) enabled)

Set the status of a statistics channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelRange](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pMin, unsigned int *pMax)

Get the range of a statistics channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelPixelValueRange](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pPixelValueMin, unsigned int *pPixelValueMax)

Get the range of a statistics channel.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelNumPixelValues](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pNumPixelValues)

Get the number of unique pixel values in the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelMean](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, float *pPixelValueMean)

Get the mean of the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetChannelHistogram](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, int **ppHistogram)

Get the histogram for the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetImageStatistics](#) ([fc2ImageStatisticsContext](#) imageStatisticsContext, [fc2StatisticsChannel](#) channel, unsigned int *pRangeMin, unsigned int *pRangeMax, unsigned int *pPixelValueMin, unsigned int *pPixelValueMax, unsigned int *pNumPixelValues, float *pPixelValueMean, int **ppHistogram)

Get all statistics for the image.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateTopologyNode](#) ([fc2TopologyNodeContext](#) *pTopologyNodeContext)
Create a TopologyNode context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetGuid](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PGRGuid](#) *pGuid)
Get the PGRGuid associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetDeviceId](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, int *pID)
Get the device ID associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetNodeType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2NodeType](#) *pNodeType)
Get the node type associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetInterfaceType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2InterfaceType](#) *pInterfaceType)
Get the interface type associated with the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetNumChildren](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int *pNumChildNodes)
Get the number of child nodes.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetChild](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int position, [fc2TopologyNodeContext](#) *pChildTopologyNodeContext)
Get child node located at the specified position.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeAddChild](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2TopologyNodeContext](#) TopologyNodeChildContext)
Add the specified TopologyNode as a child of the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetNumPorts](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int *pNumPorts)
Get the number of ports.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeGetPortType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, unsigned int position, [fc2PortType](#) *pPortType)
Get type of port located at the specified position.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2TopologyNodeAddPortType](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PortType](#) portType)
Add the specified PortType as a port of the node.
- FLYCAPTURE2_C_API [BOOL](#) [fc2TopologyNodeAssignGuidToNode](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PGRGuid](#) guid, int deviceId)
Assign a PGRGuid and device ID to the node.
- FLYCAPTURE2_C_API [BOOL](#) [fc2TopologyNodeAssignGuidToNodeEx](#) ([fc2TopologyNodeContext](#) TopologyNodeContext, [fc2PGRGuid](#) guid, int deviceId, [fc2NodeType](#) nodeType)
Assign a PGRGuid, device ID and nodeType to the node.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyTopologyNode](#) ([fc2TopologyNodeContext](#) TopologyNodeContext)

Destroy a TopologyNode context.

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CheckDriver](#) (const [fc2PGRGuid](#) *pGuid)
Check for driver compatibility for the given camera guid.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetDriverDeviceName](#) (const [fc2PGRGuid](#) *pGuid, char *pDeviceName, size_t *deviceNameLength)
Get the driver's name for a device.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetSystemInfo](#) ([fc2SystemInfo](#) *pSystem-Info)
Get system information.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2GetLibraryVersion](#) ([fc2Version](#) *pVersion)
Get library version.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchBrowser](#) (const char *pAddress)
Launch a URL in the system default browser.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchHelp](#) (const char *pFileName)
Open a CHM file in the system default CHM viewer.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchCommand](#) (const char *p-Command)
Execute a command in the terminal.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2LaunchCommandAsync](#) (const char *p-Command, [fc2AsyncCommandCallback](#) pCallback, void *pUserData)
Execute a command in the terminal.
- FLYCAPTURE2_C_API const char * [fc2ErrorToDescription](#) ([fc2Error](#) error)
Get a string representation of an error.

8.1.1 Function Documentation

8.1.1.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateContext](#) ([fc2Context](#) * pContext)

Create a FC2 context for IIDC camera.

This call must be made before any other calls that use a context will succeed.

See also

[fc2DestroyContext\(\)](#)

Parameters

<i>pContext</i>	A pointer to the fc2Context to be created.
-----------------	--

Returns

A [fc2Error](#) indicating the success or failure of the function.

8.1.1.2 FLYCAPTURE2.C_API fc2Error fc2CreateGigEContext (fc2Context * *pContext*)

Create a FC2 context for a GigE Vision camera.

This call must be made before any other calls that use a context will succeed.

See also

[fc2DestroyContext\(\)](#)

Parameters

<i>pContext</i>	A pointer to the fc2Context to be created.
-----------------	--

Returns

A fc2Error indicating the success or failure of the function.

8.1.1.3 FLYCAPTURE2.C_API fc2Error fc2DeregisterAllEvents (fc2Context *context*)

8.1.1.4 FLYCAPTURE2.C_API fc2Error fc2DeregisterEvent (fc2Context *context*, fc2EventOptions * *pOpts*)

De-register an event previously registered with the camera.

Parameters

<i>context</i>	The fc2Context to be used.
<i>pOpts</i>	Pointer to the EventOptions structure which defines the callback function to use, the event for which to register the device, and a pointer to user data (optional) to be passed to the callback function. The callback function and user data elements of the EventOptions structure are ignored in this call, and just the event name within the structure is used with this function call.

Returns

An Error indicating the success or failure of the function.

8.1.1.5 FLYCAPTURE2.C_API fc2Error fc2DestroyContext (fc2Context *context*)

Destroy the FC2 context.

This must be called when the user is finished with the context in order to prevent memory leaks.

See also

[fc2CreateContext\(\)](#)

Parameters

<i>context</i>	The context to be destroyed.
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Returns

A `fc2Error` indicating the success or failure of the function.

8.1.1.6 FLYCAPTURE2_C_API `fc2Error fc2GetCycleTime (fc2Context context, fc2TimeStamp * pTimeStamp)`

Get cycle time from camera.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>TimeStamp</i>	struct.

Returns

A `fc2Error` indicating the success or failure of the function.

8.1.1.7 FLYCAPTURE2_C_API `fc2Error fc2GetStats (fc2Context context, fc2CameraStats * pCameraStats)`

Returns the camera diagnostic information.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pCameraStats</i>	Pointer to the fc2CameraStats structure.

Returns

A `fc2Error` indicating the success or failure of the function.

8.1.1.8 FLYCAPTURE2_C_API `fc2Error fc2RegisterAllEvents (fc2Context context, fc2EventOptions * pOpts)`

Register the camera to issue a custom callback function call for a specific device event.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pOpts</i>	Pointer to the <code>EventOptions</code> structure which defines the callback function to use, the event for which to register the device, and a pointer to user data (optional) to be passed to the callback function. The event name element of the structure is ignored with this function call. If a single event has already been registered via <code>RegisterEvent()</code> , this call will fail, as the user could accidentally change the the internal callback function pointer for a queued event. The user will need to de-register all registered events, then call this function again.

Returns

An Error indicating the success or failure of the function.

8.1.1.9 FLYCAPTURE2_C_API `fc2Error fc2RegisterEvent (fc2Context context, fc2EventOptions * pOpts)`

Register the camera to issue a custom callback function call for a specific device event.

Parameters

<i>context</i>	The <code>fc2Context</code> to be used.
<i>pOpts</i>	Pointer to the <code>EventOptions</code> structure which defines the callback function to use, the event for which to register the device, and a pointer to user data (optional) to be passed to the callback function.

Returns

An Error indicating the success or failure of the function.

8.1.1.10 FLYCAPTURE2_C_API `fc2Error ResetStats ()`

8.2 FlyCapture2Defs_C.h File Reference

Data Structures

- struct [fc2PGRGuid](#)
A GUID to the camera.
- struct [fc2Image](#)
- struct [fc2SystemInfo](#)
Description of the system.
- struct [fc2Version](#)
The current version of the library.

- struct [fc2IPAddress](#)
IPv4 address.
- struct [fc2MACAddress](#)
MAC address.
- struct [fc2GigEProperty](#)
A GigE property.
- struct [fc2GigEStreamChannel](#)
Information about a single GigE stream channel.
- struct [fc2GigEConfig](#)
Configuration for a GigE camera.
- struct [fc2GigEImageSettingsInfo](#)
Format 7 information for a single mode.
- struct [fc2GigEImageSettings](#)
Image settings for a GigE camera.
- struct [fc2Format7ImageSettings](#)
Format 7 image settings.
- struct [fc2Format7Info](#)
Format 7 information for a single mode.
- struct [fc2Format7PacketInfo](#)
Format 7 packet information.
- struct [fc2Config](#)
Configuration for a camera.
- struct [fc2TriggerDelayInfo](#)
Information about a specific camera property.
- struct [fc2TriggerDelay](#)
A specific camera property.
- struct [fc2TriggerModelInfo](#)
Information about a camera trigger property.
- struct [fc2TriggerMode](#)
A camera trigger.
- struct [fc2StrobeInfo](#)
A camera strobe property.
- struct [fc2StrobeControl](#)
A camera strobe.
- struct [fc2TimeStamp](#)
Timestamp information.
- struct [fc2ConfigROM](#)
Camera configuration ROM.
- struct [fc2CameraInfo](#)
Camera information.
- struct [fc2EmbeddedImageInfoProperty](#)
Properties of a single embedded image info property.
- struct [fc2EmbeddedImageInfo](#)

Properties of the possible embedded image information.

- struct [fc2ImageMetadata](#)
Metadata related to an image.
- struct [fc2LUTData](#)
Information about the camera's look up table.
- struct [fc2CameraStats](#)
Camera diagnostic information.
- struct [fc2PNGOption](#)
Options for saving PNG images.
- struct [fc2PPMOption](#)
Options for saving PPM images.
- struct [fc2PGMOption](#)
Options for saving PGM images.
- struct [fc2TIFFOption](#)
Options for saving TIFF images.
- struct [fc2JPEGOption](#)
Options for saving JPEG image.
- struct [fc2JPG2Option](#)
Options for saving JPEG2000 image.
- struct [fc2BMPOption](#)
Options for saving Bitmap image.
- struct [fc2EventOptions](#)
Options for enabling device event registration.
- struct [fc2EventCallbackData](#)

Defines

- #define [FALSE](#) 0
- #define [TRUE](#) 1
- #define [FULL_32BIT_VALUE](#) 0xFFFFFFFF
- #define [MAX_STRING_LENGTH](#) 512

Typedefs

- typedef int [BOOL](#)
- typedef void * [fc2Context](#)
A context to the FlyCapture2 C library.
- typedef void * [fc2GuiContext](#)
A context to the FlyCapture2 C GUI library.
- typedef void * [fc2ImageImpl](#)
An internal pointer used in the [fc2Image](#) structure.
- typedef void * [fc2ImageStatisticsContext](#)
A context referring to the ImageStatistics object.

- typedef void * [fc2TopologyNodeContext](#)
A context referring to the TopologyNode object.
- typedef void * [fc2CallbackHandle](#)
- typedef void(* [fc2BusEventCallback](#))(void *pParameter, unsigned int serial-Number)
- typedef void(* [fc2ImageEventCallback](#))(fc2Image *image, void *pCallbackData)
- typedef void(* [fc2AsyncCommandCallback](#))(fc2Error retError, void *pUserData)
- typedef void(* [fc2CameraEventCallback](#))(void *pCallbackData)

Enumerations

- enum [fc2Error](#) { [FC2_ERROR_UNDEFINED](#) = -1, [FC2_ERROR_OK](#), [FC2_ERROR_FAILED](#), [FC2_ERROR_NOT_IMPLEMENTED](#), [FC2_ERROR_FAILED_BUS_MASTER_CONNECTION](#), [FC2_ERROR_NOT_CONNECTED](#), [FC2_ERROR_INIT_FAILED](#), [FC2_ERROR_NOT_INITIALIZED](#), [FC2_ERROR_INVALID_PARAMETER](#), [FC2_ERROR_INVALID_SETTINGS](#), [FC2_ERROR_INVALID_BUS_MANAGER](#), [FC2_ERROR_MEMORY_ALLOCATION_FAILED](#), [FC2_ERROR_LOW_LEVEL_FAILURE](#), [FC2_ERROR_NOT_FOUND](#), [FC2_ERROR_FAILED_GUID](#), [FC2_ERROR_INVALID_PACKET_SIZE](#), [FC2_ERROR_INVALID_MODE](#), [FC2_ERROR_NOT_IN_FORMAT7](#), [FC2_ERROR_NOT_SUPPORTED](#), [FC2_ERROR_TIMEOUT](#), [FC2_ERROR_BUS_MASTER_FAILED](#), [FC2_ERROR_INVALID_GENERATION](#), [FC2_ERROR_LUT_FAILED](#), [FC2_ERROR_IIDC_FAILED](#), [FC2_ERROR_STROBE_FAILED](#), [FC2_ERROR_TRIGGER_FAILED](#), [FC2_ERROR_PROPERTY_FAILED](#), [FC2_ERROR_PROPERTY_NOT_PRESENT](#), [FC2_ERROR_REGISTER_FAILED](#), [FC2_ERROR_READ_REGISTER_FAILED](#), [FC2_ERROR_WRITE_REGISTER_FAILED](#), [FC2_ERROR_ISOCH_FAILED](#), [FC2_ERROR_ISOCH_ALREADY_STARTED](#), [FC2_ERROR_ISOCH_NOT_STARTED](#), [FC2_ERROR_ISOCH_START_FAILED](#), [FC2_ERROR_ISOCH_RETRIEVE_BUFFER_FAILED](#), [FC2_ERROR_ISOCH_STOP_FAILED](#), [FC2_ERROR_ISOCH_SYNC_FAILED](#), [FC2_ERROR_ISOCH_BANDWIDTH_EXCEEDED](#), [FC2_ERROR_IMAGE_CONVERSION_FAILED](#), [FC2_ERROR_IMAGE_LIBRARY_FAILURE](#), [FC2_ERROR_BUFFER_TOO_SMALL](#), [FC2_ERROR_IMAGE_CONSISTENCY_ERROR](#), [FC2_ERROR_INCOMPATIBLE_DRIVER](#), [FC2_ERROR_FORCE_32BITS](#) = [FULL_32BIT_VALUE](#) }

The error types returned by functions.

- enum [fc2BusCallbackType](#) { [FC2_BUS_RESET](#), [FC2_ARRIVAL](#), [FC2_REMOVAL](#), [FC2_CALLBACK_TYPE_FORCE_32BITS](#) = [FULL_32BIT_VALUE](#) }

The type of bus callback to register a callback function for.

- enum [fc2GrabMode](#) { [FC2_DROP_FRAMES](#), [FC2_BUFFER_FRAMES](#), [FC2_UNSPECIFIED_GRAB_MODE](#), [FC2_GRAB_MODE_FORCE_32BITS](#) = [FULL_32BIT_VALUE](#) }

The grab strategy employed during image transfer.

- enum [fc2GrabTimeout](#) { [FC2_TIMEOUT_NONE](#) = 0, [FC2_TIMEOUT_INFINITE](#) = -1, [FC2_TIMEOUT_UNSPECIFIED](#) = -2, [FC2_GRAB_TIMEOUT_FORCE_32BITS](#) = [FULL_32BIT_VALUE](#) }

Timeout options for grabbing images.

- enum `fc2BandwidthAllocation` { `FC2_BANDWIDTH_ALLOCATION_OFF` = 0, `FC2_BANDWIDTH_ALLOCATION_ON` = 1, `FC2_BANDWIDTH_ALLOCATION_UNSUPPORTED` = 2, `FC2_BANDWIDTH_ALLOCATION_UNSPECIFIED` = 3, `FC2_BANDWIDTH_ALLOCATION_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Bandwidth allocation options for 1394 devices.

- enum `fc2InterfaceType` { `FC2_INTERFACE_IEEE1394`, `FC2_INTERFACE_USB_2`, `FC2_INTERFACE_USB_3`, `FC2_INTERFACE_GIGE`, `FC2_INTERFACE_UNKNOWN`, `FC2_INTERFACE_TYPE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Interfaces that a camera may use to communicate with a host.

- enum `fc2PropertyType` { `FC2_BRIGHTNESS`, `FC2_AUTO_EXPOSURE`, `FC2_SHARPNESS`, `FC2_WHITE_BALANCE`, `FC2_HUE`, `FC2_SATURATION`, `FC2_GAMMA`, `FC2_IRIS`, `FC2_FOCUS`, `FC2_ZOOM`, `FC2_PAN`, `FC2_TILT`, `FC2_SHUTTER`, `FC2_GAIN`, `FC2_TRIGGER_MODE`, `FC2_TRIGGER_DELAY`, `FC2_FRAME_RATE`, `FC2_TEMPERATURE`, `FC2_UNSPECIFIED_PROPERTY_TYPE`, `FC2_PROPERTY_TYPE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Camera properties.

- enum `fc2FrameRate` { `FC2_FRAMERATE_1_875`, `FC2_FRAMERATE_3_75`, `FC2_FRAMERATE_7_5`, `FC2_FRAMERATE_15`, `FC2_FRAMERATE_30`, `FC2_FRAMERATE_60`, `FC2_FRAMERATE_120`, `FC2_FRAMERATE_240`, `FC2_FRAMERATE_FORMAT7`, `FC2_NUM_FRAMERATES`, `FC2_FRAMERATE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Frame rates in frames per second.

- enum `fc2VideoMode` { `FC2_VIDEOMODE_160x120YUV444`, `FC2_VIDEOMODE_320x240YUV422`, `FC2_VIDEOMODE_640x480YUV411`, `FC2_VIDEOMODE_640x480YUV422`, `FC2_VIDEOMODE_640x480RGB`, `FC2_VIDEOMODE_640x480Y8`, `FC2_VIDEOMODE_640x480Y16`, `FC2_VIDEOMODE_800x600YUV422`, `FC2_VIDEOMODE_800x600RGB`, `FC2_VIDEOMODE_800x600Y8`, `FC2_VIDEOMODE_800x600Y16`, `FC2_VIDEOMODE_1024x768YUV422`, `FC2_VIDEOMODE_1024x768RGB`, `FC2_VIDEOMODE_1024x768Y8`, `FC2_VIDEOMODE_1024x768Y16`, `FC2_VIDEOMODE_1280x960YUV422`, `FC2_VIDEOMODE_1280x960RGB`, `FC2_VIDEOMODE_1280x960Y8`, `FC2_VIDEOMODE_1280x960Y16`, `FC2_VIDEOMODE_1600x1200YUV422`, `FC2_VIDEOMODE_1600x1200RGB`, `FC2_VIDEOMODE_1600x1200Y8`, `FC2_VIDEOMODE_1600x1200Y16`, `FC2_VIDEOMODE_FORMAT7`, `FC2_NUM_VIDEOMODES`, `FC2_VIDEOMODE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

DCAM video modes.

- enum `fc2Mode` { `FC2_MODE_0` = 0, `FC2_MODE_1`, `FC2_MODE_2`, `FC2_MODE_3`, `FC2_MODE_4`, `FC2_MODE_5`, `FC2_MODE_6`, `FC2_MODE_7`, `FC2_MODE_8`, `FC2_MODE_9`, `FC2_MODE_10`, `FC2_MODE_11`, `FC2_MODE_12`, `FC2_MODE_13`, `FC2_MODE_14`, `FC2_MODE_15`, `FC2_MODE_16`, `FC2_MODE_17`, `FC2_MODE_18`, `FC2_MODE_19`, `FC2_MODE_20`, `FC2_MODE_21`, `FC2_MODE_22`, `FC2_MODE_23`, `FC2_MODE_24`, `FC2_MODE_25`, `FC2_MODE_26`, `FC2_MODE_27`, `FC2_MODE_28`, `FC2_MODE_29`, `FC2_MODE_30`, `FC2_MODE_31`, `FC2_NUM_MODES`, `FC2_MODE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Camera modes for DCAM formats as well as Format7.

- enum `fc2PixelFormat` { `FC2_PIXEL_FORMAT_MONO8` = 0x80000000, `FC2_PIXEL_FORMAT_411YUV8` = 0x40000000, `FC2_PIXEL_FORMAT_422YUV8` = 0x20000000, `FC2_PIXEL_FORMAT_444YUV8` = 0x10000000, `FC2_PIXEL_FORMAT_RGB8` = 0x08000000, `FC2_PIXEL_FORMAT_MONO16` = 0x04000000, `FC2_PIXEL_FORMAT_RGB16` = 0x02000000, `FC2_PIXEL_FORMAT_S_MONO16` = 0x01000000, `FC2_PIXEL_FORMAT_S_RGB16` = 0x00800000, `FC2_PIXEL_FORMAT_RAW8` = 0x00400000, `FC2_PIXEL_FORMAT_RAW16` = 0x00200000, `FC2_PIXEL_FORMAT_MONO12` = 0x00100000, `FC2_PIXEL_FORMAT_RAW12` = 0x00080000, `FC2_PIXEL_FORMAT_BGR` = 0x80000008, `FC2_PIXEL_FORMAT_BGRU` = 0x40000008, `FC2_PIXEL_FORMAT_RGB` = `FC2_PIXEL_FORMAT_RGB8`, `FC2_PIXEL_FORMAT_RGBU` = 0x40000002, `FC2_PIXEL_FORMAT_BGR16` = 0x02000001, `FC2_PIXEL_FORMAT_BGRU16` = 0x02000002, `FC2_PIXEL_FORMAT_422YUV8_JPEG` = 0x40000001, `FC2_NUM_PIXEL_FORMATS` = 20, `FC2_UNSPECIFIED_PIXEL_FORMAT` = 0 }

Pixel formats available for Format7 modes.

- enum `fc2BusSpeed` { `FC2_BUSSPEED_S100`, `FC2_BUSSPEED_S200`, `FC2_BUSSPEED_S400`, `FC2_BUSSPEED_S480`, `FC2_BUSSPEED_S800`, `FC2_BUSSPEED_S1600`, `FC2_BUSSPEED_S3200`, `FC2_BUSSPEED_S5000`, `FC2_BUSSPEED_10BASE_T`, `FC2_BUSSPEED_100BASE_T`, `FC2_BUSSPEED_1000BASE_T`, `FC2_BUSSPEED_10000BASE_T`, `FC2_BUSSPEED_S_FASTEST`, `FC2_BUSSPEED_ANY`, `FC2_BUSSPEED_SPEED_UNKNOWN` = -1, `FC2_BUSSPEED_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Bus speeds.

- enum `fc2PCleBusSpeed` { `FC2_PCIE_BUSSPEED_2_5`, `FC2_PCIE_BUSSPEED_5_0`, `FC2_PCIE_BUSSPEED_UNKNOWN` = -1, `FC2_PCIE_BUSSPEED_FORCE_32BITS` = `FULL_32BIT_VALUE` }
- enum `fc2DriverType` { `FC2_DRIVER_1394_CAM`, `FC2_DRIVER_1394_PRO`, `FC2_DRIVER_1394_JUJU`, `FC2_DRIVER_1394_VIDEO1394`, `FC2_DRIVER_1394_RAW1394`, `FC2_DRIVER_USB_NONE`, `FC2_DRIVER_USB_CAM`, `FC2_DRIVER_USB3_PRO`, `FC2_DRIVER_GIGE_NONE`, `FC2_DRIVER_GIGE_FILTER`, `FC2_DRIVER_GIGE_PRO`, `FC2_DRIVER_GIGE_LWF`, `FC2_DRIVER_UNKNOWN` = -1, `FC2_DRIVER_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Types of low level drivers that FlyCapture uses.

- enum `fc2ColorProcessingAlgorithm` { `FC2_DEFAULT`, `FC2_NO_COLOR_PROCESSING`, `FC2_NEAREST_NEIGHBOR_FAST`, `FC2_EDGE_SENSING`, `FC2_HQ_LINEAR`, `FC2_RIGOROUS`, `FC2_IPP`, `FC2_DIRECTIONAL`, `FC2_WEIGHTED_DIRECTIONAL`, `FC2_COLOR_PROCESSING_ALGORITHM_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Color processing algorithms.

- enum `fc2BayerTileFormat` { `FC2_BT_NONE`, `FC2_BT_RGGB`, `FC2_BT_GRBG`, `FC2_BT_GBRG`, `FC2_BT_BGGR`, `FC2_BT_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Bayer tile formats.

- enum `fc2ImageFileFormat` { `FC2_FROM_FILE_EXT` = -1, `FC2_PGM`, `FC2_PPM`, `FC2_BMP`, `FC2_JPEG`, `FC2_JPEG2000`, `FC2_TIFF`, `FC2_PNG`, `FC2-`

```
_RAW, FC2_IMAGE_FILE_FORMAT_FORCE_32BITS = FULL_32BIT_VALUE  
}
```

File formats to be used for saving images to disk.

- enum `fc2GigEPropertyType` { `FC2_HEARTBEAT`, `FC2_HEARTBEAT_TIMEOUT`, `PACKET_SIZE`, `PACKET_DELAY` }

Possible properties that can be queried from the camera.

- enum `fc2StatisticsChannel` { `FC2_STATISTICS_GREY`, `FC2_STATISTICS_RED`, `FC2_STATISTICS_GREEN`, `FC2_STATISTICS_BLUE`, `FC2_STATISTICS_HUE`, `FC2_STATISTICS_SATURATION`, `FC2_STATISTICS_LIGHTNESS`, `FC2_STATISTICS_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Channels that allow statistics to be calculated.

- enum `fc2OSType` { `FC2_WINDOWS_X86`, `FC2_WINDOWS_X64`, `FC2_LINUX_X86`, `FC2_LINUX_X64`, `FC2_MAC`, `FC2_UNKNOWN_OS`, `FC2_OSTYPE_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Possible operating systems.

- enum `fc2ByteOrder` { `FC2_BYTE_ORDER_LITTLE_ENDIAN`, `FC2_BYTE_ORDER_BIG_ENDIAN`, `FC2_BYTE_ORDER_FORCE_32BITS` = `FULL_32BIT_VALUE` }

Possible byte orders.

- enum `fc2PortType` { `NOT_CONNECTED` = 1, `CONNECTED_TO_PARENT`, `CONNECTED_TO_CHILD` }

Possible states of a port on a node.

- enum `fc2NodeType` { `COMPUTER`, `BUS`, `CAMERA`, `NODE` }

Type of node.

- enum `fc2TIFFCompressionMethod` { `FC2_TIFF_NONE` = 1, `FC2_TIFF_PACKBITS`, `FC2_TIFF_DEFLATE`, `FC2_TIFF_ADOBE_DEFLATE`, `FC2_TIFF_CCITT_FAX3`, `FC2_TIFF_CCITT_FAX4`, `FC2_TIFF_LZW`, `FC2_TIFF_JPEG` }

8.2.1 Enumeration Type Documentation

8.2.1.1 enum `fc2ByteOrder`

Possible byte orders.

Enumerator:

```
FC2_BYTE_ORDER_LITTLE_ENDIAN  
FC2_BYTE_ORDER_BIG_ENDIAN  
FC2_BYTE_ORDER_FORCE_32BITS
```

8.2.1.2 enum `fc2NodeType`

Type of node.

Enumerator:

COMPUTER
BUS
CAMERA
NODE

8.2.1.3 enum fc2OSType

Possible operating systems.

Enumerator:

FC2_WINDOWS_X86 All Windows 32-bit variants.
FC2_WINDOWS_X64 All Windows 64-bit variants.
FC2_LINUX_X86 All Linux 32-bit variants.
FC2_LINUX_X64 All Linux 32-bit variants.
FC2_MAC Mac OSX.
FC2_UNKNOWN_OS Unknown operating system.
FC2_OSTYPE_FORCE_32BITS

8.2.1.4 enum fc2PortType

Possible states of a port on a node.

Enumerator:

NOT_CONNECTED
CONNECTED_TO_PARENT
CONNECTED_TO_CHILD

8.2.1.5 enum fc2StatisticsChannel

Channels that allow statistics to be calculated.

Enumerator:

FC2_STATISTICS_GREY
FC2_STATISTICS_RED
FC2_STATISTICS_GREEN
FC2_STATISTICS_BLUE
FC2_STATISTICS_HUE
FC2_STATISTICS_SATURATION
FC2_STATISTICS_LIGHTNESS
FC2_STATISTICS_FORCE_32BITS

8.3 FlyCapture2GUI_C.h File Reference

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateGUIContext](#) ([fc2GuiContext](#) *pContext)
Create a GUI context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2DestroyGUIContext](#) ([fc2GuiContext](#) context)
Destroy a GUI context.
- FLYCAPTURE2_C_API void [fc2GUIConnect](#) ([fc2GuiContext](#) context, [fc2Context](#) cameraContext)
Connect GUI context to a camera context.
- FLYCAPTURE2_C_API void [fc2GUIDisconnect](#) ([fc2GuiContext](#) context)
Disconnect GUI context from camera.
- FLYCAPTURE2_C_API void [fc2Disonnnect](#) ([fc2GuiContext](#) context) __attribute__((deprecated))
Disconnect GUI context from camera.
- FLYCAPTURE2_C_API void [fc2Show](#) ([fc2GuiContext](#) context)
Show the GUI.
- FLYCAPTURE2_C_API void [fc2Hide](#) ([fc2GuiContext](#) context)
Hide the GUI.
- FLYCAPTURE2_C_API [BOOL](#) [fc2IsVisible](#) ([fc2GuiContext](#) context)
Check if the GUI is visible.
- FLYCAPTURE2_C_API void [fc2ShowModal](#) ([fc2GuiContext](#) context, [BOOL](#) *pOkSelected, [fc2PGRGuid](#) *guidArray, unsigned int *size)
Show the camera selection dialog.

8.3.1 Function Documentation

8.3.1.1 FLYCAPTURE2_C_API [fc2Error](#) [fc2CreateGUIContext](#) ([fc2GuiContext](#) * pContext)

Create a GUI context.

Any GigE cameras that were connected prior to this call will lose CCP after the call. Consider creating a GUI context prior to connecting any GigE cameras or calling connect on any outstanding GigE camera context.

Parameters

pContext	Pointer to context to be created.
--------------------------	-----------------------------------

Returns

An Error indicating the success or failure of the function.

8.3.1.2 FLYCAPTURE2_C_API fc2Error fc2DestroyGUIContext (fc2GuiContext context)

Destroy a GUI context.

Parameters

<i>context</i>	Context to be destroyed.
----------------	--------------------------

Returns

An Error indicating the success or failure of the function.

8.3.1.3 FLYCAPTURE2_C_API void fc2Disconnect (fc2GuiContext context)

Disconnect GUI context from camera.

Parameters

<i>context</i>	GUI context to disconnect.
----------------	----------------------------

Returns

An Error indicating the success or failure of the function.

Deprecated This method is deprecated and will be removed in a future FlyCapture2 release. Please use fc2GUIDisconnect instead.

8.3.1.4 FLYCAPTURE2_C_API void fc2GUIConnect (fc2GuiContext context, fc2Context cameraContext)

Connect GUI context to a camera context.

Parameters

<i>context</i>	GUI context to connect.
<i>camera-Context</i>	Camera context to connect.

Returns

An Error indicating the success or failure of the function.

8.3.1.5 FLYCAPTURE2_C_API void fc2GUIDisconnect (fc2GuiContext context)

Disconnect GUI context from camera.

Parameters

<i>context</i>	GUI context to disconnect.
----------------	----------------------------

Returns

An Error indicating the success or failure of the function.

8.3.1.6 FLYCAPTURE2.C_API void fc2Hide (fc2GuiContext *context*)

Hide the GUI.

Parameters

<i>context</i>	Pointer to context to hide.
----------------	-----------------------------

Returns

An Error indicating the success or failure of the function.

8.3.1.7 FLYCAPTURE2.C_API BOOL fc2IsVisible (fc2GuiContext *context*)

Check if the GUI is visible.

Parameters

<i>context</i>	Pointer to context to show.
----------------	-----------------------------

Returns

Whether the GUI is visible.

8.3.1.8 FLYCAPTURE2.C_API void fc2Show (fc2GuiContext *context*)

Show the GUI.

Parameters

<i>context</i>	Pointer to context to show.
----------------	-----------------------------

Returns

An Error indicating the success or failure of the function.

8.3.1.9 FLYCAPTURE2_C_API void fc2ShowModal (fc2GuiContext *context*, BOOL * *pOkSelected*, fc2PGRGuid * *guidArray*, unsigned int * *size*)

Show the camera selection dialog.

Parameters

<i>context</i>	Pointer to context to show.
<i>pOkSelected</i>	Whether Ok (true) or Cancel (false) was clicked.
<i>guidArray</i>	Array of PGRGuids containing the selected cameras.
<i>size</i>	Size of PGRGuid array.

8.4 FlyCapture2Internal_C.h File Reference

Data Structures

- struct [fc2InternalContext](#)
- struct [fc2InternalGuiContext](#)
- struct [fc2InternalImageCallback](#)

Functions

- bool [IsContextValid](#) (fc2Context *context*)
- bool [IsGuiContextValid](#) (fc2GuiContext *context*)
- void [SyncCpplImageToStruct](#) (fc2Image * *pImage*)

8.4.1 Function Documentation

8.4.1.1 bool [IsContextValid](#) (fc2Context *context*) [\[inline\]](#)

8.4.1.2 bool [IsGuiContextValid](#) (fc2GuiContext *context*) [\[inline\]](#)

8.4.1.3 void [SyncCpplImageToStruct](#) (fc2Image * *pImage*) [\[inline\]](#)

8.5 FlyCapture2Platform_C.h File Reference

Defines

- #define [FLYCAPTURE2_C_API](#)
- #define [FLYCAPTURE2_C_CALL_CONVEN](#)

8.5.1 Define Documentation

8.5.1.1 `#define FLYCAPTURE2_C_API`

8.5.1.2 `#define FLYCAPTURE2_C_CALL_CONVEN`

8.6 FlyCapture2Private_C.h File Reference

Functions

- FLYCAPTURE2_C_API void * [GetInternal](#) (unsigned int index)

8.6.1 Function Documentation

8.6.1.1 FLYCAPTURE2_C_API void* [GetInternal](#) (unsigned int *index*)

8.7 FlyCapture2Video_C.h File Reference

Functions

- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoCreate](#) ([fc2VideoContext](#) *pVideoContext)
Create a Video context.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoAVIOpen](#) ([fc2VideoContext](#) VideoContext, const char *pFileName, [fc2AVIOption](#) *pOption)
Open an AVI file in preparation for writing Images to disk.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoMJPEGOpen](#) ([fc2VideoContext](#) VideoContext, const char *pFileName, [fc2MJPEGOption](#) *pOption)
Open an MJPEG file in preparation for writing Images to disk.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoH264Open](#) ([fc2VideoContext](#) VideoContext, const char *pFileName, [fc2H264Option](#) *pOption)
Open an H.264 video file in preparation for writing Images to disk.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoAppend](#) ([fc2VideoContext](#) VideoContext, [fc2Image](#) *pImage)
Append an image to the video file.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoSetMaximumSize](#) ([fc2VideoContext](#) VideoContext, unsigned int size)
Set the maximum file size (in megabytes) of a AVI/MP4 file.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoClose](#) ([fc2VideoContext](#) VideoContext)
Close the video file.
- FLYCAPTURE2_C_API [fc2Error](#) [fc2VideoDestroy](#) ([fc2VideoContext](#) VideoContext)
Destroy a video context.

8.8 FlyCapture2VideoDefs_C.h File Reference

Data Structures

- struct [fc2MJPGOption](#)
Options for saving MJPG files.
- struct [fc2H264Option](#)
Options for saving H264 files.
- struct [fc2AVIOption](#)
Options for saving AVI files.

Typedefs

- typedef void * [fc2VideoContext](#)
A context referring to the video recorder object.

8.9 Licensing.dox File Reference

8.10 MultiSyncLibrary_C.h File Reference

Functions

- MULTISYNCLIBRARY_C_API [syncError](#) [syncCreateContext](#) ([syncContext](#) *p-Context)
Create a Sync context for MultiSync Library.
- MULTISYNCLIBRARY_C_API [syncError](#) [syncDestroyContext](#) ([syncContext](#) context)
Destory the sync context.
- MULTISYNCLIBRARY_C_API [syncError](#) [syncStart](#) ([syncContext](#) context)
Start the sync progress.
- MULTISYNCLIBRARY_C_API [syncError](#) [syncStop](#) ([syncContext](#) context)
Stop the sync progress.
- MULTISYNCLIBRARY_C_API [syncError](#) [syncRescanMasterTimingBus](#) ([syncContext](#) context)
Scan newly connected or removed timing bus (for corss-PC syncing only)
- MULTISYNCLIBRARY_C_API [syncMessage](#) [syncGetStatus](#) ([syncContext](#) context)
Start the sync progress.
- MULTISYNCLIBRARY_C_API double [syncGetTimeSinceSynced](#) ([syncContext](#) context)
Time since sync started.
- MULTISYNCLIBRARY_C_API [BOOL](#) [syncIsTimingBusConnected](#) ([syncContext](#) context)

Whether syncing across PCs.

- MULTISYNCLIBRARY_C_API **BOOL** [syncEnableCrossPCSynchronization](#) ([syncContext](#) context)

Enable across pc synchronization support.

- MULTISYNCLIBRARY_C_API **BOOL** [syncDisableCrossPCSynchronization](#) ([syncContext](#) context)

Disable across pc synchronization support.

- MULTISYNCLIBRARY_C_API **BOOL** [syncQueryCrossPCSynchronizationSetting](#) ([syncContext](#) context)

Query cross pc synchronizaion support status.

8.10.1 Function Documentation

8.10.1.1 MULTISYNCLIBRARY_C_API **syncError** syncCreateContext (**syncContext** * *pContext*)

Create a Sync context for MultiSync Library.

This call must be made before any other calls that use a context will succeed.

Parameters

<i>pContext</i>	A pointer to the syncContext to be created.
-----------------	---

Returns

A syncError indicating the success or failure of the function.

8.10.1.2 MULTISYNCLIBRARY_C_API **syncError** syncDestroyContext (**syncContext** *context*)

Destory the sync context.

This must be called when the user is finished with the context in order to prevent memory leaks.

Parameters

<i>context</i>	The syncContext to be destoryed.
----------------	----------------------------------

Returns

A syncError indicating the success or failure of the function.

8.10.1.3 MULTISYNCLIBRARY_C_API BOOL syncDisableCrossPCSynchronization (syncContext context)

Disable across pc synchronization support.

Parameters

<i>context</i>	The syncContext to be used.
----------------	-----------------------------

Returns

True if operation was successful

8.10.1.4 MULTISYNCLIBRARY_C_API BOOL syncEnableCrossPCSynchronization (syncContext context)

Enable across pc synchronization support.

Parameters

<i>context</i>	The syncContext to be used.
----------------	-----------------------------

Returns

True if operation was successful

8.10.1.5 MULTISYNCLIBRARY_C_API syncMessage syncGetStatus (syncContext context)

Start the sync progress.

Parameters

<i>context</i>	The syncContext to be used.
----------------	-----------------------------

Returns

A syncMessage indicating the sync status.

8.10.1.6 MULTISYNCLIBRARY_C_API double syncGetTimeSinceSynced (syncContext context)

Time since sync started.

Parameters

<i>context</i>	The syncContext to be used.
----------------	-----------------------------

Returns

Time since synced.

8.10.1.7 MULTISYNCLIBRARY_C_API BOOL syncIsTimingBusConnected (syncContext context)

Whether syncing across PCs.

Parameters

<i>context</i>	The syncContext to be used.
----------------	-----------------------------

Returns

True if its syncing across PC

8.10.1.8 MULTISYNCLIBRARY_C_API BOOL syncQueryCrossPCsSynchronizationSetting (syncContext context)

Query cross pc synchronizaion support status.

Parameters

<i>context</i>	The syncContext to be used.
----------------	-----------------------------

Returns

True if cross pc synchronization was supported

8.10.1.9 MULTISYNCLIBRARY_C_API syncError syncRescanMasterTimingBus (syncContext context)

Scan newly connected or removed timing bus (for corss-PC syncing only)

Parameters

context	The syncContext to be used.
---------	-----------------------------

Returns

A syncError indicating the success or failure of the function.

8.10.1.10 MULTISYNCLIBRARY_C_API syncError syncStart (syncContext context)

Start the sync progress.

Parameters

context	The syncContext to be used.
---------	-----------------------------

Returns

A syncError indicating the success or failure of the function.

8.10.1.11 MULTISYNCLIBRARY_C_API syncError syncStop (syncContext context)

Stop the sync progress.

Parameters

context	The syncContext to be used.
---------	-----------------------------

Returns

A syncError indicating the success or failure of the function.

8.11 MultiSyncLibraryDefs_C.h File Reference

Defines

- `#define FALSE 0`
- `#define TRUE 1`
- `#define FULL_32BIT_VALUE 0x7FFFFFFF`
- `#define MAX_STRING_LENGTH 512`

Typedefs

- `typedef int BOOL`
- `typedef void * syncContext`
A context to the MultiSync C library.

Enumerations

- `enum syncError { SYNC_ERROR_OK = 0, SYNC_ERROR_FAILED, SYNC_ERROR_ALREADY_STARTED, SYNC_ERROR_ALREADY_STOPPED, SYNC_ERROR_CONTEXT_NOT_INITIALIZED, SYNC_ERROR_UNKNOWN_ERROR }`
- `enum syncMessage { SYNC_MESSAGE_OK = 0, SYNC_MESSAGE_FAILED, SYNC_MESSAGE_STARTED, SYNC_MESSAGE_STOPPED, SYNC_MESSAGE_SYNCING, SYNC_MESSAGE_NOMASTER, SYNC_MESSAGE_THREAD_ERROR, SYNC_MESSAGE_DEVICE_ERROR, SYNC_MESSAGE_NOT_ENOUGH_DEVICES, SYNC_MESSAGE_BUS_RESET, SYNC_MESSAGE_NOT_INITIALIZED, SYNC_MESSAGE_UNKNOWN_ERROR }`

8.11.1 Define Documentation

8.11.1.1 `#define FALSE 0`

8.11.1.2 `#define FULL_32BIT_VALUE 0x7FFFFFFF`

8.11.1.3 `#define MAX_STRING_LENGTH 512`

8.11.1.4 `#define TRUE 1`

8.11.2 Typedef Documentation

8.11.2.1 `typedef int BOOL`

8.11.2.2 `typedef void* syncContext`

A context to the MultiSync C library.

It must be created before performing any calls to the library.

8.11.3 Enumeration Type Documentation

8.11.3.1 enum syncError

Enumerator:

SYNC_ERROR_OK
SYNC_ERROR_FAILED
SYNC_ERROR_ALREADY_STARTED
SYNC_ERROR_ALREADY_STOPPED
SYNC_ERROR_CONTEXT_NOT_INITIALIZED
SYNC_ERROR_UNKNOWN_ERROR

8.11.3.2 enum syncMessage

Enumerator:

SYNC_MESSAGE_OK
SYNC_MESSAGE_FAILED
SYNC_MESSAGE_STARTED
SYNC_MESSAGE_STOPPED
SYNC_MESSAGE_SYNCING
SYNC_MESSAGE_NOMASTER
SYNC_MESSAGE_THREAD_ERROR
SYNC_MESSAGE_DEVICE_ERROR
SYNC_MESSAGE_NOT_ENOUGH_DEVICES
SYNC_MESSAGE_BUS_RESET
SYNC_MESSAGE_NOT_INITIALIZED
SYNC_MESSAGE_UNKNOWN_ERROR

8.12 MultiSyncLibraryPlatform_C.h File Reference

Defines

- #define [MULTISYNCLIBRARY_C_API](#)
- #define [MULTISYNCLIBRARY_C_CALL_CONVEN](#)

8.12.1 Define Documentation

8.12.1.1 #define MULTISYNCLIBRARY_C_API

8.12.1.2 #define MULTISYNCLIBRARY_C_CALL_CONVEN

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