Vidproc .NET SDK Getting Started Guide

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1 Getting started with Vidproc

This document will guide you through creating your own Vidproc application. You are assumed to already be familiar with the Vidview .NET SDK Getting Started Guide.

1.1 Creating your Vidproc project

1. In Visual Studio, create a new Console Application project.
2. In the project properties, set its target framework to .NET Framework 4.0.
3. Also, set its target platform to x86.

1.2 Downloading the NuGet packages

Follow the same procedure as in steps 2.3 and 2.4 of the Vidview .NET SDK Getting Started Guide, but instead of vidview-latest.zip, download

```
https://aurora.imint.se/
download/yourlicensekey/vidproc_packages.zip.
```

1.3   Installing the NuGet packages

Find and install the package `Imint.Vidproc.Sample` using the NuGet Package Manager. This will

1. install all of its dependencies, and
2. overwrite the file Program.cs in your project.

1.4   Building and Running

Build the project and run. A simple console application will launch and prompt you for a media file to open. Once a media file has successfully been opened, it will loop forever, asking you to enter coordinates in which to try to find an object to start tracking. These coordinates are either

1. a point between `-0.5, -0.5` and `0.5, 0.5`, or
2. a box, consisting of such a point followed by a width and a height, e.g. `0.2, -.3, 0.2, 0.2`, where a width of `0.2` means "20% of the frame width".

If width and height are not specified, or if either is set to `0`, these both default to `0.2`. The program will then output the coordinates of the object being tracked, until it fails to stay on a target, at which point you will be prompted to enter new coordinates.

If you want to run this Vidproc sample application with process separation (by launching the binary with `-p`), you must also install the package `Imint.Vidproc.Run`.