**PS3 Eye Driver Documentation**

Supported SDK (WoW64 compatible): 1.0.1.0108

IMPORTANT DRIVER NOTES:

* All functions that use “cameraInstance” will cause JVM crash if instance invalid.
* Calling CLEyeDestroyCamera when camera not stopped or too soon after stopping MAY cause JVM crash (probably due to frame collection thread in driver) – use Thread.sleep(50).
* Calling CLEyeCameraStart/Stop on a camera that is already started/stopped returns true.
* Calling CLEyeCameraGetFrame with an undersized data array causes JVM crash (oversized is fine), returns false if camera stopped or no frames available (and wait time out exceeded).
* When setting auto gain/exposure/white balance to false the gain/exposure/balance (from the cameras get function) is not accurate (i.e. they remain at the values set automatically but these values are not returned when queried)!
* Strange flicker when setting new gain if auto gain enabled??
* Setting/Getting parameters on a stopped camera works fine.
* Parameter values are NOT preserved if camera closed.
* Parameter values preserved if camera stopped but not destroyed.
* WHAT HAPPENS TO PARAMETERS WHEN CAMERA FIRST CREATED???