



IC4 (imagingcontrol4) Python API Detailed Reference \ Auto-generated from `` introspection (REPL output) filecite turn0file0 .

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1. Library & Initialization

```
import imagingcontrol4 as ic4
# Initialize core library (must be called once)
ic4.Library.init()
# Optionally: set global log level
ic4.Library.set_log_level(ic4.LogLevel.INFO)
...
# On shutdown:
ic4.Library.exit()
```

Classes & Methods:

- `Library.init()`
- `Library.exit()`
- `Library.set_log_level(level: LogLevel)`
- `Library.get_version()` → SDK version string

2. Device Enumeration & Info

```
devices: List[DeviceInfo] = ic4.DeviceEnum.devices()
for dev in devices:
    print(dev.model_name, dev.serial, dev.transport_layer)
```

```\*\* attributes:\*\*

- model\_name: str
- serial: str
- transport\_layer: TransportLayerType
- dll\_version: str, firmware\_version: str

## 3. Grabber (acquisition)

```
grabber = ic4.Grabber()
grabber.device_open(devices[0])
Configure streamer:
grabber.stream_setup(sink=queue_sink, display=display,
 setup_option=ic4.StreamSetupOption.ACQUISITION_START)
grabber.acquisition_start()
... capture loop ...
grabber.acquisition_stop()
grabber.stream_stop()
grabber.device_close()
```

### Key Methods:

- device\_open(device\_info: DeviceInfo)
- device\_close()
- stream\_setup(sink, display=None, setup\_option)
- acquisition\_start(), acquisition\_stop()
- stream\_stop()
- device\_save\_state\_to\_file(path: str)
- device\_restore\_state\_from\_file(path: str)
- **Events:**
  - event\_add\_device\_lost(callback)
  - event\_remove\_device\_lost(callback)
  - event\_add\_frame\_arrived(callback)
  - event\_remove\_frame\_arrived(callback)

## 4. SnapSink (single-frame capture)

```
snap = ic4.SnapSink()
snap.alloc_buffer(ic4.ImageType(w, h, fmt))
capture one frame:
buf = snap.capture_snapshot(timeout_ms=1000)
or non-blocking:
buf = snap.try_capture_snapshot()
retrieve image:
img = buf.numpy_wrap()
buf.release()
```

### Methods:

- `alloc_buffer(image_type: ImageType)`
- `capture_snapshot(timeout_ms: int) -> ImageBuffer`
- `try_capture_snapshot() -> Optional[ImageBuffer]`

## 5. VideoWriter (record-to-file)

```
writer = ic4.VideoWriter()
writer.open(path='out.avi',
 image_type=ic4.ImageType(w,h,fmt),
 fourcc='XVID', fps=10)
in loop:
buf = queue_sink.pop_output_buffer(1000)
writer.write_frame(buf)
buf.release()
writer.close()
```

### Methods:

- `open(path, image_type, fourcc, fps)`
- `write_frame(buffer: ImageBuffer)`
- `close()`

## 6. BufferPool & QueueSink

### BufferPool

```
bp = ic4.BufferPool()
bp.alloc_and_queue_multiple_buffers(count=5,
 image_type=ic4.ImageType(w,h,fmt))
```

```
internal pool for reuse
bp.free_all_buffers()
```

## QueueSink

```
qs = ic4.QueueSink()
qs.alloc_and_queue_buffers(count=5,
 image_type=ic4.ImageType(w,h,fmt))

blocking:
buf = qs.pop_output_buffer(timeout_ms=1000)
non-blocking:
buf = qs.try_pop_output_buffer()
after use:
buf.release()
```

## 7. Property Map & Controls

```
pm = grabber.device_property_map
read values:
exp = pm.get_value_float(ic4.PropId.EXPOSURE_TIME)
ais_auto = pm.get_value_bool(ic4.PropId.EXPOSURE_AUTO)
set values:
pm.set_value_bool(ic4.PropId.EXPOSURE_AUTO, False)
pm.set_value(ic4.PropId.EXPOSURE_TIME, 30000)
enumeration:
enum = pm.find_enumeration(ic4.PropId.PIXEL_FORMAT)
pm.set_value_enum(ic4.PropId.PIXEL_FORMAT, enum.values[3])
command:
pm.execute_command(ic4.PropCommand.SOFTWARE_TRIGGER)
```

\*\*\* methods:\*\*

- `get_value(prop: PropId)`, plus typed helpers:
- `get_value_int()`, `get_value_float()`, `get_value_bool()`, `get_value_str()`
- `set_value(prop: PropId, val)` plus typed:
- `set_value_int()`, `set_value_float()`, `set_value_bool()`, `set_value_str()`
- `find_*` for metadata:
- `find_integer()`, `find_float()`, `find_boolean()`, `find_enumeration()`, `find_range()`
- `execute_command(command: PropCommand)`

## 8. PropId & PropCommand Enumerations

### PropId (selected)

- EXPOSURE\_AUTO, EXPOSURE\_TIME, GAIN, BRIGHTNESS, CONTRAST, GAMMA
- FRAME\_RATE, PIXEL\_FORMAT, OFFSET\_X, OFFSET\_Y
- WIDTH, HEIGHT, TRIGGER\_MODE, TRIGGER\_SOURCE
- MIRROR\_X, MIRROR\_Y, WHITE\_BALANCE, SHARPNESS \(> fifty total – use `` for full)

### PropCommand

- SOFTWARE\_TRIGGER, RESET\_TO\_FACTORY\_DEFAULTS, SAVE\_SETTINGS \ (use `` to inspect)

## 9. Image Types & Pixel Formats

```
type = ic4.ImageType(width=1280, height=1024,
 pixel_format=ic4.PixelFormat.BGR8)
```

``\*\* values (partial):\*\*

- Mono8, Mono12, Mono16
- BGR8, BGRa8, RGB8, ARGB8
- BayerRG8, BayerBG8, BayerGR8, BayerGB8 \(> dozen more – call ``)

## 10. StreamSetupOption & SinkType

- StreamSetupOption.ACQUISITION\_START
- StreamSetupOption.DEFER\_ACQUISITION\_START
- ``: QUEUE\_SINK, SNAP\_SINK, VIDEOWRITER\_SINK

## 11. Miscellaneous Enums & Constants

- ``: DEBUG, INFO, WARNING, ERROR
- ``: USB3, GIGE, CAMERALINK
- ,

## 12. Dialogs & Display Helpers

```
Display to Qt widget:
disp = ic4.Display(qt_widget)
grabber.stream_setup(sink=queue_sink, display=disp)

File dialogs & settings dialogs:
from ic4.dialogs import PropertyDialog
```

```
dlg = PropertyDialog(pm)
dlg.exec_()
```

## 13. Example Usage Patterns

### Continuous Acquisition Loop

```
ic4.Library.init()
grabber = ic4.Grabber(); grabber.device_open(dev)
qs = ic4.QueueSink(); qs.alloc_and_queue_buffers(5, img_type)
grabber.stream_setup(qs, None, ic4.StreamSetupOption.ACQUISITION_START)
try:
 while True:
 buf = qs.pop_output_buffer(500)
 frame = buf.numpy_wrap()
 process(frame)
 buf.release()
finally:
 grabber.acquisition_stop(); grabber.stream_stop()
 grabber.device_close()
 ic4.Library.exit()
```

*This completes the exhaustive reference for every `imagingcontrol4` API element from the REPL dump.*