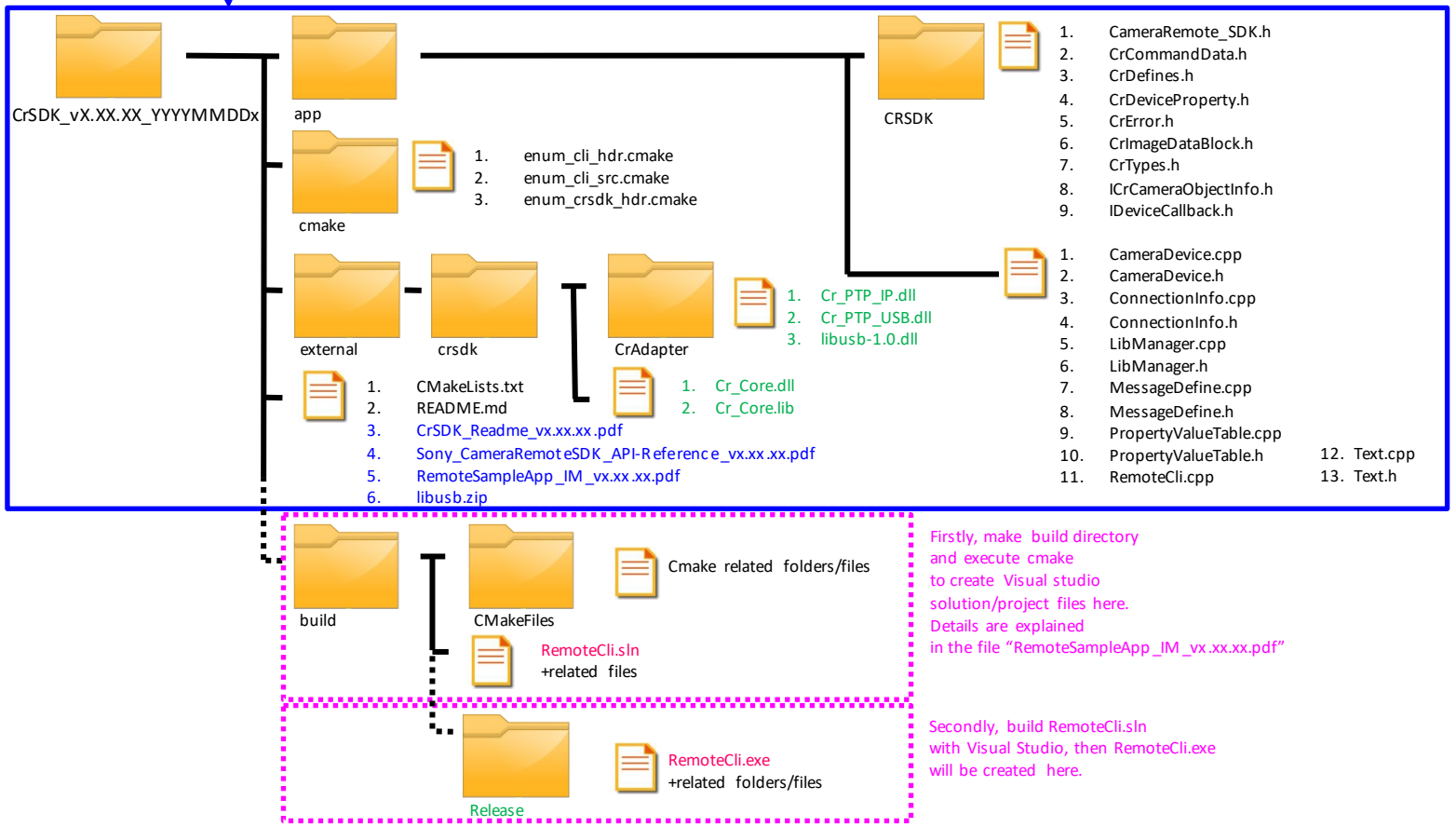
■ Contents for Windows

SONY

CrSDK_vX.XX.XX_YYYYMMDDx.zip → unzip



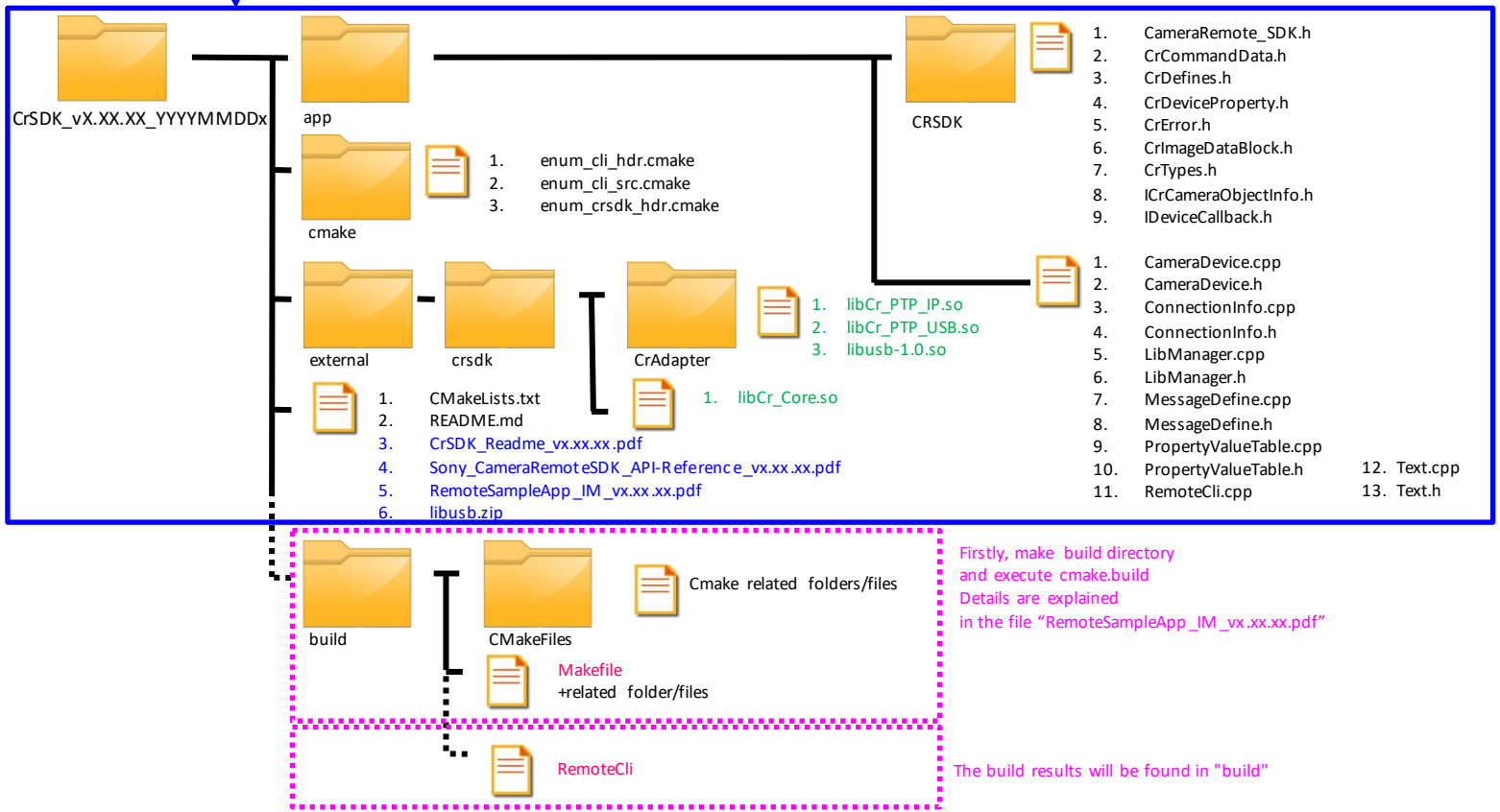
Firstly, make build directory and execute cmake to create Visual studio solution/project files here. Details are explained in the file "RemoteSampleApp_IM_vx.xx.xx.pdf"

Secondly, build RemoteCli.sln with Visual Studio, then RemoteCli.exe will be created here.

■ Contents for Linux

SONY

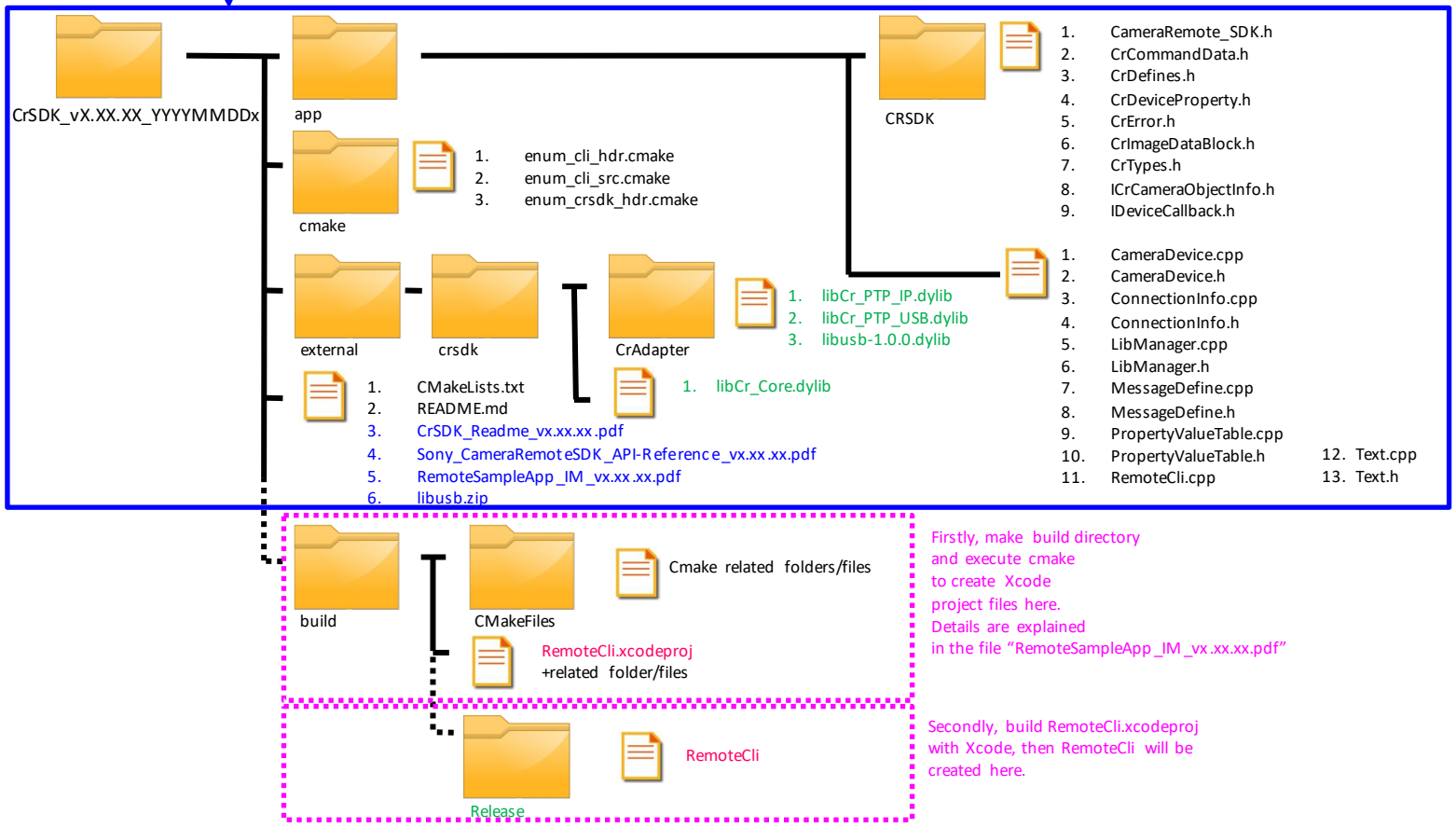
CrSDK_vX.XX.XX_YYYYMMDDx.zip → unzip



■ Contents for macOS

SONY

CrSDK_vX.XX.XX_YYYYMMDDx.zip — unzip



Firstly, make build directory and execute cmake to create Xcode project files here. Details are explained in the file "RemoteSampleApp_IM_vx.xx.xx.pdf"

Secondly, build RemoteCli.xcodeproj with Xcode, then RemoteCli will be created here.

■Notes for SDK Release

SONY

◇CrSDK_vX.X.XX_YYYYMMDDx folder

Manual files and Readme files are included.

◇RemoteSampleApp_IM_vx.xx.xx.pdf

It is recommended to get start and learn how it works with this sample application first.
Please read Sample Application Manual first of all, as the condition/preparation/build explanation is described.
You can build with the file/folder configuration as it is.

◇Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf

API Reference for CameraRemoteSDK. Also sequence, tips & trouble shooting, product help guide URL is included.

◇Readme.pdf

This file.

◇app folder

Source files and CRSDK folder are included.

◇CRSDK folder

Header files are included. When you build your application, you need the files in this folder to use SDK APIs.
If the header files have changed, you need to replace the header files and rebuild.

◇external folder

Library files are included.
When you build/distribute your application, you need the files in this folder,
however please take care that the file “libusb-1.0.xx” is Open Source Software
and you need to cover its license conditions. In detail, please check the libusb website http://libusb.info/.

◇libusb.zip

You can check the source files including the license/copyright descriptions by unzipping this file.

License Agreement of this Camera Remote SDK is linked with the following URL. http://www.sony.net/CameraRemoteSDK/

Sony is a trademark or registered trademark of Sony Corporation. All other trademarks and copyrights are the property of their respective owners.

■Notes about libusb when using Silex Technology “SX Virtual Link” application

SONY

◇In the case Silex Technology “SX Virtual Link” application is installed,
there is a possibility that Sony camera is not recognized by SDK.
Then, please replace the following file with the one downloaded from Silex Site.
Also the latest “SX Virtual Link” must be installed.

◆The file to be replaced in SDK
CrAdapter/libusb-1.0.dll

◆Silex Site for libusb download
https://www.silex.jp/support/downfile/libusb-1.0(UDS04022020).zip

◆Silex Site for the latest “SX Virtual Link” install
https://www.silex.jp/support/download/virtuallink.html

#Regarding Silex Site, only Japanese web site is available as of March in 2021.

■ Notes for SDK Ver 1.00.01 Release

SONY

◇Please replace following 2 dll files to update from Ver. 1.00.00 to Ver. 1.00.01.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

◇ If you are using LiveView function, please refer to the Sample Application code and update your Application code, as the memory new/delete codes are updated.

"void CameraDevice::get_live_view()" of the "CameraDevice.cpp"

◇ If you are using command line output, please refer to the Sample Application code and update your Application code, as the locale setting codes are added.

"int main()" of the "RemoteCli.cpp(RemoteSampleApp.cpp)"

■ Notes for SDK Ver 1.01.00 Release

SONY

◇Linux package is added.

◇Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced “so”.

■Notes for SDK Ver 1.02.00 Release

SONY

◇Linux 32bit ARMv7 package is added.

◇"Supporting products" is updated.

◇Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced “so”.

■ Notes for SDK Ver 1.02.01 Release

SONY

◇ This version is released for Windows only.

◇ Fixed a stability issue occasionally happens when connect/disconnect the camera via USB.

◇Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

■ Notes for SDK Ver 1.03.00 Release

SONY

◇macOS package is added.

◇Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 2 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced “so”.
#In macOS case, “dll” should be replaced “dylib”.

■Notes for SDK Ver 1.04.00 Release

SONY

◇"Supporting products" is updated.

◇PC Linux package is added.

◇"Supporting physical layer" is updated.
- The information about models supporting ethernet is added.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 3 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced “so”.
#In macOS case, “dll” should be replaced “dylib”.

■ Notes for SDK Ver 1.05.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 3 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced “so”.
#In macOS case, “dll” should be replaced “dylib”.

Added two callback functions, the application needs to prepare two new functions in a class that inherits IDeviceCallback.