



## Programmer's Guide Baumer Features

### Baumer GAPI SDK v2.10.0

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# 1. Introduction

The GenTL SFNC standard provides a generic way to enumerate devices known to a system, communicate with one or more devices and, where possible, stream data from the device to the host independent of the underlying transport technology. This allows third party software to use different technologies to control cameras and to acquire data in a transport layer-agnostic way.

## Notice

This document is based on the GenTL SFNC standard, therefore the standard features will only be listed, while the Baumer specific features will be described.

## 1.1 Conventions

### Feature Name and Interface

According to the GenICam™ GenTL SFNC standard, all the public features of a GenTL Producer must be included in the corresponding XML description file following the GenTL module hierarchy, and must use the SFNC name and interface type for those features should they exist. Other vendor-specific or specialized features not mapping to existing SNFC features can be included, but must be located in a vendor-specific namespace in the XML description file. They may also use a vendor-specific name.

### Feature Category

With the GenTL SFNC, each feature should be included in a "Category". The Category element defines in which group of features a particular feature will be located.

The Category does not affect the functionality of the features, but is used by the GUIs to group the features when displaying them. The main purpose of this is to insure that the GUI can present features in a more organized way.

## Feature Visibility

According to the GenTL SFNC standard, each feature can be assigned a "Visibility". The Visibility defines the type of user that can access the feature. Possible values are: **Beginner**, **Expert**, **Guru** and **Invisible**. The latter is required to make features accessible from the API, but invisible in the GUI.

The visibility does not affect the functionality of the features, but is used by the GUI to select which features to display based on the current user level. The main purpose of this is to insure that the GUI is not cluttered with information that is not intended for the current user level.

The following criteria were used when assigning the recommended visibility:

- **Beginner** – Features that should be visible for all users via the GUI and API. This is the default visibility in the XML description file and will be used if the Visibility element is omitted for a feature. The number of features with "Beginner" visibility should be limited to all basic features of the GenTL Producer so that the GUI display is well-organized and is easy to use.
- **Expert** – Features that require a more in-depth knowledge of the camera functionality. This is the preferred visibility level for all advanced features of the cameras.
- **Guru** – Advanced features that may damage the camera if set incorrectly for the camera's current mode of operation.
- **Invisible** – Features that should be kept hidden for the GUI users but still be available via the API.

This document lists a recommended Visibility that should be used for each feature.

## 1.2 Controlling the Software Features

Software features are defined as the features of a GenTL producer, which can be divided into standard features and Baumer specific features.

You can request all of the defined software features for the main classes *System*, *Interface*, *Device*, *DataStream*, *Buffer* as well as the *Image* and *Image processor* (see Programmer's Guide) using the `GetNodeTree` and `GetNodeList` methods.

You can manage the features of the XML description file from the device using the `GetRemoteNodeTree` and `GetRemoteNodeList` methods.



## 2. GigE Vision® Features

### 2.1 System Module

Contains all GigE Vision® standard / Baumer specific features of the System module.

#### 2.1.1 Category: ActionControl

This category contains the features for the broadcast control with optional acknowledge.

##### Notice

The functions of the category *Action Control* are supported by TXG cameras Rel 2.1 and higher.

##### Notice

Delays in the transmission of an action command to multiple interfaces in the computer is inherent to Ethernet.

The measurement on a computer (Intel (R) Core (TM) i7-3770 CPU @ 3,40 GHz) with the operating system Ubuntu14.04 (64-bit) returned a delay of 23 microseconds between two host IP addresses.

#### Standard GigE Vision® Features

ActionDeviceKey

ActionGroupMask

ActionGroupKey

#### 2.1.2 ScheduledActionEnable

<b>Name</b>	ScheduledActionEnable
<b>Category</b>	ActionControl
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	OnValue = 1 OffValue = 0
<b>Description</b>	Enable the transmission of action time.

### 2.1.2.1 ActionTime

<b>Name</b>	ActionTime
<b>Category</b>	ActionControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ns
<b>Visibility</b>	Beginner
<b>Values</b>	1 - 9223372036854775807
<b>Description</b>	Time when to assert the action signal in the device nanoseconds since the epoch (1. January 1970 00:00:00 TAI).

### 2.1.2.2 ActionCommandWrite

<b>Name</b>	ActionCommandWrite
<b>Category</b>	ActionControl
<b>Interface</b>	ICommand
<b>Access</b>	Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Sends Action Command with the Standard GigE Vision <sup>®</sup> Features (Action Device Key, Action Group Key, Action Group Mask) to all IP addresses from the action command IP list. This IP address must be added with <i>Action Interface IP Add.</i>

### 2.1.2.3 ActionControllInterface

<b>Name</b>	ActionControllInterface
<b>Category</b>	ActionControl
<b>Interface</b>	ICategory
<b>Access</b>	-
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Configure a list of interface IP addresses, which are used for sending the action command.

### 2.1.2.4 ActionControlGevDeviceAcknowlegde

<b>Name</b>	ActionControlGevDeviceAcknowlegde
<b>Category</b>	ActionControl
<b>Interface</b>	ICategory
<b>Access</b>	-
<b>Unit</b>	-
<b>Visibility</b>	-
<b>Values</b>	-
<b>Description</b>	Configure a list of device IP addresses, which are used for waiting of the device acknowledge, when performing a action command.

### 2.1.3 Category: ActionControllInterface

Features to control the interface IP list for the action commands.

<b>Notice</b>
This category contains no standard features.

#### 2.1.3.1 ActionInterfaceIPSelector

<b>Name</b>	Action Interface IP Selector	
<b>Category</b>	Action Control	
<b>Interface</b>	Integer	
<b>Access</b>	Read / Write	
<b>Unit</b>	-	
<b>Visibility</b>	Beginner	
<b>Values</b>	-	
	Selects a interface IP address from interface IP address list.	
	<u>Example</u>	
<b>Description</b>	<b>Selector</b>	<b>IP-Address</b>
	<b>0</b>	192.x.x.x
	<b>1</b>	168.x.x.x
	<b>2</b>	175.x.x.x

### 2.1.3.2 ActionInterfaceIP

<b>Name</b>	ActionInterfaceIP
<b>Category</b>	ActionControlInterface
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	0.0.0.0 - 255.255.255.255
<b>Description</b>	Read the IP address from the selected interface. This feature depends on the selected interface IP address. See selector <i>ActionInterfaceIPSelector</i> .

### 2.1.3.3 ActionInterfaceIPRemove

<b>Name</b>	ActionInterfaceIPRemove
<b>Category</b>	ActionControlInterface
<b>Interface</b>	Command
<b>Access</b>	Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	CommandValue = 1
<b>Description</b>	Remove the selected interface IP address from the interface IP address list. This feature depends on the selected interface IP address. See selector <i>ActionInterfaceIPSelector</i> .

### 2.1.3.4 ActionInterfaceIPAdd

<b>Name</b>	ActionInterfaceIPAdd
<b>Category</b>	ActionControlInterface
<b>Interface</b>	Integer
<b>Access</b>	Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	0.0.0.0 - 255.255.255.255
<b>Description</b>	Adds an interface IP address to the interface IP address list. To the added IP addresses, an action command is sent with <i>ActionCommandWrite</i> .

## 2.1.4 Category: ActionControlGevDeviceAcknowledge

Features to control action commands with acknowledge of listed devices.

### Notice

This category contains no standard features.

### 2.1.4.1 ActionGevDeviceIP

<b>Name</b>	ActionGevDeviceIP
<b>Category</b>	ActionControlGevDeviceAcknowledge
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	0.0.0.0 - 255.255.255.255
<b>Description</b>	Read the IP address from the selected device. This feature depends on the selected device IP address. See selector <i>ActionGevDeviceIPSelector</i> .

### 2.1.4.2 ActionGevDeviceIPSelector

<b>Name</b>	ActionGevDeviceIPSelector
<b>Category</b>	ActionControlGevDeviceAcknowledge
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Selects a device IP address from device IP address list. It is necessary for ActionGevDeviceIP and Action <i>ActionGevDeviceIPRemove</i> .

### 2.1.4.3 ActionGevDeviceIPRemove

<b>Name</b>	ActionGevDeviceIPRemove
<b>Category</b>	ActionControlGevDeviceAcknowledge
<b>Interface</b>	ICommand
<b>Access</b>	Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Remove the selected device IP address from the device IP address list. This feature depends on the selected device IP address. See selector <i>ActionGevDeviceIPSelector</i> .

#### 2.1.4.4 ActionGevDeviceIPAdd

<b>Name</b>	ActionGevDeviceIPAdd
<b>Category</b>	ActionControlGevDeviceAcknowledge
<b>Interface</b>	Integer
<b>Access</b>	Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	0.0.0.0 - 255.255.255.255
<b>Description</b>	Adds an device IP address to the device IP address list.

#### 2.1.4.5 ActionGevDeviceAckWait

<b>Name</b>	ActionGevDeviceAckWait
<b>Category</b>	ActionControlGevDeviceAcknowledge
<b>Interface</b>	Boolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true / false
<b>Description</b>	Waits for the device acknowledge, when performing an action command. This feature depends on the selected device IP address. See selector <i>ActionGevDeviceIPSelector</i> .

### 2.1.5 Category: SystemInformation

Features to access system information.

#### Standard GigE Vision® Features

TLVendorName	GenTLVersionMajor
TLModelName	GenTLVersionMinor
TLID	GevVersionMajor
TLVersion	GevVersionMinor
TLPath	
TLType	

#### 2.1.5.1 GevFilterDrvVersion

<b>Name</b>	GevFilterDrvVersion
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Version of the GigE Vision Filter Driver.

#### 2.1.5.2 GevFilterDrvName

<b>Name</b>	GevFilterDrvName
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Name of the Baumer GigE Vision Filter Driver.

### 2.1.6 Category: SystemControl

Feature to access system features.

Notice
This category contains no standard features.

#### 2.1.6.1 StreamChannelSendInterval

<b>Name</b>	StreamChannelSendInterval
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	This value controls the interval for sending packets on the stream channel. This behavior is used to allow stream data to bypass firewalls. Setting this value to 0 will stop sending packets on the stream channel.

#### 2.1.6.2 MessageChannelSendInterval

<b>Name</b>	MessageChannelSendInterval
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	This value controls the interval for sending packets on the message channel. This behavior is used to allow event data to bypass firewalls. Setting this value to 0 will stop sending packets on the message channel.

#### 2.1.6.3 IncreaseThreadPriority

<b>Name</b>	IncreaseThreadPriority
<b>Category</b>	SystemControl
<b>Interface</b>	Boolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	This value controls if the receive thread tries to get a higher priority. This can help to reduce the number of missing packets.



#### 2.1.6.4 IncreasePriorityClass

<b>Name</b>	IncreasePriorityClass
<b>Category</b>	SystemControl
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	This value controls if the receive process tries to get a higher priority. This can help to reduce the number of missing packets.

#### 2.1.6.5 DeviceStreamChannelPacketSizeMax

<b>Name</b>	DeviceStreamChannelPacketSizeMax
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Maximum packet size for GigE transmission. This value is used as upper limitation for automatic MTU (maximum transmission unit) detection. If you set a value outside this range the default value is used. A larger packet size can reduce CPU load but must be supported by your network.

#### 2.1.6.6 UseMTUDetection

<b>Name</b>	UseMTUDetection
<b>Category</b>	SystemControl
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Enable automatic MTU (maximum transmission unit) detection.

#### 2.1.6.7 DeviceStreamChannelPacketSizeFix

<b>Name</b>	DeviceStreamChannelPacketSizeFix
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	<p>If you specify this value the DeviceStreamChannelPacketSizeMax is ignored.</p> <p>The specified value is used directly as packet size if it is between minimum or maximum. If you set a value outside the range and unequal to zero, the minimum is used.</p> <p>A larger packet size can reduce CPU load but must be supported by your network.</p>

#### 2.1.6.8 ControlSocketSize

<b>Name</b>	ControlSocketBufferSize
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	Byte
<b>Visibility</b>	Expert
<b>Values</b>	min 16.384 - max 67.108.864
<b>Description</b>	<p>This value controls the size of socket buffer for the control sockets in byte.</p> <p>Depending on the operating system, the value for max may differ.</p>

### 2.1.6.9 StreamSocketSize

<b>Name</b>	StreamSocketBufferSize
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	Byte
<b>Visibility</b>	Expert
<b>Values</b>	min 16.384 - max 67.108.864
<b>Description</b>	This value controls the size of socket buffer for the stream sockets in byte.
	Depending on the operating system, the value for max may differ.

### 2.1.6.10 MessageSocketSize

<b>Name</b>	MessageSocketBufferSize
<b>Category</b>	SystemControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	Byte
<b>Visibility</b>	Expert
<b>Values</b>	min 16.384 - max 67.108.864
<b>Description</b>	This value controls the size of socket buffer for the message sockets in byte.
	Depending on the operating system, the value for max may differ.

## 2.1.7 Category: InterfaceEnumeration

Features to access interface functions.

### Standard GigE Vision<sup>®</sup> Features

InterfaceUpdateList	GevInterfaceDefaultSubnetMask
InterfaceSelector	GevInterfaceDefaultGateway
InterfaceID	GevInterfaceDefaultIPAddress
GevInterfaceMACAddress	

#### 2.1.7.1 NumberOfInterfaces

<b>Name</b>	NumberOfInterfaces
<b>Category</b>	InterfaceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	The number of interfaces currently detected.

## 2.2 Interface Module

Contains all standard / Baumer specific features of the GigE Vision® Interface module.

### 2.2.1 Category: InterfaceInformation

Features to access interface information.

Notice
This category contains no Baumer specific features.

#### Standard GigE Vision® Features

InterfaceID	GevInterfaceMACAddress
InterfaceType	GevInterfaceSubnetSelector
GevInterfaceGatewaySelector	GevInterfaceSubnetIPAddress
GevInterfaceGateway	GevInterfaceSubnetMask

### 2.2.2 Category: DeviceEnumeration

Features to access device functions.

#### Standard GigE Vision® Features

DeviceUpdateList	DeviceAccessStatus
DeviceSelector	GevDeviceIPAddress
DeviceID	GevDeviceSubnetMask
DeviceVendorName	GevDeviceMACAddress
DeviceModelName	GevApplicationSwitchoverKey

#### 2.2.2.1 ForceIPAddress

<b>Name</b>	ForceIPAddress
<b>Category</b>	DeviceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced IP address of the GVCP interface of the selected remote device.

#### 2.2.2.2 ForcedSubnetmask

<b>Name</b>	ForcedSubnetmask
<b>Category</b>	DeviceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced subnet mask of the GVCP interface of the selected remote device.

#### 2.2.2.3 Forcedgateway

<b>Name</b>	Forcedgateway
<b>Category</b>	DeviceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced gateway for the GVCP interface of the selected remote device.

#### 2.2.2.4 NumberOfDevices

<b>Name</b>	NumberOfDevices
<b>Category</b>	DeviceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	The number of devices currently detected.

### 2.2.2.5 MACAddressNeededToForce

<b>Name</b>	MACAddressNeededToForce
<b>Category</b>	DeviceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	48-bit MAC address of selected remote device that is the target to force IP.

### 2.2.2.6 ForceIP

<b>Name</b>	ForceIP
<b>Category</b>	DeviceEnumeration
<b>Interface</b>	ICommand
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced gateway for the GVCP interface of the selected remote device.

## 2.2.3 Category: PnPFeatures

Features for Plug and Play handling.

<b>Notice</b>
This category contains no standard features.

### 2.2.3.1 PnPWaitTime

<b>Name</b>	PnPWaitTime
<b>Category</b>	PnPFeatures
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ms
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Plug and Play feature, time interval to monitor any unit status change.

### 2.2.3.2 GlobalDiscovery

<b>Name</b>	GlobalDiscovery
<b>Category</b>	PnPFeatures
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	OnValue = 1 OffValue = 0
<b>Description</b>	Global discovery if set accordingly, otherwise discovery only within the local subnet specified in "Gev device subnet mask".

### 2.2.3.3 PnPDeviceAdd

<b>Name</b>	PnPDeviceAdd
<b>Category</b>	PnPFeatures
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	OnValue = 1 OffValue = 0
<b>Description</b>	Plug and Play feature, if set detected devices are added to and removed from the system, otherwise detected devices are not added and only removed from the system.

### 2.2.3.4 PnPDeviceAtPowerOn

<b>Name</b>	PnPDeviceAtPowerOn
<b>Category</b>	PnPFeatures
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	OnValue = 1 OffValue = 0
<b>Description</b>	Plug and Play feature, if set devices are detected after power on they are added to the system, required camera features no static IP and DHCP is enabled.



## 2.3 Device Module

Contains all standard / Baumer specific features of the GigE Vision<sup>®</sup> Device module.

### 2.3.1 Category: DeviceInformation

Features to access device information.

#### Standard GigE Vision<sup>®</sup> Features

DeviceID	GevDeviceGateway
DeviceVendorName	DeviceType
DeviceModelName	GevDeviceIPAddress
GevDeviceSubnetMask	GevDeviceMACAddress

#### 2.3.1.1 DevicePresent

<b>Name</b>	DevicePresent
<b>Category</b>	DeviceInformation
<b>Interface</b>	IBoolean
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	This function checks the presence of a device, by checking the connection to the device.

### 2.3.2 Category: DeviceControl

Features to access device functions.

#### Standard GigE Vision<sup>®</sup> Features

DeviceEndiannessMechanism	
---------------------------	--

#### 2.3.2.1 ForcedIPAddress

<b>Name</b>	ForcedIPAddress
<b>Category</b>	DeviceControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced IP address of the GVCP interface of the selected remote device.

#### 2.3.2.2 ForcedSubnetMask

<b>Name</b>	ForcedSubnetMask
<b>Category</b>	DeviceControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced subnet mask of the GVCP interface of the selected remote device.

#### 2.3.2.3 ForcedGateway

<b>Name</b>	ForcedGateway
<b>Category</b>	DeviceControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced gateway for the GVCP interface of the selected remote device.

#### 2.3.2.4 ForceIP

<b>Name</b>	ForceIP
<b>Category</b>	DeviceControl
<b>Interface</b>	ICommand
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Forced gateway for the GVCP interface of the selected remote device.

#### 2.3.2.5 MACAddressNeededToForce

<b>Name</b>	MACAddressNeededToForce
<b>Category</b>	DeviceControl
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	48-bit MAC address of selected remote device that is the target to force IP.

#### 2.3.2.6 DeviceStreamChannelPacketSize

<b>Name</b>	DeviceStreamChannelPacketSize
<b>Category</b>	DeviceControl
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Specifies the stream packet size in bytes to send on this channel.

### 2.3.2.7 GevCCPOverride

<b>Name</b>	GevCCPOverride
<b>Category</b>	DeviceControl
<b>Interface</b>	ICommand
<b>Access</b>	Write only
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Compatibility feature. The feature overwrites the GEV CCP Register. Only available for TXG series cameras.

### 2.3.3 Category: StreamEnumeration

#### Standard GigE Vision<sup>®</sup> Features

StreamSelector	StreamID
----------------	----------

#### 2.3.3.1 DisableTLPParamsLocked

<b>Name</b>	DisableTLPParamsLocked
<b>Category</b>	StreamEnumeration
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Disable lock of streaming features.

#### 2.3.3.2 MulticastStream

<b>Name</b>	MulticastStream
<b>Category</b>	StreamEnumeration
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	Use multicast IP address for selected stream.

#### 2.3.3.3 GevSCDA

<b>Name</b>	GevSCDA
<b>Category</b>	StreamEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Destination IP address for selected stream.

## 2.3.4 Category: TransportLayerControl

### Standard GigE Vision<sup>®</sup> Features

#### Notice

This category contains no standard features.

#### 2.3.4.1 HeartbeatThreadDisable

<b>Name</b>	HeartbeatThreadDisable
<b>Category</b>	TransportLayerControl
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	Disables the GVCP heartbeat thread.

## 2.3.5 Category: GVCP

### Standard GigE Vision<sup>®</sup> Features

#### Notice

This category contains no standard features.

#### 2.3.5.1 ControlChannelTimeout

<b>Name</b>	ControlChannelTimeout
<b>Category</b>	GVCP
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ms
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the timeout for the control channel in ms.

#### 2.3.5.2 ControlChannelRetries

<b>Name</b>	ControlChannelRetries
<b>Category</b>	GVCP
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the retries for the control channel.

#### 2.3.5.3 UseControlChannelLocking

<b>Name</b>	UseControlChannelLocking
<b>Category</b>	GVCP
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	After a failed command the control channel is locked, that means no further commands were transmitted. This feature controls this locking mechanism.

#### 2.3.5.4 MessageChannelTimeout

<b>Name</b>	MessageChannelTimeout
<b>Category</b>	GVCP
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ms
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the timeout in ms of the message channel.

#### 2.3.5.5 MessageChannelRetries

<b>Name</b>	MessageChannelRetries
<b>Category</b>	GVCP
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the retries of the message channel.

#### 2.3.5.6 MulticastMessage

<b>Name</b>	MulticastMessage
<b>Category</b>	GVCP
<b>Interface</b>	Boolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	Use multicast IP address for messages.



2.3.5.7 GevMCDA

Name	GevMCDA
Category	GVCP
Interface	Integer
Access	Read / Write
Unit	ms
Visibility	Beginner
Values	-
Description	Destination IP address for messages.

2.4 Data Stream Module

Contains all standard / Baumer specific features of the GigE Vision® Data Stream module.

2.4.1 Category: StreamInformation

Features to access data stream information.

Notice
This category contains no Baumer specific features.

Standard GigE Vision® Features

StreamID	StreamType
----------	------------

## 2.4.2 Category:BufferHandlingControl

Contains all features of the Data Stream module that control the used buffers.

### Notice

This category contains no Baumer specific features.

### Standard GigE Vision<sup>®</sup> Features

StreamAnnouncedBufferCount	StreamAnnounceBufferMinimum
StreamBufferHandlingMode	

#### 2.4.2.1 StreamDriverModel

<b>Name</b>	StreamDriverModel
<b>Category</b>	BufferHandlingControl
<b>Interface</b>	IEnumeration
<b>Access</b>	Read/Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Identifies the transport layer technology for the stream.

#### 2.4.2.2 FilterDriverBufferCount

<b>Name</b>	StreamDriverModel
<b>Category</b>	BufferHandlingControl
<b>Interface</b>	Integer
<b>Access</b>	Read/Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	10 - 10000
<b>Description</b>	Number of Packet Buffers used for the Filter Driver.

### 2.4.2.3 ThroughputCalculationEntries

<b>Name</b>	ThroughputCalculationEntrys
<b>Category</b>	BufferHandlingControl
<b>Interface</b>	Integer
<b>Access</b>	Read/Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	1 (min)
<b>Description</b>	Set the number of data blocks / images used for frame rate calculation. The frame rate calculation needs a minimum of two data blocks / images.

### 2.4.2.4 StreamChannelReceiveTimeout

<b>Name</b>	ReadTimeout
<b>Category</b>	BufferHandlingControl
<b>Interface</b>	Integer
<b>Access</b>	Read/Write
<b>Unit</b>	ms
<b>Visibility</b>	Expert
<b>Values</b>	1 (min)
<b>Description</b>	Set the stream channel receive timeout in ms.

### 2.4.3 Category: StreamStatistic

Features to access statistical information regarding the data transfer from camera to host.

#### Standard GigE Vision<sup>®</sup> Features

Notice
This category contains no standard features.

#### 2.4.3.1 Reset

<b>Name</b>	Reset
<b>Category</b>	StreamStatistic
<b>Interface</b>	ICommand
<b>Access</b>	Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Resets the resend statistic.

#### 2.4.3.2 GoodFrames

<b>Name</b>	GoodFrames
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Number of correctly transmitted frames.

#### 2.4.3.3 CorruptedFrames

<b>Name</b>	CorruptedFrames
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Number of captured frames.

#### 2.4.3.4 LostFrames

<b>Name</b>	LostFrames
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Number of frames, lost during transmission.

#### 2.4.3.5 ResendRequests

<b>Name</b>	ResendRequests
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Number of resend requests.

#### 2.4.3.6 ResendPackets

<b>Name</b>	ResendPackets
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Number of resend packets.

#### 2.4.3.7 LostPackets

<b>Name</b>	LostPackets
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Number of packets, lost during transmission.

#### 2.4.3.8 Bandwidth

<b>Name</b>	Bandwidth
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Invisible
<b>Values</b>	-
<b>Description</b>	Used bandwidth.

### 2.4.3.9 Category: DataBlockPreviousBlockDropped

#### Standard GigE Vision<sup>®</sup> Features

Notice
This category contains no standard features.

#### 2.4.3.9.1 DataBlockComplete

<b>Name</b>	DataBlockComplete
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for complete received data block.

#### 2.4.3.9.2 DataBlockInComplete

<b>Name</b>	DataBlockInComplete
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for incomplete received data block.

#### 2.4.3.9.3 DataBlockMissing

<b>Name</b>	DataBlockMissing
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for data block are missing.

#### 2.4.3.9.4 DataBlockDroppedBufferUnderrun

<b>Name</b>	DataBlockDroppedBufferUnderrun
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for data block lost due to lack of buffer.

#### 2.4.3.9.5 DataBlockDroppedResendUnderrun

<b>Name</b>	DataBlockDroppedResendUnderrun
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Statistic count for data block lost due to lack of buffer.

#### 2.4.3.9.6 DataBlockDroppedTransmitter

<b>Name</b>	DataBlockDroppedTransmitter
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Statistic count for a dropped data block by GVSP transmitter.

#### 2.4.3.9.7 DataBlockAlwaysPreviouslyPurged

<b>Name</b>	DataBlockAlwaysPreviouslyPurged
<b>Category</b>	StreamStatisticDataBlock
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Statistic count for a data block due to any packet was previously purged.



2.4.3.9.8 DataBlockPreviousBlockDropped

Name	DataBlockAlwaysPreviouslyBlockDropped
Category	StreamStatisticDataBlock
Interface	Integer
Access	Read
Unit	-
Visibility	Expert
Values	-
Description	Statistic count one or more data blocks are dropped internally by GVSP transmitter, including the data leader.

2.4.3.9.9 DataBlockTestDBReceived

Name	DataBlockTestDBReceived
Category	StreamStatisticDataBlock
Interface	Integer
Access	Read
Unit	-
Visibility	Guru
Values	-
Description	Statistic count for a data block with datablock_id are zero, used as test data block.

### 2.4.3.10 Category: StreamStatisticBufferManagement

#### Standard GigE Vision® Features

Notice
This category contains no standard features.

#### 2.4.3.10.1 StateBufferPacketDropped

<b>Name</b>	StateBufferPacketDropped
<b>Category</b>	StreamStatisticBufferManagement
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for packets they are dropped because buffer state is STATE_BUFFER_PACKET_DROPPED, packet received in buffer state STATE_BUFFER_PACKET_DROPPED.

#### 2.4.3.10.2 StateBufferUnchaining

<b>Name</b>	StateBufferUnchaining
<b>Category</b>	StreamStatisticBufferManagement
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for buffers there are unchaining by cmd ACQ_STOP_FLAGS_KILL, all buffer between head and tail are set to STATE_BUFFER_COMPLETE with state corrupted and GENTL State Filled.

#### 2.4.3.10.3 StateBufferPurging

<b>Name</b>	StateBufferPurging
<b>Category</b>	StreamStatisticBufferManagement
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for buffers there are purging by stopping resend algo, buffer in state STATE_BUFFER_FILLED or STATE_BUFFER_COMPLETE are set to GENTL State Free.

#### 2.4.3.10.4 StateBufferInsufficientBufferSize

<b>Name</b>	StateBufferInsufficientBufferSize
<b>Category</b>	StreamStatisticBufferManagement
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count attempt copy data from packet into a too small available buffer, buffer size too small.

#### 2.4.3.10.5 StateBufferUnderrun

<b>Name</b>	StateBufferUnderrun
<b>Category</b>	StreamStatisticBufferManagement
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for data block window size overflow, count packets with with old datablock id.

### 2.4.3.11 Category: StreamStatisticPacket

#### Standard GigE Vision® Features

Notice
This category contains no standard features.

#### 2.4.3.11.1 PacketDroppedReceiveTwice

<b>Name</b>	PacketDroppedReceiveTwice
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for a packet due to always in m_Receive_Map.

#### 2.4.3.11.2 PacketReceiveComplete

<b>Name</b>	PacketReceiveComplete
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Statistic count for received packets.

#### 2.4.3.11.3 PacketReceiveIncomplete

<b>Name</b>	PacketReceiveIncomplete
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for packets with incomplete packet header.

#### 2.4.3.11.4 PacketResendRequestThreshold

<b>Name</b>	PacketResendRequestThreshold
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for unique count of resend request threshold condition.

#### 2.4.3.11.5 PacketResendRequestTimeout

<b>Name</b>	PacketResendRequestTimeout
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for resend request timeout condition.

#### 2.4.3.11.6 PacketResendRequestTimeoutThreshold

<b>Name</b>	PacketResendRequestTimeoutThreshold
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for resend request timeout condition.

#### 2.4.3.11.7 PacketResendRequestTrailerMissing

<b>Name</b>	PacketResendRequestTrailerMissing
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for missing trailer.

#### 2.4.3.11.8 PacketOutsideHostDataBlockWindowSize

<b>Name</b>	PacketOutsideHostDataBlockWindowSize
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for outside of host datablock windows size.

#### 2.4.3.11.9 PacketStatusSuccess

<b>Name</b>	PacketStatusSuccess
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for received packets with status success.

#### 2.4.3.11.10 PacketStatusError

<b>Name</b>	PacketStatusError
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for received packets with status error.

#### 2.4.3.11.11 PacketResendRequestSingle

<b>Name</b>	PacketResendRequestSingle
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for single received packets requests to camera.

#### 2.4.3.11.12 PacketResendRequestRange

<b>Name</b>	PacketResendRequestRange
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for range received packets requests to camera.

#### 2.4.3.11.13 PacketResendReceive

<b>Name</b>	PacketResendReceive
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Statistic count for received packets requests to camera.

#### 2.4.3.11.14 PacketStatusPacketResend

<b>Name</b>	PacketStatusPacketResend
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for a packet with resend status code.

#### 2.4.3.11.15 PacketStatusPacketUnavailable

<b>Name</b>	PacketStatusPacketUnavailable
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for the requested packet is not available anymore.

#### 2.4.3.11.16 PacketStatusPacketNotYetAvailable

<b>Name</b>	PacketStatusPacketNotYetAvailable
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for the requested packet has not yet been acquired.

#### 2.4.3.11.17 PacketStatusPacketAndPrevRemovedFromMemory

<b>Name</b>	PacketStatusPacketAndPrevRemovedFromMemory
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for packet status code have been removed from the GVSP transmitter memory.

#### 2.4.3.11.18 PacketStatusPacketTemporarilyUnavailable

<b>Name</b>	PacketStatusPacketTemporarilyUnavailable
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for packets there are cannot be resent at the moment due to temporary bandwidth issues and should be requested again in the future.



#### 2.4.3.11.19 PacketStatusPacketRemovedFromMemory

<b>Name</b>	PacketStatusPacketRemovedFromMemory
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for packet status code is linked to the packet resend logic and it is used to indicate that the requested packet has been removed from the GVSP transmitter memory.

#### 2.4.3.11.20 PacketStatusUnknownError

<b>Name</b>	PacketStatusUnknownError
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for a packet with undefined Status Codes see GEV2.0 table 19-1.

#### 2.4.3.11.21 PacketStatusFlagResendRangeError

<b>Name</b>	PacketStatusUnknownError
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for a packet with flag Resend Range Error set, see GEV2.0 table 24-1.

#### 2.4.3.11.22 PacketStatusFlagPreviousBlockDropped

<b>Name</b>	PacketStatusUnknownError
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for a packet with flag Previous Block Dropped, see GEV2.0 table 24-1.

#### 2.4.3.11.23 PacketStatusUnexpectedBlockIDModeReceived

<b>Name</b>	PacketStatusUnexpectedBlockIDModeReceived
<b>Category</b>	StreamStatisticPacket
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for a packet with unexpected blockid 16 or 64 bit abnormal from stream start.

### 2.4.3.12 Category: StreamStatisticMaintenance

#### Standard GigE Vision® Features

Notice
This category contains no standard features.

#### 2.4.3.12.1 MaxHostDataBlockWindowSize

<b>Name</b>	MaxHostDataBlockWindowSize
<b>Category</b>	StreamStatisticMaintenance
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for maximum host data block windows size. Max difference between head and tail.

#### 2.4.3.12.2 SpuriousSocketReceiveHandled

<b>Name</b>	SpuriousSocketReceiveHandled
<b>Category</b>	StreamStatisticMaintenance
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Statistic count for spurious socket receive handled, callback from socket_receive() without any data.

#### 2.4.3.12.3 Throughput

<b>Name</b>	Throughput
<b>Category</b>	StreamStatisticMaintenance
<b>Interface</b>	IFloat
<b>Access</b>	Read
<b>Unit</b>	fps
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Calculated fps throughput.

#### 2.4.3.12.4 Bitrate

<b>Name</b>	Bitrate
<b>Category</b>	StreamStatisticMaintenance
<b>Interface</b>	IFloat
<b>Access</b>	Read
<b>Unit</b>	MBit/s
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Calculated bitrate bandwidth. If Dual Gige is configured bitrate can oscillate around average, because unpredictable flush the link receive fifos.

#### 2.4.3.12.5 Duration\_DB\_Receive\_Min

<b>Name</b>	Duration_DB_Receive_Min
<b>Category</b>	StreamStatisticMaintenance
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Minimal duration time for receive complete datablock.

#### 2.4.3.12.6 Duration\_DB\_Receive\_Max

<b>Name</b>	Duration_DB_Receive_Max
<b>Category</b>	StreamStatisticMaintenance
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Guru
<b>Values</b>	-
<b>Description</b>	Maximal duration time for receive complete datablock.

## 2.4.4 Category: Resend

Features to resend information.

### Standard GigE Vision<sup>®</sup> Features

#### Notice

This category contains no standard features.

#### 2.4.4.1 ResendRetryThreshold

<b>Name</b>	ResendRetryThreshold
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ms
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set a timeout for completion a data block if no packet received and a resend request must be generated. This time controls when a data block / image will be aborted if outstanding packets are not received.

#### 2.4.4.2 MaxResendsPerImage

<b>Name</b>	MaxResendsPerImage
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the maximum number of resend requests per image (default 500).

#### 2.4.4.3 MaxResendsPerPacket

<b>Name</b>	MaxResendsPerPacket
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Set the maximum number of resend requests per packet (default 3). If the stream is opened by a read only device the value is set to 0 as default.

#### 2.4.4.4 FirstResendWaitPackets

<b>Name</b>	FirstResendPerPacket
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the number of packets to wait before sending the first resend requests (default 0).

#### 2.4.4.5 FirstResendWaitPacketsDualLink

<b>Name</b>	FirstResendWaitPacketsDualLink
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the number of packets to wait before issuing the first resend requests where the camera sends the data over two physical links (default 20). This feature is locked when the camera uses only one physical link.

#### 2.4.4.6 FirstResendWaitTime

<b>Name</b>	FirstResendWaitTime
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ms
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the time [ms] to wait before sending the first resend requests (default 150).

#### 2.4.4.7 NextResendWaitPackets

<b>Name</b>	NextResendWaitPackets
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the number of packets to wait before sending the next resend requests (default 20). This feature is locked when the camera uses two physical links.

#### 2.4.4.8 NextResendWaitPacketsDualLink

<b>Name</b>	NextResendWaitPacketsDualLink
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the number of packets to wait before issuing the next resend requests where the camera sends the data over two physical links (default 20). This feature is locked when the camera uses only one physical link.

#### 2.4.4.9 NextResendWaitTime

<b>Name</b>	NextResendWaitTime
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	ms
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Set the time [ms] to wait before issuing the next resend requests (default 100).

#### 2.4.4.10 ResendHostTimeout

<b>Name</b>	NextResendWaitTime
<b>Category</b>	Resend
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	-
<b>Description</b>	Set a timeout for completion a data block. if no packet received and a resend request must be generated. This time controls when a data block / image will be aborted if outstanding packets are not received.



# 2.5 Buffer Module

Contains all standard / Baumer specific features of the GigE Vision® Buffer module.

## 2.5.1 Category: BufferInformation

Features to access buffer information.

Notice
This category contains no Baumer specific features.

### Standard GigE Vision® Features

BufferUserData	
----------------	--

## 2.5.2 Category: BufferDataInformation

Contains all Buffer Data Information features of the Buffer module

### Standard GigE Vision® Features

BufferData	
------------	--

### 2.5.2.1 FrameIDMax

<b>Name</b>	FrameIDMax
<b>Category</b>	BufferModullInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	GigE Vision 1.2: Max = 65535 (0xffff 16bit)
<b>Description</b>	Get the maximum number for the FrameID.

### 2.5.2.2 FrameIDMin

<b>Name</b>	FrameIDMin
<b>Category</b>	BufferModullInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	GigE Vision 1.2: Min = 1
<b>Description</b>	Get the minimum number for the FrameID.

## 3. USB3 Vision™ Features

### 3.1 System Module

Contains all standard / Baumer specific features of the USB3 Vision™ System module.

#### 3.1.1 Category: SystemInformation

Features to access system information.

##### Standard USB3 Vision™ Features

TLVendorName	TLPath
TLModelName	TLType
TLID	GenTLVersionMajor
TLVersion	GenTLVersionMinor

##### 3.1.1.1 USBDriverSelector

<b>Name</b>	USBDriverSelector
<b>Category</b>	SystemInformation
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Selector for the installed USB Device Driver.

##### 3.1.1.2 USBDriverManufacturer

<b>Name</b>	USBDriverManufacturer
<b>Category</b>	SystemInformation
<b>Interface</b>	String
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Manufacturer of selected USB Device Driver.

### 3.1.1.3 USBDriverCurrentVersion

<b>Name</b>	USBDriverCurrentVersion
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Current version of USB Device Driver.

### 3.1.1.4 USBDriverRequiredVersion

<b>Name</b>	USBDriverRequiredVersion
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Required version of USB Device Driver.

### 3.1.1.5 USBDriverCurrentDate

<b>Name</b>	USBDriverCurrentDate
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Current modification date of USB Device Driver.

#### 3.1.1.6 USBDriverRequiredDate

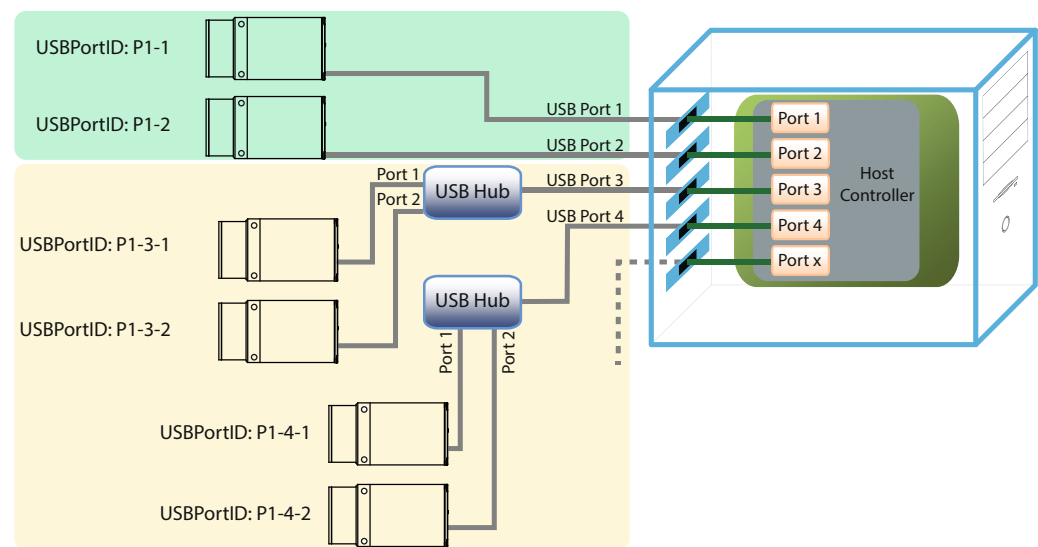
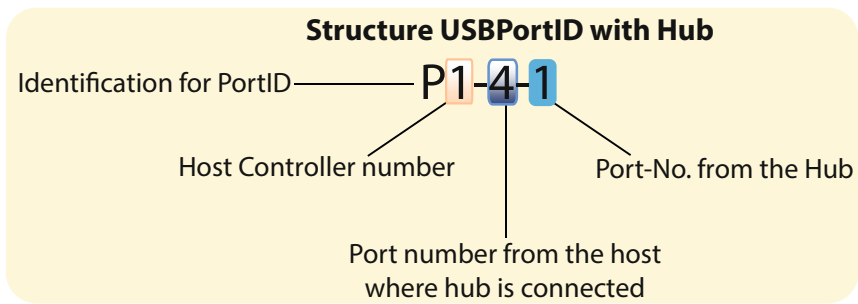
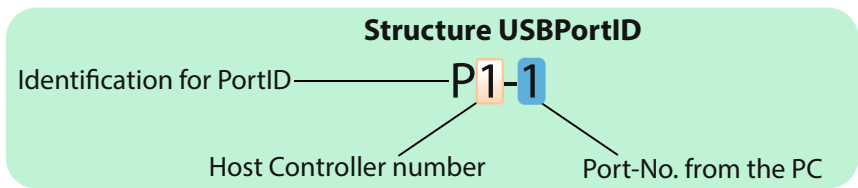
<b>Name</b>	USBDriverRequiredDate
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Current modification date of USB Device Driver.

#### 3.1.1.7 USBPortSelector

<b>Name</b>	USBPortSelector
<b>Category</b>	SystemInformation
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Selector for the existing USB Ports

### 3.1.1.8 USBPortID

The *USBPortID* describes the invariable, hierarchical position of the USB ports on the computer.



<b>Name</b>	USBPortID
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	USB Port Identifier e.g. PCIRoot (0) #PCI (1D00) #USBRoot (0) #USB (1) #USB (5) .

### 3.1.1.9 USBPortLocationPath

<b>Name</b>	USBPortLocationPath
<b>Category</b>	SystemInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	USB Port Location Path.

### 3.1.2 Category: InterfaceEnumeration

Features to access interface functions.

#### Standard USB3 Vision™ Features

InterfaceUpdateList	InterfaceID
InterfaceSelector	

#### 3.1.2.1 NumberOfInterfaces

<b>Name</b>	NumberOfInterfaces
<b>Category</b>	InterfaceEnumeration
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	The number of interfaces currently detected.

### 3.2 Interface Module

Contains all standard / Baumer specific features of the USB3 Vision™ Interface module.

#### 3.2.1 Category: InterfaceInformation

Features to access interface information.

Notice
This category contains no Baumer specific features.

#### Standard USB3 Vision™ Features

InterfaceID	InterfaceType
-------------	---------------

#### 3.2.2 Category: DeviceEnumeration

Features to access device functions.

#### Standard USB3 Vision™ Features

DeviceUpdateList	DeviceVendorName
DeviceSelector	DeviceModelName
DeviceID	DeviceAccessStatus

##### 3.2.2.1 NumberOfDevices

Name	NumberOfDevices
Category	DeviceEnumeration
Interface	Integer
Access	Read / Write
Unit	-
Visibility	Beginner
Values	-
Description	The number of devices currently detected.

### 3.3 Device Module

Contains all standard / Baumer specific features of the USB3 Vision™ Device module.

#### 3.3.1 Category: DeviceInformation

Features to access device information.

##### Standard USB3 Vision™ Features

DeviceID	DeviceModelName
DeviceVendorName	DeviceType

##### 3.3.1.1 DevicePresent

<b>Name</b>	DevicePresent
<b>Category</b>	DeviceInformation
<b>Interface</b>	IBoolean
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	This function checks the presence of a device, by checking the connection to the device.

##### 3.3.1.2 USBDriverDate

<b>Name</b>	USBDriverDate
<b>Category</b>	DeviceInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	USB Device Driver Modification Date of this device.



### 3.3.1.3 USBDriverVersion

<b>Name</b>	USBDriverVersion
<b>Category</b>	DeviceInformation
<b>Interface</b>	ISString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	USB Device Driver version of this device.

### 3.3.1.4 USBPortID

<b>Name</b>	USBPortID
<b>Category</b>	DeviceInformation
<b>Interface</b>	ISString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	USB Port Identifier.

### 3.3.1.5 USB3VisionGUID

<b>Name</b>	USB3VisionGUID
<b>Category</b>	DeviceInformation
<b>Interface</b>	ISString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	USB3Vision GUID of this device.

### 3.3.2 Category: DeviceControl

Category that contains all Device Control features for the Device module.

#### Standard USB3 Vision™ Features

Notice
This category contains no standard features.

#### 3.3.2.1 UsbSpec

<b>Name</b>	UsbSpec
<b>Category</b>	DeviceControl
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Currently used USB specification.

#### 3.3.2.2 UsbSpecSupported

<b>Name</b>	UsbSpecSupported
<b>Category</b>	DeviceControl
<b>Interface</b>	Boolean
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	OnValue = 1 OffValue = 0
<b>Description</b>	This feature indicates whether frame transfer is permitted for the camera's current USB specification or is locked by the camera.

3.3.3 Category: StreamEnumeration

Standard USB3 Vision™ Features

StreamID	StreamSelector
----------	----------------

3.3.3.1 DisableTLParamsLocked

Name	DisableTLParamsLocked
Category	DeviceControl
Interface	IBoolean
Access	Read / Write
Unit	-
Visibility	Beginner
Values	OnValue = 1 OffValue = 0
Description	Disable lock of streaming features.

### 3.4 Data Stream Module

Contains all Standard / Baumer specific features of the USB Vision™ Data Stream module.

#### 3.4.1 Category: StreamInformation

Category that contains all Stream Information features for the Data Stream module.

Notice
This category contains no Baumer specific features.

#### Standard USB3 Vision™ Features

StreamID	StreamType
----------	------------

#### 3.4.2 Category: BufferHandlingControl

Contains all features of the Data Stream module that control the used buffers.

#### Standard USB3 Vision™ Features

StreamAnnouncedBufferCount	StreamAnnounceBufferMinimum
StreamBufferHandlingMode	

##### 3.4.2.1 DisableUnderrunBuffer

<b>Name</b>	DisableUnderrunBuffer
<b>Category</b>	BufferHandlingControl
<b>Interface</b>	IBoolean
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	true = 1 false = 0
<b>Description</b>	Disable underrun buffer mechanism.

### 3.4.3 Category: StreamStatistic

Features to access statistical information regarding the data transfer from camera to host.

#### Standard USB3 Vision™ Features

Notice	
This category contains no standard features.	

#### 3.4.3.1 Reset

Name	Reset
Category	StreamStatistic
Interface	ICommand
Access	Write
Unit	-
Visibility	Beginner
Values	-
Description	Resets the resend statistic.

#### 3.4.3.2 GoodFrames

Name	GoodFrames
Category	StreamStatistic
Interface	Integer
Access	Read
Unit	-
Visibility	Beginner
Values	-
Description	Number of correctly transmitted frames.

#### 3.4.3.3 CorruptedFrames

Name	CorruptedFrames
Category	StreamStatistic
Interface	Integer
Access	Read
Unit	-
Visibility	Beginner
Values	-
Description	Number of captured frames.

#### 3.4.3.4 LostFrames

<b>Name</b>	LostFrames
<b>Category</b>	StreamStatistic
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of frames, lost during transmission.

### 3.5 Buffer Module

Contains all Standard / Baumer specific features of the USB Vision™ Buffer module.

#### 3.5.1 Category: BufferInformation

Features to access buffer information.

Notice
This category contains no Baumer specific features.

#### Standard USB3 Vision™ Features

BufferUserData	
----------------	--

#### 3.5.2 Category: BufferDataInformation

Contains all Buffer Data Information features of the Buffer module.

#### Standard USB3 Vision™ Features

BufferData	
------------	--

##### 3.5.2.1 FrameIDMax

Name	FrameIDMax
Category	BufferInformation
Interface	Integer
Access	Read
Unit	-
Visibility	Beginner
Values	USB3 Vision 1.0: Max = 18446744073709551615 (0xffffffffffffffff 64 bit)
Description	Get the maximum number for the FrameID.

##### 3.5.2.2 FrameIDMin

Name	FrameIDMin
Category	BufferInformation
Interface	Integer
Access	Read
Unit	-
Visibility	Beginner
Values	USB3 Vision 1.0: Min = 0
Description	Get the minimum number for the FrameID.

## 4. Image Processor Features

### 4.1 ImageProcessor Module

Contains all Baumer specific features of the ImageProcessor module.

#### 4.1.1 Category: TransformationSettings

Features to access device information.

##### Notice

This category contains no standard features.

#### 4.1.1.1 SourcePixelFormatIndex

<b>Name</b>	SourcePixelFormatIndex
<b>Category</b>	TransformationSettings
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for Image.

#### 4.1.1.2 SourcePixelFormatValue

<b>Name</b>	SourcePixelFormatValue
<b>Category</b>	TransformationSettings
<b>Interface</b>	String
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	-



**4.1.1.3 DestinationPixelFormatIndex**

<b>Name</b>	DestinationPixelFormatIndex
<b>Category</b>	TransformationSettings
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for Image.

**4.1.1.4 DestinationPixelFormatValue**

<b>Name</b>	DestinationPixelFormatValue
<b>Category</b>	TransformationSettings
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for Image.

### 4.1.2 Category: TestImageProcessor

Features to access device information.

Notice
This category contains no standard features.

#### 4.1.2.1 TestFeatureImageProcessor

<b>Name</b>	TestFeatureImageProcessor
<b>Category</b>	TestImageProcessor
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for ImageProcessor.

### 4.1.3 Category: ColorTransformationControl

Category that contains the Color Transformation control features.

Notice
This category contains no standard features.

#### 4.1.3.1 ColorTransformationValueSelector

<b>Name</b>	ColorTransformationValueSelector
<b>Category</b>	ColorTransformationControl
<b>Interface</b>	Enumeration
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	Gain00, Gain01, Gain02, Gain10, Gain11, Gain12, Gain20, Gain21, Gain22
<b>Description</b>	Selects the Gain factor or Offset of the Transformation matrix to access in the selected Color Transformation module.

#### 4.1.3.2 ColorTransformationValue

<b>Name</b>	ColorTransformationValue
<b>Category</b>	ColorTransformationControl
<b>Interface</b>	IFloat
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	min -8.0 - max 8.0
<b>Description</b>	Represents a selected entry of the color transformation matrix. This feature depends on the <i>ColorTransformationValueSelector</i> .

#### 4.1.3.3 DemosaicingMethod

<b>Name</b>	DemosaicingMethod
<b>Category</b>	ColorTransformationControl
<b>Interface</b>	IEnumeration
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Expert
<b>Values</b>	Bilinear3x3, Baumer5x5, NearestNeighbor
<b>Description</b>	<p>For demosaicing the ImageProcessor provides a nearest neighbor algorithm. A bilinear algorithm working in a 3x3 environment and a high quality Baumer specific algorithm working in a 5x5 environment comes along with Baumer GAPI version 2.3 SP4.</p> <p>The feature <i>DemosaicingMethod</i> allows the switching between these algorithms to implement the application requirements, regarding speed and image quality, optimal. Because the bilinear and the Baumer specific algorithm deliver best quality at the expense of speed. With nearest neighbor it behaves vice versa.</p>

## 4.2 Image Module

Contains all Baumer specific features of the Image Module.

### 4.2.1 ImageInformation

Information about the image.

Notice
This category contains no standard features.

#### 4.2.1.1 TestFeatureImage

<b>Name</b>	TestFeatureImage
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for Image.

#### 4.2.1.2 Width

<b>Name</b>	Width
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Width Feature for Image.

#### 4.2.1.3 Height

<b>Name</b>	Height
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Height Feature for Image.

#### 4.2.1.4 PixelFormat

<b>Name</b>	PixelFormat
<b>Category</b>	ImageInformation
<b>Interface</b>	IString
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	-

#### 4.2.1.5 PixelFormatBits

<b>Name</b>	PixelFormatBits
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	DEPRECATED! Use Feature <i>PixelFormatBitsPerPixel</i> . Number of Bits occupied by one pixel.

#### 4.2.1.6 PixelFormatBytes

<b>Name</b>	PixelFormatBytes
<b>Category</b>	ImageInformation
<b>Interface</b>	IFloat
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	DEPRECATED! Use Feature <i>PixelFormatBytesPerPixel</i> . Number of Bytes occupied by one pixel.

#### 4.2.1.7 PixelFormatCanals

<b>Name</b>	PixelFormatCanals
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	DEPRECATED! Use Feature <i>PixelFormatChannels</i> . Number of Bytes occupied by one pixel.

#### 4.2.1.8 PixelFormatBitsPerPixel

<b>Name</b>	PixelFormatBitsPerPixel
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of Bits occupied by one pixel.

#### 4.2.1.9 PixelFormatBitsPerPixelEff

<b>Name</b>	PixelFormatBitsPerPixelEff
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of Bits used by one pixel effectively.

#### 4.2.1.10 PixelFormatBytesPerPixel

<b>Name</b>	PixelFormatBytesPerPixel
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of Bytes occupied by one pixel.

#### 4.2.1.11 PixelFormatBitsPerChannel

<b>Name</b>	PixelFormatBitsPerChannel
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of Bits occupied by one channel.

#### 4.2.1.12 PixelFormatBitsPerChannelEff

<b>Name</b>	PixelFormatBitsPerChannelEff
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of Bits occupied by one channel effectively.

#### 4.2.1.13 PixelFormatChannelsPerPixel

<b>Name</b>	PixelFormatChannelPerPixel
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Number of Channels occupied by one pixel.

#### 4.2.1.14 PixelFormatChannelMask

<b>Name</b>	PixelFormatChannelMask
<b>Category</b>	ImageInformation
<b>Interface</b>	Integer
<b>Access</b>	Read
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Channels mask used by pixel bits. The number is identical to highest channel value!



### 4.2.2 HistogramSupport

Features to access device information.

Notice
This category contains no standard features.

#### 4.2.2.1 HistogramPixelFormatIndex

<b>Name</b>	HistogramPixelFormatIndex
<b>Category</b>	HistogramSupport
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for Image.

#### 4.2.2.2 HistogramPixelFormatValue

<b>Name</b>	HistogramPixelFormatValue
<b>Category</b>	HistogramSupport
<b>Interface</b>	Integer
<b>Access</b>	Read / Write
<b>Unit</b>	-
<b>Visibility</b>	Beginner
<b>Values</b>	-
<b>Description</b>	Test Feature for Image.

## 5. Support / Software Examples

In the event of any questions, or for troubleshooting, please contact our support team.

### Worldwide

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#### **Baumer GAPI software examples**

<https://www.baumer.com/a/service-support/know-how/technical-application-notes-industrial-cameras/a/technical-application-notes-industrial-cameras#baumer-gapi-software-examples>





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