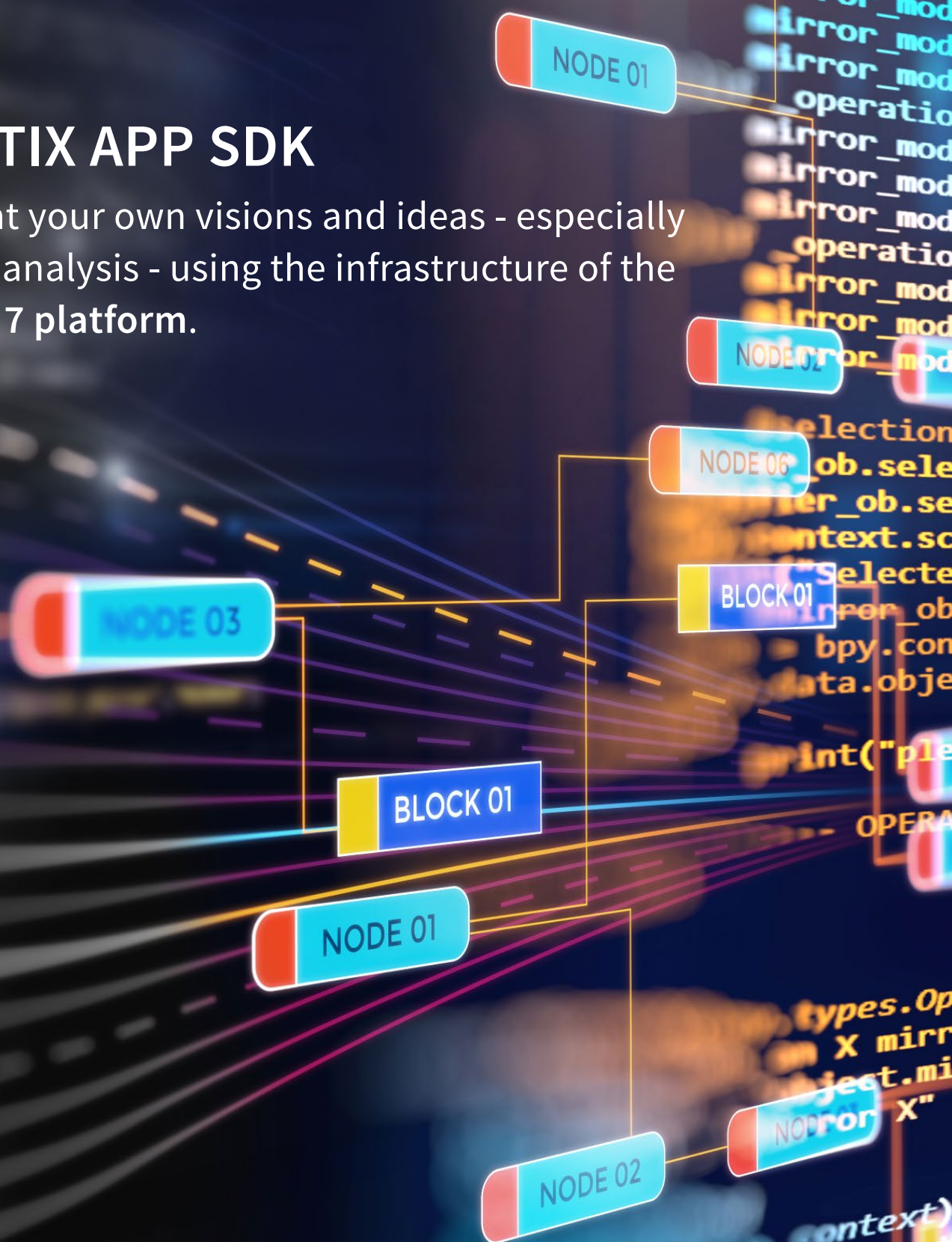


MOBOTIX APP SDK

Implement your own visions and ideas - especially for image analysis - using the infrastructure of the MOBOTIX 7 platform.





MAIN FEATURES

Initial version (November - sales release)

- Synchronous¹ & asynchronous apps
- Image source: VGA resolution plus current camera live image resolution
- Full hardware access
- Support of MxMessageSystem (access to MOBOTIX event handling, starting recordings, using communication profiles like FTP, E-Mail, IP-notify, etc.)
- Support for overlays

Outlook (planned for later SDK extension)

- FPGA access¹
- Neural network support¹
- ONVIF event support
- Access to audio features

DIFFERENCES TO COMPETITORS

- Full hardware access¹
- CPU, GPU¹, FPGA¹
- Flash memory, SD card partition
- Debugging on camera¹
- Support for overlays
- Downstream image manipulation via meta data²
- Support for meta data²
- Adding additional binary data to image headers (comparable to thermal raw)
- Store meta data together with image recordings
- Auto-generated configuration interfaces²
- Automatically generated user interfaces for MxMC and camera web interface
- Based on JSON schema
- Camera simulation / test environment²
- Test code on PC which allows usage of additional debugging tools

SDK PACKAGE

The SDK-Package is usable straight away without complex installation procedures. The package consists of

- a pre-configured virtual machine (cross compiler, etc.)
- an easy to use Software Development Kit

MOBOTIX 7 HARDWARE

CPU Part

- Quad-core ARM Cortex-A53 (up to 1,300MHz)
- Mali-400 MP2 GPU (up to 667MHz)
- 4 GByte DDR4 memory connected with 64-bit interface

FPGA Part

- 88000 CLB LUTs
- 4.5 Mbit Block RAM
- 1,5 GByte DDR4 memory



GETTING STARTED

Interested? To get more details about the **MOBOTIX App SDK** and see some code examples just contact us at **apps@mobotix.com**

