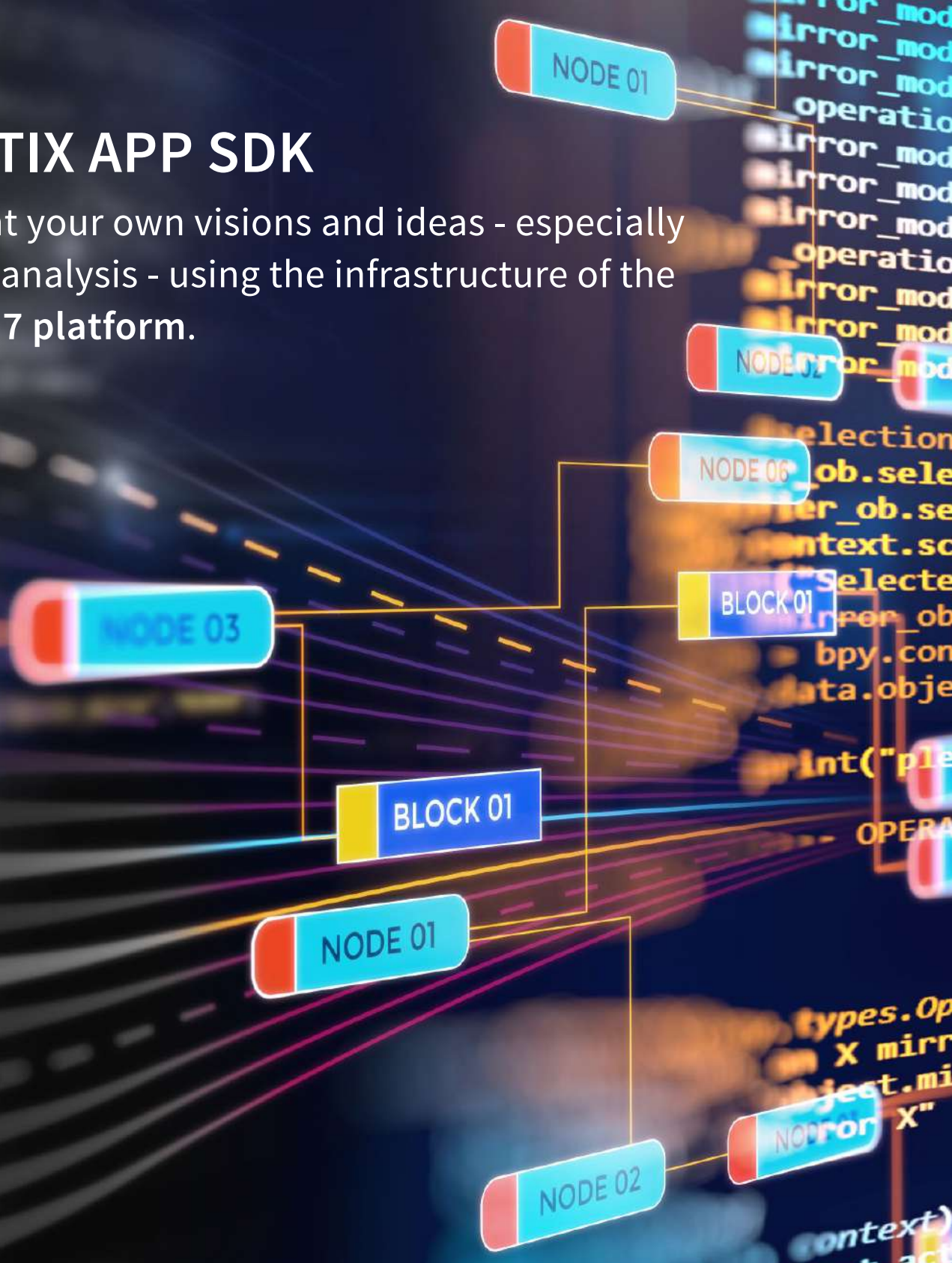


# MOBOTIX APP SDK

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)

- Synchronous<sup>1</sup> & 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 access<sup>1</sup>
- Neural network support<sup>1</sup>
- ONVIF event support
- Access to audio features

## DIFFERENCES TO COMPETITORS

- Full hardware access<sup>1</sup>
- CPU, GPU<sup>1</sup>, FPGA<sup>1</sup>
- Flash memory, SD card partition
- Debugging on camera<sup>1</sup>
- Support for overlays
- Downstream image manipulation via meta data<sup>2</sup>
- Support for meta data<sup>2</sup>
- Adding additional binary data to image headers (comparable to thermal raw)
- Store meta data together with image recordings
- Auto-generated configuration interfaces<sup>2</sup>
- Automatically generated user interfaces for MxMC and camera web interface
- Based on JSON schema
- Camera simulation / test environment<sup>2</sup>
- 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**

