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 & 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
- Neural network support
- ONVIF event support
- Access to audio features

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

DIFFERENCES TO COMPETITORS

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

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