

In-Sight® SDK 5.9.0 Release Notes

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Overview

This document describes the In-Sight Software Development Kit (SDK) for Microsoft® Windows®, including the following topics:

- [About the In-Sight SDK](#)
- [System Requirements](#)
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Note:

- Please also refer to the *In-Sight® Display Control Release Notes* for specific information regarding the CvsInSightDisplay control.
- For the latest release notes and documentation, visit: support.cognex.com/documentation/in-sight.

About the In-Sight SDK

The In-Sight SDK provides a platform for developing custom applications that interact with In-Sight vision systems on a network. Programs developed with the In-Sight SDK can vary in complexity from a simple In-Sight Display Control docked on a form to robust applications that load jobs, save images and communicate via multiple I/O channels.

Note: The In-Sight Micro 1020, In-Sight 2000 series, In-Sight 7020, 7010, 7230, 7430 and 7432 are not supported with the In-Sight SDK.

System Requirements

This section describes system requirements for the In-Sight SDK.

PC Hardware Minimum and Recommended Requirements

Notes:

- The following minimum hardware requirements are for PCs that are connected to a single low-resolution In-Sight vision system running at a slow production speed.
- The following recommended hardware requirements are for PCs that are simultaneously connected to up to four In-Sight vision systems.

Minimum	Recommended
Intel® Celeron® 1000M processor running at 1.8GHz (or equivalent)	Intel Core™ i7 processor running at 2.7GHz (or equivalent)
2GB of available RAM	4GB of available RAM
4GB of available disk space	8GB of available disk space
Video card that can display 1024 x 768 resolution at 24-bit color depth (the DPI Display setting must be set to 96 DPI)	Video card that can display 1920 x 1080 resolution at 32-bit color depth (the DPI Display setting must be set to 96 DPI)
Network interface card (at least 100Mbps) for connecting to an In-Sight vision system	Gigabit network interface card for connecting to multiple In-Sight vision systems

Operating System Requirements

In-Sight software has been tested on the following operating systems:

- Microsoft Windows 7 Professional, Service Pack 1 (64-bit)
- Microsoft Windows 10 Professional (64-bit)
- Microsoft Windows Server 2016

Although the In-Sight SDK may function on other operating systems, systems not meeting the preceding requirements have not been tested and are not supported.

Supported Languages

- Chinese (Simplified)
- English
- French
- German
- Japanese
- Korean
- Spanish (European)

Firmware Version Support

In-Sight 5.9.0 software contains two firmware versions:

- In-Sight 5.9.0
- In-Sight 4.10.5 PR1

In-Sight vision systems that have older firmware versions might work properly. However, some features are unsupported with older firmware versions and are not fully tested. For optimal performance, update vision systems that run older firmware to the most recent, supported firmware versions. For a list of models and supported firmware versions, see the Firmware Versions topic in the *In-Sight® Explorer Help* file.

In-Sight Firmware 5.9.0

- In-Sight 5705 and 5705C vision systems
- In-Sight 7000 Gen2 series vision systems
- In-Sight 8000 series vision systems
- In-Sight 9000 series vision systems
- In-Sight Advantage Engine

In-Sight Firmware 4.10.5 PR1

- In-Sight Micro 1000 series vision systems
- In-Sight 5000 series vision systems (except In-Sight 5705 and 5705C vision systems)
- In-Sight 7000 series vision systems (except In-Sight 7000 Gen2 series vision systems)

Note:

- The In-Sight Micro 1020, In-Sight 2000 series, In-Sight 7020, 7010, 7230, 7430 and 7432 are not supported with the In-Sight SDK.
- When communicating with In-Sight vision systems running In-Sight 5.1.0 and later firmware, users are required to send a message to the vision system to get the latest image and results. When `CvsInSightDisplay` is used and visible, this is handled automatically. Otherwise, users should call `CvsInSight.AcceptUpdate()` or `CvsInSightDisplay.AcceptUpdate()` when they are ready to receive new results.
- Communicating with In-Sight vision systems running In-Sight 4.x.x firmware has not changed. Calling `CvsInSight.AcceptUpdate()` is not necessary, and will have no effect on receiving images and results.

Microsoft .NET Framework 4.5.2

In-Sight software requires Microsoft .NET Framework 4.5.2. Optionally, Microsoft .NET Framework 3.5 SP1 can be installed. If the In-Sight software installer fails to detect Microsoft .NET Framework 4.5.2, it attempts to download and install it.

Note: If you attempt to install the In-Sight SDK on a system with Microsoft .NET Framework 3.5 SP1 disabled while Windows updates are being installed, you may receive the following error message: Error installing Microsoft .NET Framework; Error code 0x800f081f. If this occurs, wait for the Windows updates to complete, reboot if necessary, and then install the In-Sight SDK.

Supported Development Environments

- Microsoft Visual Studio 2013
- Microsoft Visual Studio 2015

Note: To create ToolBuilder EasyBuilder tools, the GUID Generation Utility (`guidgen.exe`) is also required. This utility is included with Microsoft Visual Studio. For more information on `guidgen.exe`, please consult MSDN.

ToolBuilder Support

The In-Sight SDK supports the ability to create custom EasyBuilder tools (please consult the ToolBuilder Programmer Reference guide for more information). All ToolBuilder-created EasyBuilder tools must be placed in the following directory to be available in the In-Sight Explorer application: `C:\Program Files (x86)\Cognex\In-Sight\In-Sight Explorer 5.9.0\AddIns`. When creating EasyBuilder tools using ToolBuilder, the DLL for the tool must be placed in the `In-Sight Explorer 5.9.0\AddIns` directory. Copy and paste all of the previously created ToolBuilder DLL files into the `AddIns` directory.

Installation

You must be logged on as a user with full administrative privileges in order to install the In-Sight SDK.

Sample Projects

In-Sight SDK Sample Projects are installed to the following folder: `C:\Users\Public\Documents\Cognex\In-Sight\In-Sight Sample Projects 5.9.0`. A shortcut on the Start Menu is available to open this location.

Changes & Fixes

Note: The release notes include issue numbers (where applicable) to better track known issues reported by Cognex Technical Support.

Issue#	Issue
IS-2358	COM/ActiveX development environments (including VB6 and HMI) are no longer supported with In-Sight Software. COM/ActiveX controls, type libraries and sample projects have been removed from the In-Sight software installers.

Known Issues

Note: The release notes include issue numbers (where applicable) to better track known issues reported by Cognex Technical Support. For information about Known Issues regarding the Cognex In-Sight Display (CvsInSightDisplay) control, please consult the In-Sight Display Control Release Notes.

Issue#	Issue
82151	<p>The In-Sight SDK fails to load a job from a local PC to a vision system using <code>CvsInSightDisplay.InSight.File.LoadJobFileLocally ()</code> function.</p> <p><i>Workaround:</i> To load a job from a local PC to your vision system, follow these steps:</p> <ol style="list-style-type: none">1. Use <code>CvsInSightDisplay.InSight.File.SendFileToInSight ()</code> to send the job from your PC to the vision system.2. Use <code>CvsInSightDisplay.InSight.File.LoadJobFile ()</code> to load the job from your vision system.
31753	<p>In-Sight SDK items (such as <code>CvsInSightDisplay</code>) that require updates, will only request updates when they are visible, not when they are hidden or minimized.</p> <p><i>Workaround:</i> If updates are required in this scenario, a call to either <code>CvsInSight.AcceptUpdate()</code> and/or <code>CvsInSightDisplay.AcceptUpdate()</code> should be added when new results should be retrieved from the In-Sight vision system. It is recommended that a handler be attached to the <code>CvsInSight.ResultsChanged</code> event, and once the results have been handled, <code>CvsInSight.AcceptUpdate</code> should be called.</p>
11930	It is recommended to ensure that a vision system is offline before calling the <code>SetExpression</code> method.