

C# v2012 ISDK Filmstrip Control

THIS COGNEX SOFTWARE CONTAINS CERTAIN COMPUTER PROGRAMS AND OTHER PROPRIETARY MATERIAL OF COGNEX AND/OR ITS LICENSORS, THE USE OF WHICH IS SUBJECT TO THE SOFTWARE LICENSE AGREEMENT (THE "AGREEMENT") THAT ACCOMPANIED THIS DELIVERY. YOU AGREE TO BE BOUND BY THE TERMS OF THE AGREEMENT BY INSTALLING OR OTHERWISE USING THE COGNEX SOFTWARE. DO NOT PROCEED WITH THE INSTALLATION OF THE COGNEX SOFTWARE UNTIL YOU HAVE READ THE AGREEMENT AND AGREE TO BE BOUND BY AND BECOME A PARTY TO THE AGREEMENT. IF YOU DO NOT AGREE TO THE AGREEMENT TERMS, DO NOT INSTALL, USE OR COPY THE COGNEX SOFTWARE, AS YOU ARE NOT AUTHORIZED TO DO SO.

Overview

This sample illustrates using the `CvsFilmstrip` control in a C# .NET application.

In-Sight SDK Requirements

Before running this sample, please consult the In-Sight SDK Release Notes (installed with this product) for details on Operating System, Hardware, and Software requirements to verify that your target system supports the In-Sight SDK 6.1.1.

The In-Sight SDK Release Notes can be accessed from the Start Menu as follows:

Programs > Cognex > In-Sight > In-Sight SDK 6.1.1

Using the Sample

1. Launch Visual Studio .NET.
2. Open the solution file: `ISDK Filmstrip Control.sln`
3. Run the project by pressing **F5**.
4. Once the form has displayed, choose an In-Sight sensor or emulator from the In-Sight Device list.
5. Click the **Connect** button.

Note: Before connecting to your local emulator (`127.0.0.1`), verify that In-Sight Explorer is running.

