



ASICamera2 Software Development Kit

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Change History

Change date	revision	comment
2023.1.11	2.9	Fixed the errors in the document Optimized the description of some functions Added new API description
2018.8.8	2.8	Add API Trigger
2018.5.3	2.7	Add API ASIGetSDKVersion Add BitDepth to ASI_CAMERA_INFO
2017.9.1	2.6	Remove ASI_CONTROL_TYPE: ASI_AUTO_MAX_EXP_MS, unit of ASI_AUTO_MAX_EXP is changed to ms
2017.8.8	2.5	Modify ASIEnableDarkSubtract
2017.6.26	2.4	Modify ASIGetVideoData: iWaitms
2017.5.2	2.3	Correct description of ASIGetCameraProperty
2017.4.12	2.2	Edit content
2017.2.24	2.1	Add ASI_CONTROL_TYPE: ASI_AUTO_MAX_EXP_MS
2016.12.9	2.0	Add ASI_CONTROL_TYPE: ASI_ANTI_DEW_HEATER Add ASIGetProductIDs
2016.9.19	1.3	Add ASI_CONTROL_TYPE: ASI_PATTERN_ADJUS, etc Add ASIInitCamera

1 Introduction

This Software Development Kit (SDK) describes a set of functions that can be used to operate the ASI line of serial cameras, via C, C++, C# and other development tools, and is suitable to be run under Windows, Linux, and OSX operating systems for either x86 or x64. The “2” brings the added functionality over previous versions of handling multiple ASI cameras within the same application.

Header file: ASICamera2.h

Under Windows the import library and dynamic library: ASICamera2.lib、ASICamera2.dll

Under Linux the dynamic library and static library: ASICamera2.so、ASICamera2.a

Under OSX the dynamic library and static library: ASICamera2.dylib、ASICamera2.a

Installation method:

Under Windows, extract the downloaded zip file to any directory, and add the DLL's path to the system environment variables, sometimes logout and re-login is required. You may also place the DLL in the folder containing the application's executable.

2 Definition of enum-type and struct

Several internal constants have been defined for the SDK.

2.1 typedef enum ASI_BAYER_PATTERN

```
{  
    ASI_BAYER_RG=0,  
    ASI_BAYER_BG,  
    ASI_BAYER_GR,
```



```
    ASI_BAYER_GB
}ASI_BAYER_PATTERN;
    Bayer filter type
```

2.2 typedef enum ASI_IMG_TYPE

```
{
    ASI_IMG_RAW8 = 0, // Each pixel is an 8-bit (1 byte) gray level
    ASI_IMG_RGB24, // Each pixel consists of RGB, 3 bytes totally (color cameras only)
    ASI_IMG_RAW16, // 2 bytes for every pixel with 65536 gray levels
    ASI_IMG_Y8, // monochrome mode, 1 byte every pixel (color cameras only)
    ASI_IMG_END = -1

}ASI_IMG_TYPE;
    Image type
```

2.3 typedef enum ASI_GUIDE_DIRECTION

```
{
    ASI_GUIDE_NORTH=0,
    ASI_GUIDE_SOUTH,
    ASI_GUIDE_EAST,
    ASI_GUIDE_WEST
}ASI_GUIDE_DIRECTION;
    Moving direction when guiding
```

2.4 typedef enum ASI_FLIP_STATUS

```
{
    ASI_FLIP_NONE = 0, // no flip
    ASI_FLIP_HORIZ, // horizontal image flip
    ASI_FLIP_VERT, // vertical image flip
    ASI_FLIP_BOTH, // horizontal + vertical image flip
}ASI_FLIP_STATUS;
    Image flip
```

2.5 typedef enum ASI_CAMERA_MODE

```
{
    ASI_MODE_NORMAL = 0,
    ASI_MODE_TRIG_SOFT_EDGE,
    ASI_MODE_TRIG_RISE_EDGE,
    ASI_MODE_TRIG_FALL_EDGE,
    ASI_MODE_TRIG_SOFT_LEVEL,
    ASI_MODE_TRIG_HIGH_LEVEL,
    ASI_MODE_TRIG_LOW_LEVEL,
    ASI_MODE_END = -1
}ASI_CAMERA_MODE;
    Camera Mode
```

2.6 typedef enum ASI_ERROR_CODE

```
{
    ASI_SUCCESS = 0, // operation was successful
    ASI_ERROR_INVALID_INDEX, //no camera connected or index value out of boundary
    ASI_ERROR_INVALID_ID, //invalid ID
    ASI_ERROR_INVALID_CONTROL_TYPE, //invalid control type
    ASI_ERROR_CAMERA_CLOSED, //camera didn't open
```



ASI_ERROR_CAMERA_REMOVED, //failed to find the camera, maybe the camera has been removed

ASI_ERROR_INVALID_PATH, //cannot find the path of the file

ASI_ERROR_INVALID_FILEFORMAT,

ASI_ERROR_INVALID_SIZE, //wrong video format size

ASI_ERROR_INVALID_IMGTYPE, //unsupported image format

ASI_ERROR_OUTOF_BOUNDARY, //the startpos is outside the image boundary

ASI_ERROR_TIMEOUT, //timeout

ASI_ERROR_INVALID_SEQUENCE, //stop capture first

ASI_ERROR_BUFFER_TOO_SMALL, //buffer size is not big enough

ASI_ERROR_VIDEO_MODE_ACTIVE,

ASI_ERROR_EXPOSURE_IN_PROGRESS,

ASI_ERROR_GENERAL_ERROR, //general error, eg: value is out of valid range

ASI_ERROR_END

}ASI_ERROR_CODE;

Returned error code

2.7 typedef enum ASI_BOOL

{

ASI_FALSE =0,

ASI_TRUE

}ASI_BOOL;

True or false

2.8 typedef struct _ASI_CAMERA_INFO

{

char Name[64]; //the name of the camera, you can display this to the UI

int CameraID; //this is used to control everything of the camera in other functions.Start from 0.

long MaxHeight; //the max height of the camera

long MaxWidth; //the max width of the camera

ASI_BOOL IsColorCam;

ASI_BAYER_PATTERN BayerPattern;

int SupportedBins[16]; //1 means bin1 which is supported by every camera, 2 means bin 2 etc.. 0 is the end of supported binning method

ASI_IMG_TYPE SupportedVideoFormat[8]; //this array will content with the support output format type.IMG_END is the end of supported video format

double PixelSize; //the pixel size of the camera, unit is um. such like 5.6um

ASI_BOOL MechanicalShutter;

ASI_BOOL ST4Port;

ASI_BOOL IsCoolerCam;

ASI_BOOL IsUSB3Host;

ASI_BOOL IsUSB3Camera;

float ElecPerADU;

int BitDepth; //the actual ADC depth of image sensor

ASI_BOOL IsTriggerCam;

char Unused[16];

} ASI_CAMERA_INFO;

Camera information

2.9 typedef enum ASI_CONTROL_TYPE



```
{
    ASI_GAIN = 0, //gain
    ASI_EXPOSURE, //exposure time (microsecond)
    ASI_GAMMA, //gamma with range 1 to 100 (nominally 50)
    ASI_WB_R, //red component of white balance
    ASI_WB_B, // blue component of white balance
    ASI_BRIGHTNESS, //pixel value offset (a bias, not a scale factor)
    ASI_BANDWIDTHOVERLOAD, //The total data transfer rate percentage
    ASI_OVERCLOCK, //over clock
    ASI_TEMPERATURE, // sensor temperature, 10 times the actual temperature
    ASI_FLIP, //image flip
    ASI_AUTO_MAX_GAIN, //maximum gain when auto adjust
    ASI_AUTO_MAX_EXP, //maximum exposure time when auto adjust, unit is micro seconds
    ASI_AUTO_MAX_BRIGHTNESS, //target brightness when auto adjust
    ASI_HARDWARE_BIN, //hardware binning of pixels
    ASI_HIGH_SPEED_MODE, //high speed mode
    ASI_COOLER_POWER_PERC, //cooler power percent(only cool camera)
    ASI_TARGET_TEMP, //sensor's target temperature(only cool camera), don't multiply by 10
    ASI_COOLER_ON, //open cooler (only cool camera)
    ASI_MONO_BIN, //lead to a smaller grid at software bin mode for color camera
    ASI_FAN_ON, //only cooled camera has fan
    ASI_PATTERN_ADJUST, //currently only supported by 1600 mono camera
    ASI_ANTI_DEW_HEATER
} ASI_CONTROL_TYPE;
Camera control type
```

2.10 typedef struct _ASI_CONTROL_CAPS

```
{
    char Name[64]; //control type name, like "Gain" "Exposure"...
    char Description[128]; //control parameter description
    long MaxValue; //maximum value
    long MinValue; //minimum value
    long DefaultValue; //default value
    ASI_BOOL IsAutoSupported; //is auto adjust supported?
    ASI_BOOL IsWritable; //can be adjusted, for example sensor temperature can't be modified
    ASI_CONTROL_TYPE ControlType; //control type ID
    char Unused[32];
} ASI_CONTROL_CAPS;
Capacity or value ranges of control type
```

note: maximum and minimum value of ASI_TEMPERATURE is multiplied by 10

2.11 typedef enum ASI_EXPOSURE_STATUS

```
{
    ASI_EXP_IDLE = 0, //idle, ready to start exposure
    ASI_EXP_WORKING, //exposure in progress
    ASI_EXP_SUCCESS, // exposure completed successfully, image can be read out
    ASI_EXP_FAILED, // exposure failure, need to restart exposure
} ASI_EXPOSURE_STATUS;
Use under snap shot mode to obtain exposure status
```

2.12 typedef struct _ASI_ID

```
{
    unsigned char id[8];
}
```



}ASI_ID;
ID to be written into camera flash, 8 bytes totally

2.13 typedef struct _ASI_SUPPORTED_MODE

```
{  
    ASI_CAMERA_MODE SupportedCameraMode[16]; // this array will content with the support  
    camera mode type. ASI_MODE_END is the end of supported camera mode  
}ASI_SUPPORTED_MODE;
```

Supported mode is used to save all supported modes returned by the camera.

3 Function declaration

3.1 ASIGetNumOfConnectedCameras

Syntax: int ASIGetNumOfConnectedCameras()

Usage: get the count of connected ASI cameras

3.2 ASIGetCameraProperty

Syntax: ASI_ERROR_CODE ASIGetCameraProperty(ASI_CAMERA_INFO *pASICameraInfo, int iCameraIndex)

Usage: get the camera's information for a specific camera index (0 is the first camera)

Description:

ASI_CAMERA_INFO *pASICameraInfo: pointer to the camera's info structure
int iCameraIndex: camera index

example code:

```
int iNumofConnectCameras = ASIGetNumOfConnectedCameras();  
ASI_CAMERA_INFO **ppASICameraInfo = (ASI_CAMERA_INFO**) malloc  
(sizeof(ASI_CAMERA_INFO *) * iNumofConnectCameras);  
for(int i = 0; i < iNumofConnectCameras; i++)  
{  
    ppASICameraInfo[i] = (ASI_CAMERA_INFO *) malloc(sizeof(ASI_CAMERA_INFO));  
    ASIGetCameraProperty(ppASICameraInfo[i], i);  
}
```

Notes:

Camera name can be obtained before the camera is opened with ASIOpenCamera

3.3 ASIOpenCamera

Syntax: ASI_ERROR_CODE ASIOpenCamera(int iCameraID)

Usage: open camera of a specific camera ID. This will not affect any other camera which is capturing. This should be the first call to start up a camera.

3.4 ASIInitCamera

Syntax: ASI_ERROR_CODE ASIInitCamera (int iCameraID)

Usage: initialize the specified camera ID, this API only affect the camera you are going to initialize and won't affect other cameras. This should be the second call to start up a camera.

3.5 ASICloseCamera

Syntax: ASI_ERROR_CODE ASICloseCamera(int iCameraID)

Usage: close a specific camera ID so that its resources will be released. This should be the last call to shut down a camera.

3.6 ASIGetNumOfControls



Syntax: `ASI_ERROR_CODE ASIGetNumOfControls(int iCameraID, int * piNumberOfControls)`

Usage: get the number of control types for the specific camera ID

3.7 ASIGetControlCaps

Syntax: `ASI_ERROR_CODE ASIGetControlCaps(int iCameraID, int iControlIndex, ASI_CONTROL_CAPS * pControlCaps)`

Usage: get control type's capacity or range of values for a specific control index

Description:

int iCameraID: camera ID

int iControlIndex: control index

ASI_CONTROL_CAPS * pControlCaps: pointer to control capacity

Notes: iControlIndex is control index, is different from ControlType

3.8 ASIGetControlValue

Syntax: `ASI_ERROR_CODE ASIGetControlValue(int iCameraID, ASI_CONTROL_TYPE ControlType, long *pIValue, ASI_BOOL *pbAuto)`

Usage: get a specific control type's value as currently set for a specific camera ID

Description:

int iCameraID: camera ID

ASI_CONTROL_TYPE ControlType: control type

long *pIValue: pointer to the current value

ASI_BOOL *pbAuto: return whether the control is auto adjusted

3.9 ASISetControlValue

Syntax: `ASI_ERROR_CODE ASISetControlValue(int iCameraID, ASI_CONTROL_TYPE ControlType, long IValue, ASI_BOOL bAuto)`

Usage: set a specific control type's value for a specific camera ID

Description:

int iCameraID: camera ID

ASI_CONTROL_TYPE ControlType: control type

long IValue: control value to be set

ASI_BOOL bAuto: set whether the control is to be auto adjusted

Notes: (1) when setting to auto adjust(bAuto=ASI_TRUE), the IValue should be the current value
(2) Automatic Exposure and Automatic Gain are only effective in Video mode (that is, when you get the image by calling ASIGetVideoData), but not in Snap mode (that is, when you get the image by using ASIGetDataAfterExp)

3.10 ASISetROIFormat

Syntax: `ASI_ERROR_CODE ASISetROIFormat(int iCameraID, int iWidth, int iHeight, int iBin, ASI_IMG_TYPE Img_type)`

Usage: set region of interest (ROI) size, binning, and image type

Description:

int iCameraID: camera ID

int iWidth: image width

int iHeight: image height

int iBin: NxN binning value

ASI_IMG_TYPE Img_type: image type

Return: success or error code

Notes: In general make sure $iWidth \% 8 = 0$, $iHeight \% 2 = 0$. For the USB2.0 camera ASI120, make



sure $iWidth * iHeight \% 1024 = 0$, otherwise the call will result is an error code.

3.11 ASIGetROIFormat

Syntax: `ASI_ERROR_CODE ASIGetROIFormat(int iCameraID, int *piWidth, int *piHeight, int *piBin, ASI_IMG_TYPE *pImg_type)`

Usage: get the region of interest (ROI) values for size, binning, and image type

Description:

int iCameraID: camera ID
int *piWidth: image width
int *piHeight: image height
int *piBin: bin value
ASI_IMG_TYPE *pImg_type: image type

3.12 ASISetStartPos

Syntax: `ASI_ERROR_CODE ASISetStartPos(int iCameraID, int iStartX, int iStartY)`

Usage: set start position of ROI

Description:

int iCameraID: camera ID
int iStartX: start position of x-axis
int iStartY: start position of y-axis

Notes: the position is relative to the image after binning. call this function to change ROI area to the origin after `ASISetROIFormat`, because `ASISetROIFormat` will change ROI to the center.

3.13 ASIGetStartPos

Syntax: `ASI_ERROR_CODE ASIGetStartPos(int iCameraID, int *piStartX, int *piStartY)`

Usage: get start position of ROI

Description:

int iCameraID: camera ID
int *piStartX: start position of x-axis
int *piStartY: start position of y-axis

Notes: the position is relative to the image after binning.

3.14 ASIGetDroppedFrames

Syntax: `ASI_ERROR_CODE ASIGetDroppedFrames(int iCameraID, int *piDropFrames)`

Usage: get dropped frames' count during video capture

3.15 ASIEnableDarkSubtract

Syntax: `ASI_ERROR_CODE ASIEnableDarkSubtract(int iCameraID, char *pcBMPPath)`

Usage: enable dark subtraction function

Description:

int iCameraID: camera ID
char * pcBMPPath: path of dark field image(.bmp)
Return: success or error code

Notes: dark field image is obtained by camera's direct show driver, located in the supplied capture application's menu "video capture filter"->"ROI and others" table. The image is 8bit bitmap file, the size must be the same as the maximum resolution of camera, that is

`ASI_CAMERA_INFO::MaxWidth` and `ASI_CAMERA_INFO::MaxHeight`

3.16 ASIDisableDarkSubtract



Syntax: `ASI_ERROR_CODE ASIDisableDarkSubtract(int iCameraID)`

Usage: disable dark subtraction function

3.17 ASIStartVideoCapture

Syntax: `ASI_ERROR_CODE ASIStartVideoCapture(int iCameraID)`

Usage: start the continuous video capture

3.18 ASIStopVideoCapture

Syntax: `ASI_ERROR_CODE ASIStopVideoCapture(int iCameraID)`

Usage: stop the continuous video capture

3.19 ASIGetVideoData

Syntax: `ASI_ERROR_CODE ASIGetVideoData(int iCameraID, unsigned char* pBuffer, long lBuffSize, int iWaitms)`

Usage: after `ASIStartVideoCapture()`, call this function repeatedly to get images on a continuous basis. The function resets the capture to the next frame so you cannot get the same frame twice if the function is called two times in very short succession. The `iWaitms` is a timeout argument

Description:

unsigned char* pBuffer: pointer to image buffer

long lBuffSize: size of buffer

int iWaitms: wait time, unit is ms, -1 means wait forever

Notes:

If read out speed isn't fast enough, new frame is discarded, it is best to create a circular buffer for holding the imagery to operate on the frames asynchronously.

bufSize Byte length: for RAW8 and Y8, `bufSize >= image_width*image_height`, for RAW16, `bufSize >= image_width*image_height *2`, for RGB24, `bufSiz >= image_width*image_height *3`
suggested `iWaitms` value: `exposure_time*2 + 500ms`

3.20 ASIPulseGuideOn

Syntax: `ASI_ERROR_CODE ASIPulseGuideOn(int iCameraID, ASI_GUIDE_DIRECTION direction)`

Usage: send ST4 guiding pulse, start guiding, only the camera with ST4 port support

Notes: `ASIPulseGuideOff` must be called to stop guiding

3.21 ASIPulseGuideOff

Syntax: `ASI_ERROR_CODE ASIPulseGuideOff(int iCameraID, ASI_GUIDE_DIRECTION direction)`

Usage: send ST4 guiding pulse, stop guiding, only the camera with ST4 port support

3.22 ASIStartExposure

Syntax: `ASI_ERROR_CODE ASIStartExposure(int iCameraID)`

Usage: start a single snap shot. Note that there is a setup time for each snap shot, thus you cannot get two snapshots in succession with a shorter time span than these values.

3.23 ASIStopExposure

Syntax: `ASI_ERROR_CODE ASIStopExposure(int iCameraID)`

Usage: stop a single snap shot, this API can be used for very long exposure and you don't want to wait so long such like exposure 5 minutes and you want to cancel after 1 min, then you can call this API

Notes: if exposure status is success after stop exposure, image can still be read out



3.24 ASIGetExpStatus

Syntax: `ASI_ERROR_CODE ASIGetExpStatus(int iCameraID, ASI_EXPOSURE_STATUS *pExpStatus)`

Usage: get snap status

Notes: after snap is started, the status should be checked continuously

3.25 ASIGetDataAfterExp

Syntax: `ASI_ERROR_CODE ASIGetDataAfterExp(int iCameraID, unsigned char* pBuffer, long lBuffSize)`

Usage: get image after snap successfully

Description:

int iCameraID: camera ID

unsigned char* pBuffer: pointer to image buffer

long lBuffSize: size of buffer

Notes: lBuffSize refer to ASIGetVideoData ()

3.26 ASIGetID

Syntax: `ASI_ERROR_CODE ASIGetID(int iCameraID, ASI_ID* pID)`

Usage: get camera id stored in flash, only available for USB3.0 camera

3.27 ASISetID

Syntax: `ASI_ERROR_CODE ASISetID(int iCameraID, ASI_ID ID)`

Usage: write camera id to flash, only available for USB3.0 camera

3.28 ASIGetProductIDs

Syntax: `int ASIGetProductIDs(int* pPIDs)`

Usage: get the product ID of each supported camera, at first set pPIDs as 0 and get length and then malloc a buffer to contain the PIDs

Notes: This api will be deprecated. Please use ASICameraCheck instead

Description:

int* pPIDs: pointer to array of PIDs

Return: length of the array.

3.29 ASICameraCheck

Syntax: `ASI_BOOL ASICameraCheck(int iVID, int iPID)`

Usage: Check if the device is ASI Camera

Description:

int iVID: VID of the device

int iPID: PID of the device

Return: ASI_TRUE if the device is ASI Camera, otherwise ASI_FALSE

3.30 ASIGetSDKVersion

Syntax: `ASICAMERA_API char* ASIGetSDKVersion()`

Usage: get version string of SDK

3.31 ASIGetCameraSupportMode

Syntax: `ASI_ERROR_CODE ASIGetCameraSupportMode(int iCameraID, ASI_SUPPORTED_MODE* pSupportedMode)`

Usage: Get the camera's supported mode.



3.32 ASIGetCameraMode

Syntax: `ASI_ERROR_CODE ASIGetCameraMode(int iCameraID, ASI_CAMERA_MODE* mode)`

Usage: Get the current camera mode.

3.33 ASISetCameraMode

Syntax: `ASI_ERROR_CODE ASISetCameraMode(int iCameraID, ASI_CAMERA_MODE mode)`

Usage: Set a mode into the camera.

3.34 ASISendSoftTrigger

Syntax: `ASI_ERROR_CODE ASISendSoftTrigger(int iCameraID, ASI_BOOL bStart)`

Usage: Send a trigger signal for software simulation. When the bStart is `ASI_TRUE`, the camera will start exposing. For edge trigger, there is no need to send `ASI_FALSE`, and the software will reset itself when the exposure time is over. For level trigger, it needs `ASI_FALSE` to stop the exposure.

4 Suggested call sequence

4.1 Initialization

Get count of connected cameras--> `ASIGetNumOfConnectedCameras`

Get cameras' ID and other information like name, resolution, etc. Refreshing devices won't change this ID--> `ASIGetCameraProperty`

Open camera --> `ASIOpenCamera` (Notes: this SDK can operate multiple cameras which are distinguished uniquely by CameraID)

Initialize--> `ASIInitCamera`

Get count of control type--> `ASIGetNumOfControls`

Get capacity of every control type--> `ASIGetControlCaps`

Set image size and format--> `ASISetROIFormat`

Set start position when ROI--> `ASISetStartPos`

4.2 Get and set control value

`ASIGetControlValue`

`ASISetControlValue` //allowed during capture except set exposure time in trigger mode

4.3 Camera mode

First, use the `IsTriggerCam` in `ASI_CAMERA_INFO` to determine if your camera has multiple modes.

If it is false, there is no need to call these functions about the camera mode.

Get supported mode of the camera--> `ASIGetCameraSupportMode`

Set a mode --> `ASISetCameraMode`

Get the mode--> `ASIGetCameraMode`

4.4 Capture image

There are two modes for capturing frames: video mode and snap shot mode. Images are captured continuously under video mode, and only a single image is captured under snap shot mode.

If the camera is not working in normal mode, but in trigger mode, images only can be captured under video mode.

- video mode

Start video capture--> `ASIStartVideoCapture`

Operate on video frames as they are captured. Have the thread below signal that a new frame is available.

Stop video capture-->ASIStopVideoCapture

It is suggested that one should get and save data in single thread:

```
while(1)
{
    if(ASIGetVideoData == ASI_SUCCESS)(internally uses a waitFor so does not spin CPU cycles
until a frame is digitized and available)
    {
        ...
    }
}
```

● snap mode
ASIStartExposure

```
while(1)
{
    ASIGetExpStatus(&status)
    ...
}
```

Cancel exposure: ASIStopExposure
if(status == ASI_EXP_SUCCESS)//get image if snap successfully
 ASIGetDataAfterExp

4.5 Close camera

ASICloseCamera//release resource for each camera