

This example was built using SharpDevelop 2.2 and DotNet 2.0.
These are free and available from:

<http://www.icsharpcode.net/OpenSource/SD/Download/>

This sample may also be compatible with Visual Studio 2005 or the free Microsoft c# Express Edition.

To use the SDK from a C# or other DotNet application we must first add a reference to the SDK type library:

1. Select add reference from the project menu.
2. Select "XLISetting Library" from the list of type libraries found on the COM tab.

An interop dll will automatically be created called:

Interop.XLISetting.dll

If you can't find the type library in the list, this indicates that the type library isn't registered. Use the tool of your choice to register the type library "xlisetting.tlb". We use "Tregsvr.exe" from Borland.

Now we should add the namespace by inserting: "using XLISetting;".

Add a panel to the form and use the following code in the **Button1Click** handler to display a live preview window for the first XL Imaging camera in the panel.

```
CamSet = new XLI_SettingClass();  
if (CamSet.SelectDevice(1,0,(int)panel1.Handle)==0)
```

SelectDevice returns a zero value when ever the camera is unavailable. It may already be in use, or just not installed.

When the camera is available, a non zero value is returned and other routines may use methods of the CamSet object to control the camera.