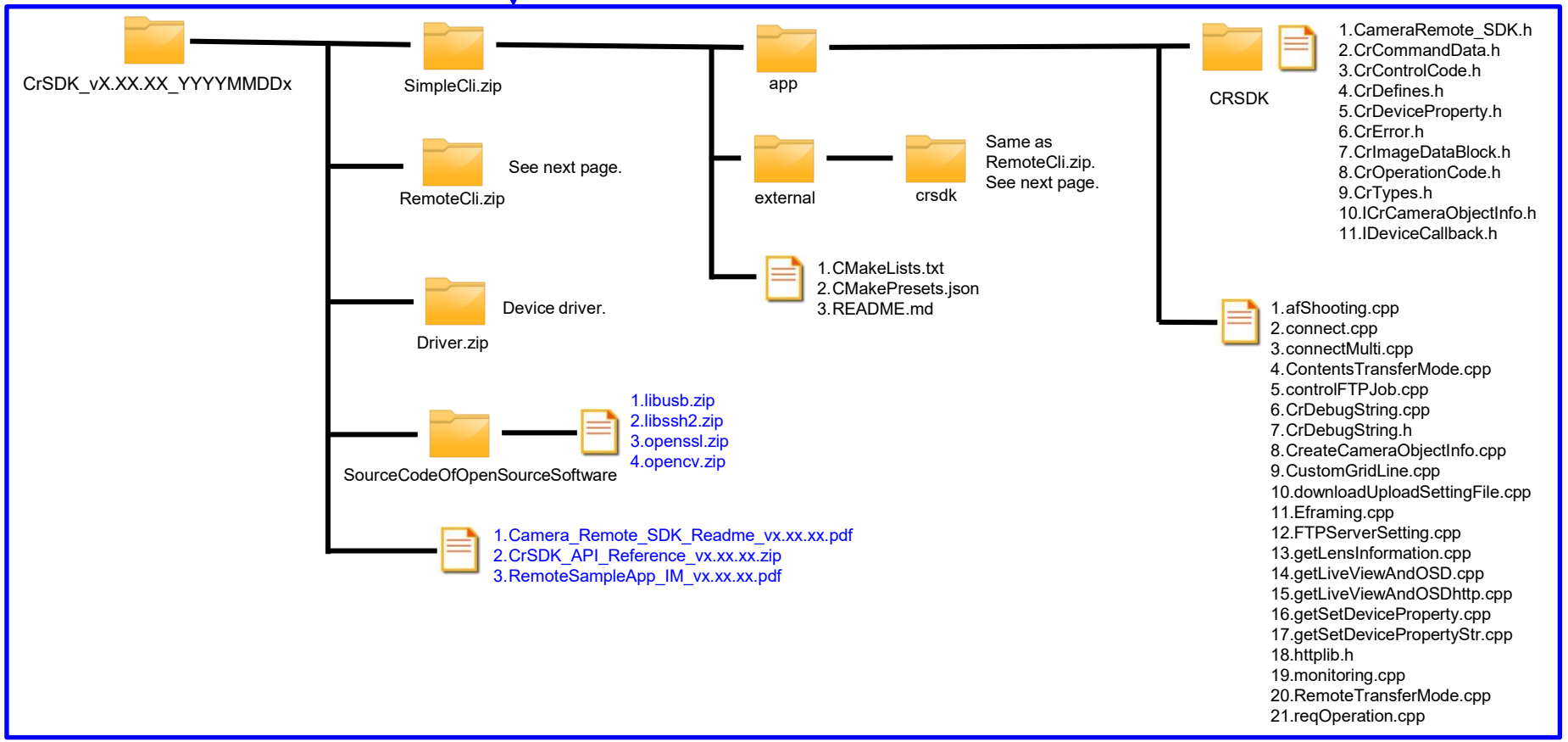
■ Contents for Windows (Include files)

SONY

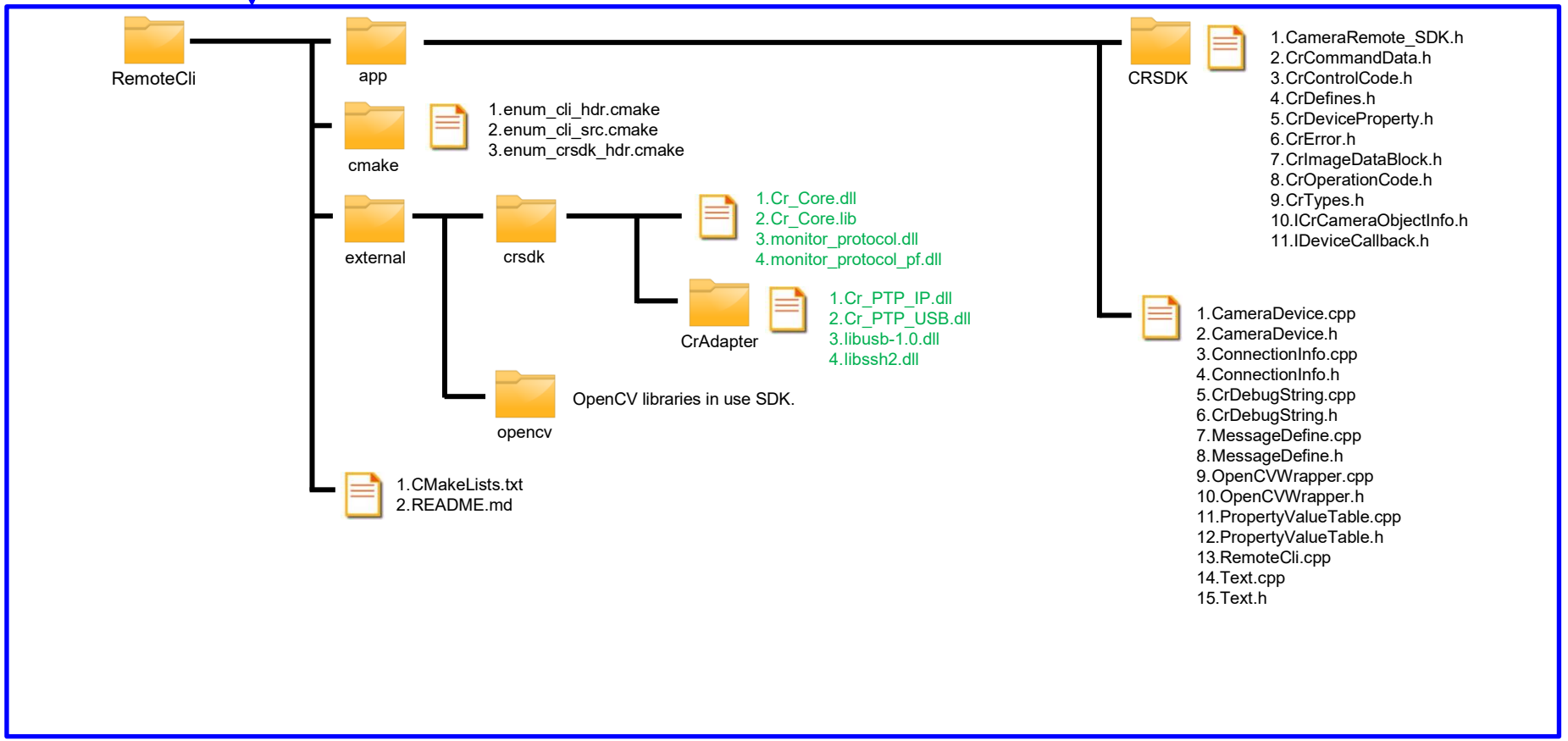
CrSDK_vX.XX.XX_YYYYMMDDx.zip — unzip



■ Contents for Windows (Include files)

SONY

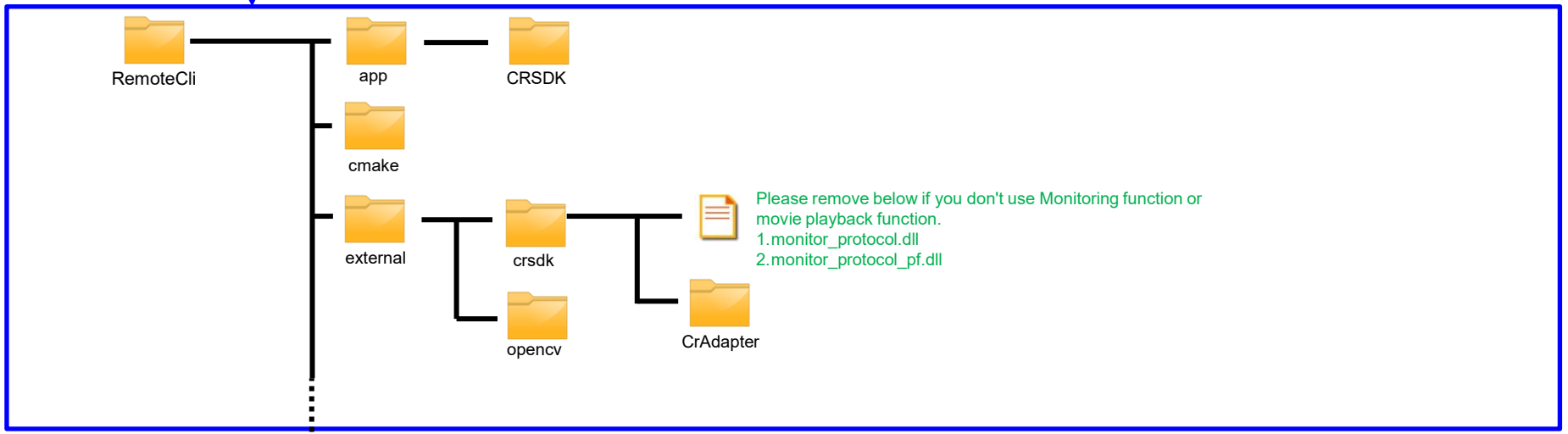
RemoteCli.zip — unzip

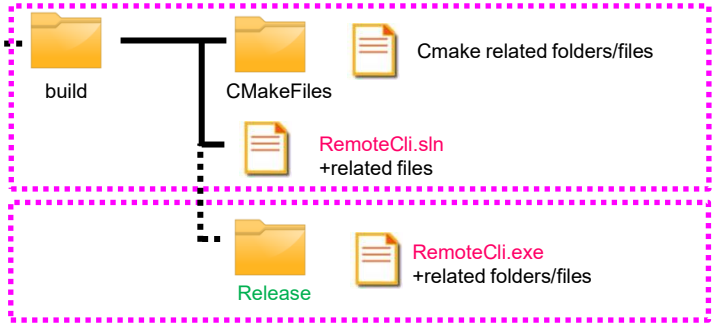


■ Contents for Windows (When build for SampleApp)

SONY

RemoteCli.zip — unzip





Firstly, make build directory
and execute cmake
to create Visual studio
solution/project files here.
Details are explained
in the file “RemoteSampleApp_IM_vx.xx.xx.pdf”

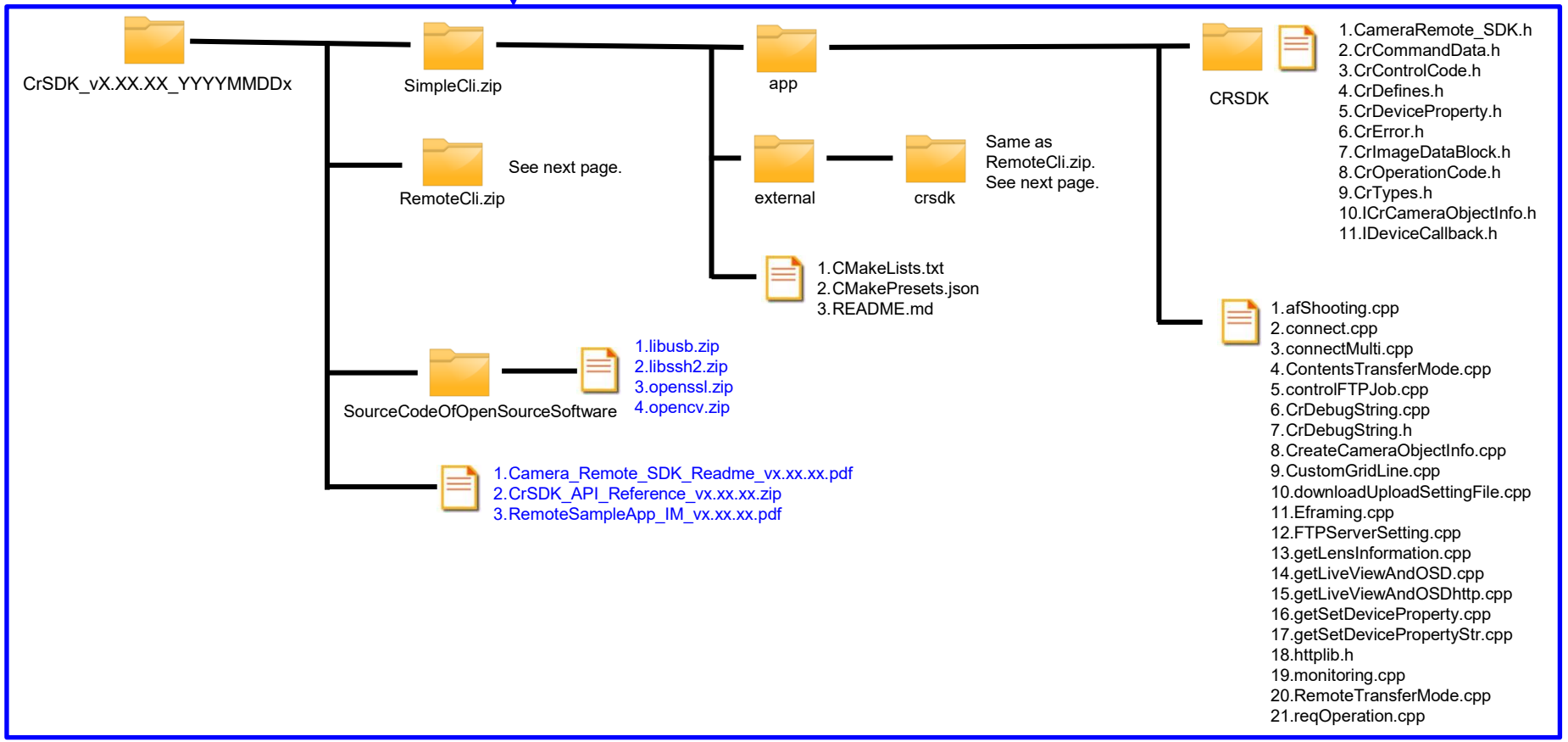
Secondly, build RemoteCli.sln
with Visual Studio, then
RemoteCli.exe will be created here.

■ Contents for Linux (Include files)

SONY

CrSDK_vX.XX.XX_YYYYMMDDx.zip

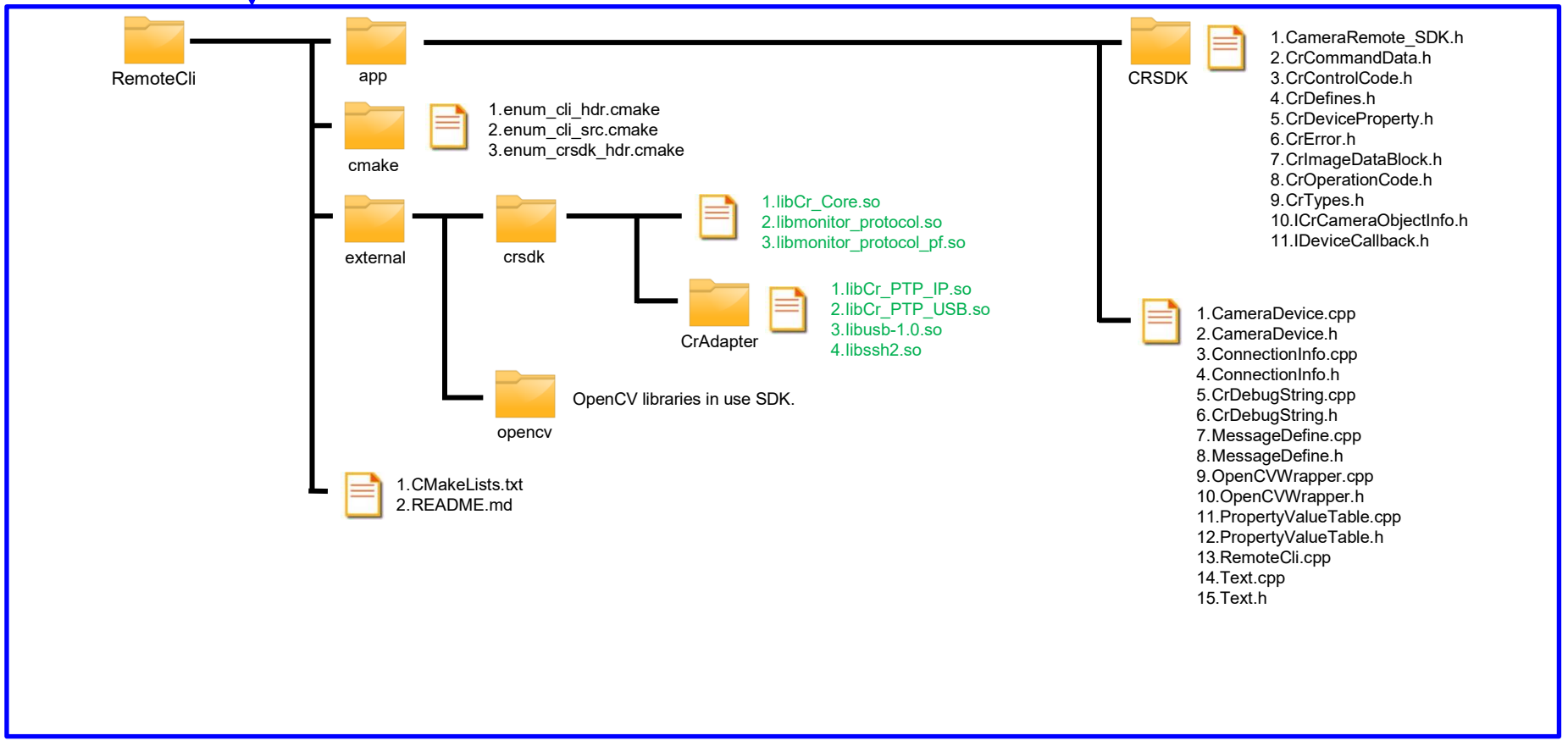
unzip



■ Contents for Linux (Include files)

SONY

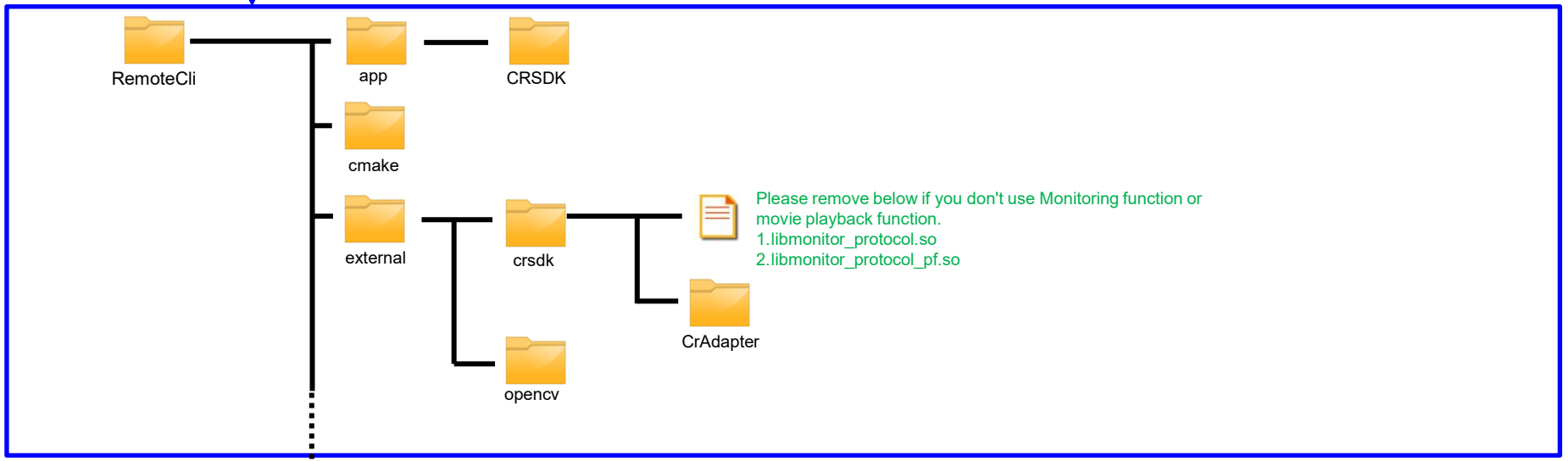
RemoteCli.zip — unzip

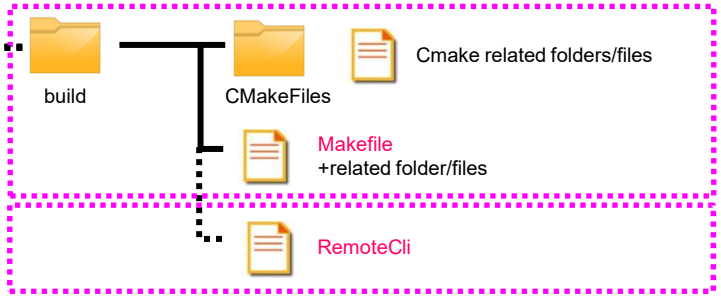


■ Contents for Linux (When build for SampleApp)

SONY

RemoteCli.zip — unzip





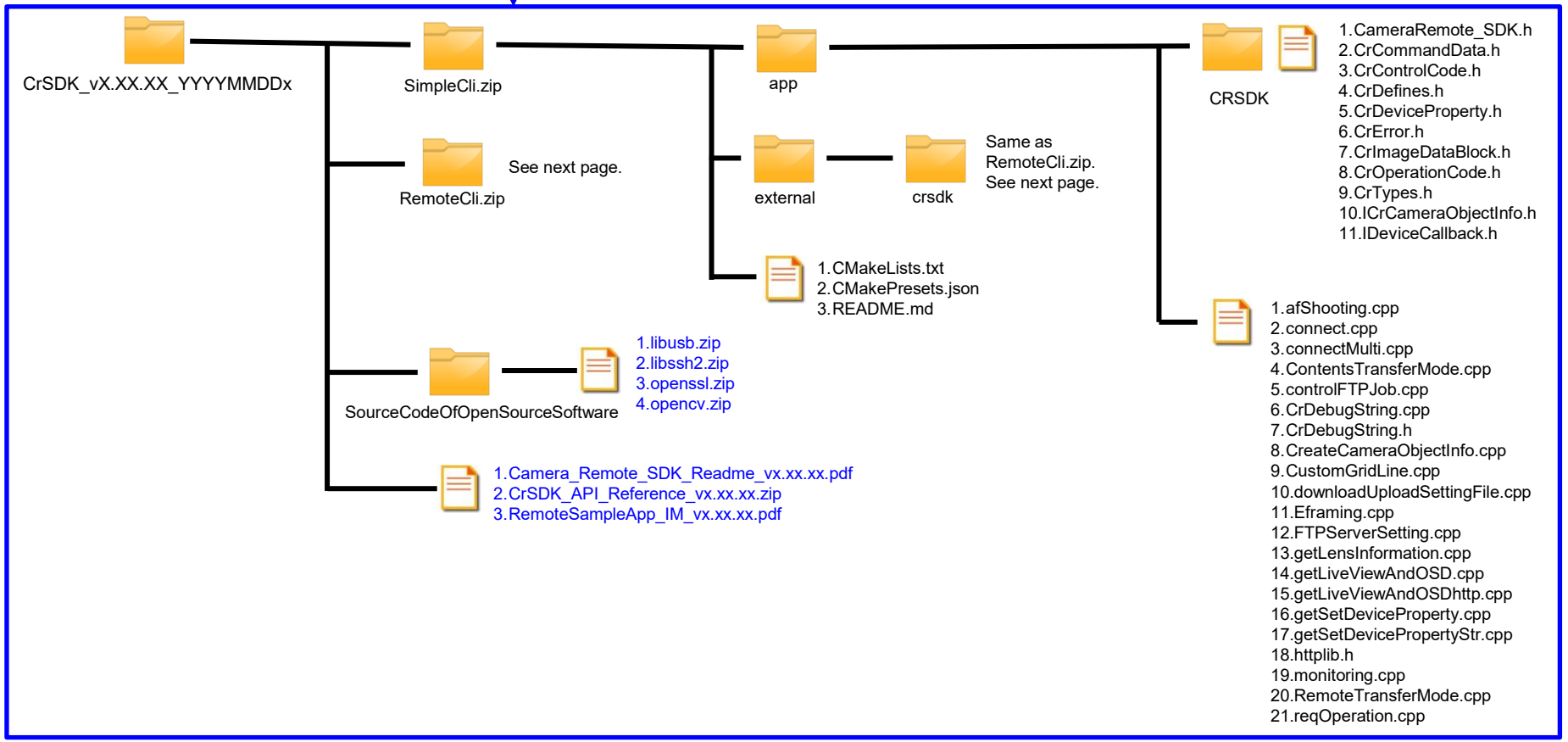
Firstly, make build directory
and execute cmake.build
Details are explained
in the file “RemoteSampleApp_IM_vx.xx.xx.pdf”

The build results will be found in "build"

■ Contents for macOS (Include files)

SONY

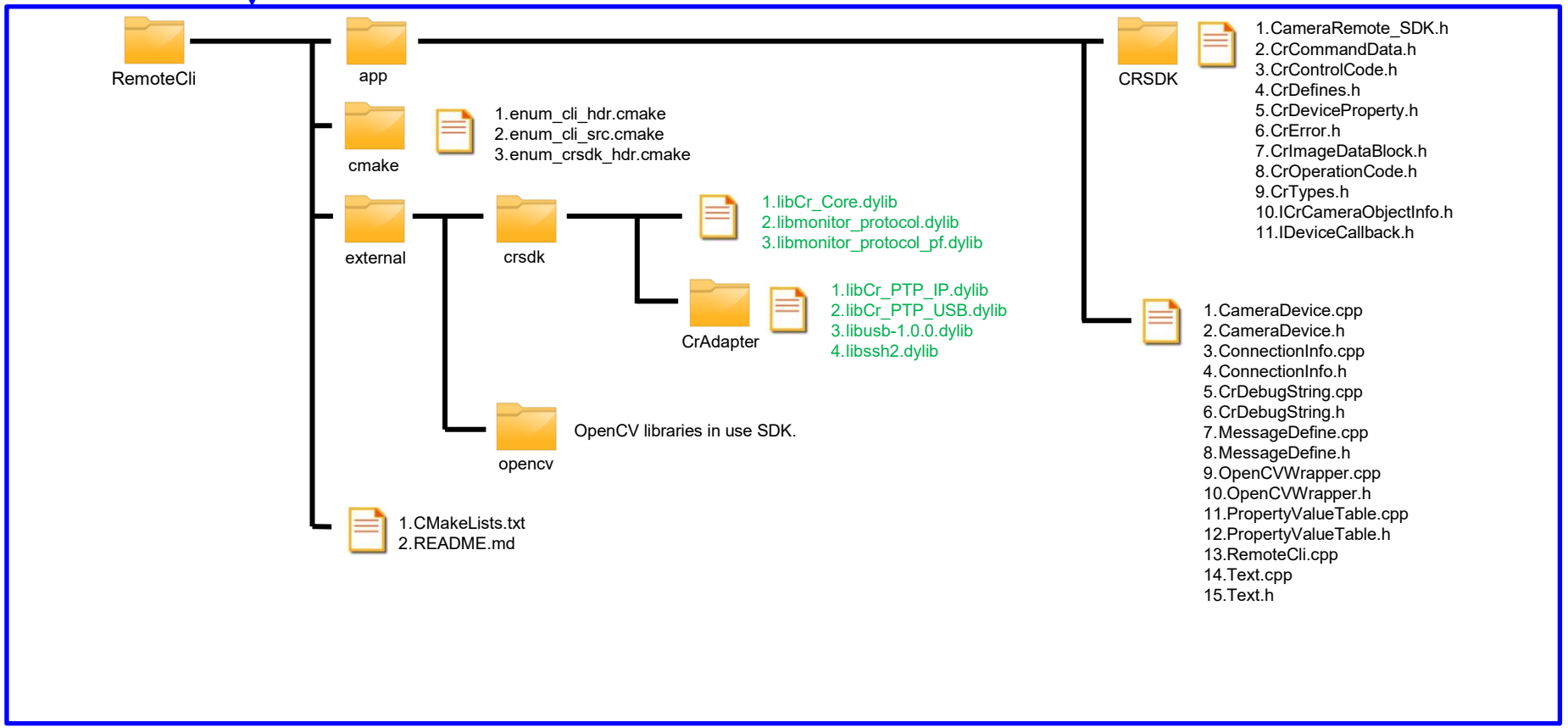
CrSDK_vX.XX.XX_YYYYMMDDx.zip → unzip



■ Contents for macOS (Include files)

SONY

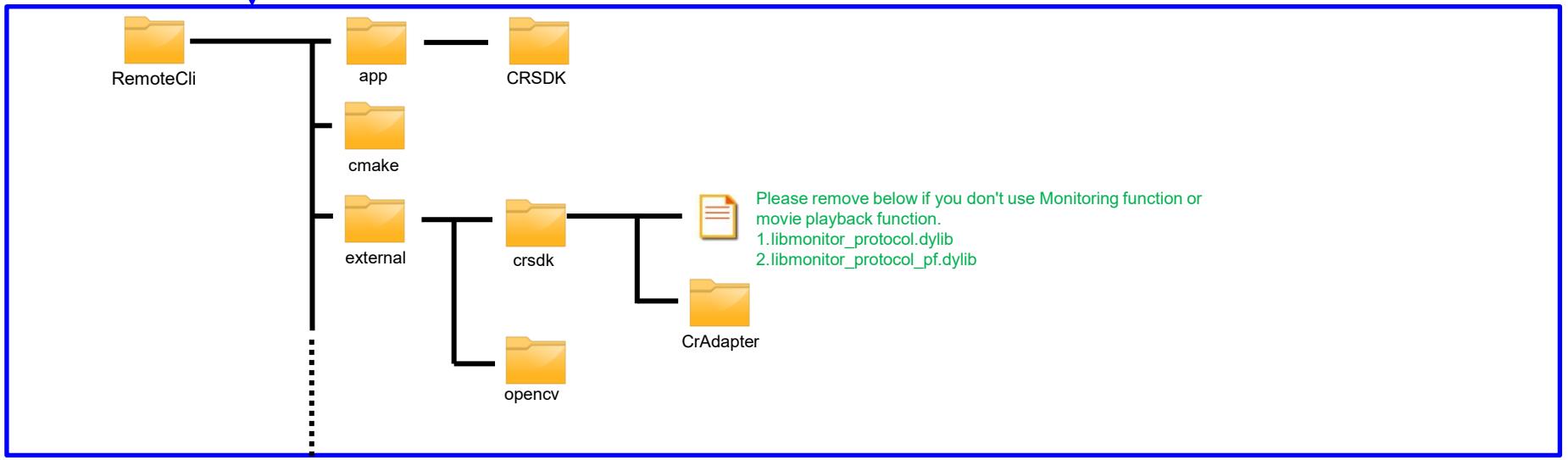
RemoteCli.zip — unzip

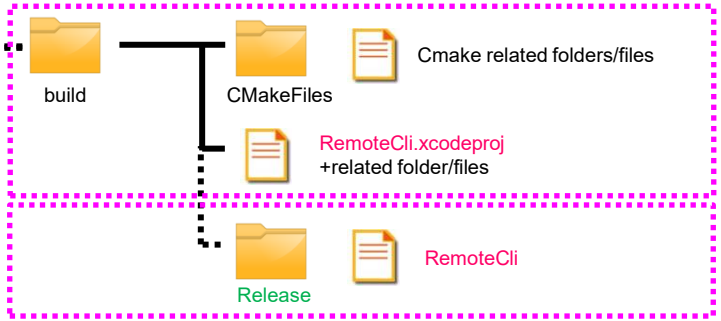


■ Contents for macOS (When build for SampleApp)

SONY

RemoteCli.zip — unzip





Firstly, make build directory and execute cmake to create Xcode project files here. Details are explained in the file “RemoteSampleApp_IM_vx.xx.xx.pdf”

Secondly, build RemoteCli.xcodeproj with Xcode, then RemoteCli will be created here.

■ Notes for SDK Release

SONY

◇CrSDK_vX.X.XX_YYYYMMDDx folder
Manual files and Readme files are included.

◇RemoteSampleApp_IM_vx.xx.xx.pdf
It is recommended to start and learn how it works with this sample application first.
Please read Sample Application Manual first of all, as the condition/preparation/build explanation is described.
You can build with the file/folder configuration as it is.

◇CrSDK_API_Reference_vx.xx.xx.zip
API Reference for CameraRemoteSDK. Also sequence, tips & trouble shooting, and product help guide URL are included.

◇Camera_Remote_SDK_Readme_vx.xx.xx.pdf
This file.

◇RemoteCli.zip / SimpleCli.zip
Sample source files and the CRSDK folder are included. See the previous pages for the folder structure.

◇CRSDK Folder in Sample Code (ZIP)
Header files are included. When you build your application, you need the files in this folder to use SDK APIs.
If the header files have changed, you need to replace the header files and rebuild.

◇external folder in Sample Code (ZIP)
Library files are included.
When you build/distribute your application, you need the files in external/crsdk folder,
however please note that the file “libusb-1.0.xx” is Open Source Software
and you need to cover its license conditions. In detail, please check the libusb website http://libusb.info/.

◇SourceCodeOfOpenSourceSoftware
Includes source code of open-source projects that use the SDK.

◇libusb.zip in SourceCodeOfOpenSourceSoftware folder
You can check the source files including the license/copyright descriptions by unzipping this file.

License Agreement of this Camera Remote SDK is linked with the following URL. http://www.sony.net/CameraRemoteSDK/

Sony is a trademark or registered trademark of Sony Corporation. All other trademarks and copyrights are the property of their respective owners.

■Notes about libusb when using Silex Technology “SX Virtual Link” application

SONY

◇In the case Silex Technology “SX Virtual Link” application is installed,
there is a possibility that Sony camera is not recognized by SDK.
Then, please replace the following file with the one downloaded from Silex Site.
Also the latest “SX Virtual Link” must be installed.

◆The file to be replaced in SDK
CrAdapter/libusb-1.0.dll

◆Silex Site for libusb download
https://www.silex.jp/support/downfile/libusb-1.0(UDS04022020).zip

◆Silex Site for the latest “SX Virtual Link” install
https://www.silex.jp/support/download/virtuallink.html

#Regarding Silex Site, only Japanese web site is available as of March in 2021.

■ Notes for SDK Ver 1.00.01 Release

SONY

◇Please replace following 2 dll files to update from Ver. 1.00.00 to Ver. 1.00.01.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

◇ If you are using LiveView function, please refer to the Sample Application code and update your Application code, as the memory new/delete codes are updated.

“void CameraDevice::get_live_view()” of the “CameraDevice.cpp”

◇ If you are using command line output, please refer to the Sample Application code and update your Application code, as the locale setting codes are added.

“int main()” of the “RemoteCli.cpp(RemoteSampleApp.cpp)”

■ Notes for SDK Ver 1.01.00 Release

SONY

◇Linux package is added.

◇Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced with “so”.

■ Notes for SDK Ver 1.02.00 Release

SONY

◇Linux 32bit ARMv7 package is added.

◇"Supporting products" is updated.

◇Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced with “so”.

■ Notes for SDK Ver 1.02.01 Release

SONY

◇ This version is released for Windows only.

◇ The stability issue occasionally happened when connecting/disconnecting the camera via USB was fixed.

◇Please replace following 2 dll files to update from former versions to the latest version.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

■ Notes for SDK Ver 1.03.00 Release

SONY

◇macOS package is added.

◇Some supporting commands are added.

Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 2 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 1.04.00 Release

SONY

◇"Supporting products" is updated.

◇PC Linux package is added.

◇"Supporting physical layer" is updated.
- The information about models supporting ethernet is added.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 3 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■ Notes for SDK Ver 1.05.00 Release

SONY

◇"Supporting products" is updated.

◇Added some support commands and the function to pull out contents from the camera.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 3 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

Added three callback functions, the application needs to prepare three new functions
in a class that inherits IDeviceCallback.

■Notes for SDK Ver 1.06.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 4 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libusb-1.0.dll

A parameter has been added to the OnCompleteDownload callback function.
Classes that inherit from IDeviceCallback must correspond to the changed definition.

◇Support for Ethernet-connected cameras with SSH authentication.
The following dll files are required for this.

CrAdapter/libssh2.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■ Notes for SDK Ver 1.07.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 3 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 1.08.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 5 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll
#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.
The 5 files for macOS have been updated to universal binaries.

◇To update each camera to the latest System Software (Firmware) before use.

■ Notes for SDK Ver 1.08.00 Release

SONY

◇ Frame Rate Setting value

The CrDeviceProperty_Movie_Recording_FrameRateSetting values for the following models have been changed to be represented by exact values.

- ILME-FX3 (Ver. 3.00 or late)
- ILME-FX30 (Ver. 2.00 or late)

When using these models, please refer to the table and replace the definitions.

Enumeration	Ver 1.07.00		Ver 1.08.00	
	ILME-FX6	Other	ILME-FX3/ILME-FX30	Other
CrRecordingFrameRateSettingMovie_120p	-	✓	-	Same as Ver 1.07.00
CrRecordingFrameRateSettingMovie_100p	-	✓	✓	
CrRecordingFrameRateSettingMovie_60p	-	✓	-	
CrRecordingFrameRateSettingMovie_50p	✓	✓	✓	
CrRecordingFrameRateSettingMovie_30p	-	✓	-	
CrRecordingFrameRateSettingMovie_25p	✓	✓	✓	
CrRecordingFrameRateSettingMovie_24p	✓	✓	-	
CrRecordingFrameRateSettingMovie_23_98p	✓	-	✓	
CrRecordingFrameRateSettingMovie_29_97p	✓	-	✓	
CrRecordingFrameRateSettingMovie_59_94p	✓	-	✓	
CrRecordingFrameRateSettingMovie_24_00p	-	-	✓	
CrRecordingFrameRateSettingMovie_119_88p	-	-	✓	

■ Notes for SDK Ver 1.09.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 5 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll
#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■ Notes for SDK Ver 1.10.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 5 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll
#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 1.11.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Sony_CameraRemoteSDK_API-Reference_vx.xx.xx.pdf in detail.

◇To update the SDK to the latest version,
please replace following 5 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

◇Support for Monitoring functions. (only for MPC-2610)
The following dll files are required for this.

monitor_protocol.dll
monitor_protocol_pf.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 1.12.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Camera_Remote_SDK_API_Reference_vx.xx.xx.pdf in detail.

◇"Supporting physical layer" is updated.
- The information about models supporting wireless ethernet connection is added.

◇To update the SDK to the latest version,
please replace following 7 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
monitor_protocol.dll
monitor_protocol_pf.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 1.13.00 Release 1/2

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Camera_Remote_SDK_API_Reference_vx.xx.xx.pdf in detail.
  - ◆ New connection mode “RemoteTransferMode”. This mode can transfer contents in media during remote control.
  - ◆ Get OSD(On-Screen Display) Image function.
  - ◆ Firmware update at remote.

◇ Add new color mode to CrDeviceProperty_PictureProfile_ColorMode
- New color mode “CrPictureProfileColorMode_709tone” added.
  At ILME-FX30, the existing "CrPictureProfileColorMode_Pro" will be changed to "CrPictureProfileColorMode_709tone".

	CurrentValue	Camera Display	
		prev	now
ILME-FX30	CrPictureProfileColorMode_Pro	Pro	-
	CrPictureProfileColorMode_709tone		709tone
Other	CrPictureProfileColorMode_Pro	Pro	Pro
	CrPictureProfileColorMode_709tone		709tone

■ Notes for SDK Ver 1.13.00 Release 2/2

SONY

◇To update the SDK to the latest version,
please replace following 7 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
monitor_protocol.dll
monitor_protocol_pf.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 1.14.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check Camera_Remote_SDK_API_Reference_vx.xx.xx.pdf in detail.

◇"Supporting physical layer" is updated.
- The information about models supporting wireless ethernet connection is added.

◇To update the SDK to the latest version,
please replace following 7 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
monitor_protocol.dll
monitor_protocol_pf.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■Notes for SDK Ver 2.00.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check CrSDK_API_Reference_vx.xx.xx.zip in detail.
  - ◆ Content deletion is now available in RemoteTransferMode.
  - ◆ Support for PTZ cameras has been added.

◇"Supporting physical layer" is updated.
- The information about models supporting wireless ethernet connection is added.

◇To update the SDK to the latest version,
please replace following 7 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
monitor_protocol.dll
monitor_protocol_pf.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■ Notes for SDK Ver 2.01.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check CrSDK_API_Reference_vx.xx.xx.zip in detail.
  - ◆ PostView image transfer to RAM is now available.

◇"Supporting physical layer" is updated.
- The information about models supporting wireless ethernet connection is added.

◇To update the SDK to the latest version,
please replace following 7 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
monitor_protocol.dll
monitor_protocol_pf.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.

■ Notes for SDK Ver 2.02.00 Release

SONY

◇"Supporting products" is updated.

◇Some supporting commands are added.
- Please check CrSDK_API_Reference_vx.xx.xx.zip in detail.
  - ◆ Support for Windows SDK 10.0 and Visual Studio 2026.

◇"Supporting physical layer" is updated.
- The information about models supporting wireless ethernet connection is added.

◇To update the SDK to the latest version,
please replace following 7 dll files and
please replace the header files in CRSDK folder and rebuild your application.

Cr_Core.dll
monitor_protocol.dll
monitor_protocol_pf.dll
CrAdapter/Cr_PTP_IP.dll
CrAdapter/Cr_PTP_USB.dll
CrAdapter/libssh2.dll
CrAdapter/libusb-1.0.dll

#In Linux case, “dll” should be replaced with “so”.
#In macOS case, “dll” should be replaced with “dylib”.