



## Simulator

A computer running *GigESim* presents itself to the network as a GigE Vision and GenICam compliant camera. Any GigE Vision compliant software running at the same or other computers on the network will treat *GigESim* as an actual camera with adjustable features. The image source options include several generated patterns and pre-recorded AVI videos. The simulator can be used for prototyping a GigE Vision camera as well as performing GigE application development and testing when cameras are not available.

## Converter

*GigESim* can also be used as a camera type converter by turning cameras of different types (analog, USB, 1394, CameraLink) into virtual GigE Vision cameras accessible from any computer on the network, with an ability of remote control over camera parameters. The main advantage of such a type conversion is the multicast feature of the GigE Vision standard which lets the video be transferred to multiple computers on the network.

## Server/SDK

*GigESim* includes a powerful SDK that allows developers to assign images generated by their application to a simulated GigE Vision camera and stream them to the network for further processing and analysis. Developers can define individual features provided by such a simulated camera and exercise a full remote control over each feature. The images can be received on any computer on the network via a standard GigE Vision viewer or SDK such as A&B Software's ActiveGigE.

*GigESim* is an easy-to-use and flexible solution for software testing, distributing computing, application remote control, multi-node surveillance, pipeline video transfer and many more. *GigESim* can be used immediately, without adaptation. All you need is a Gigabit Ethernet connection between your computers!



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