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# **PySpin API Reference**

***Release 1.11***

**FLIR Integrated Imaging Solutions, Inc**

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## CONTENTS:

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Software Licensing Information</b>	<b>3</b>
<b>3</b>	<b>Event Classes</b>	<b>5</b>
3.1	PySpin.ArrivalEvent . . . . .	5
3.2	PySpin.DeviceEvent . . . . .	5
3.3	PySpin.Event . . . . .	6
3.4	PySpin.ImageEvent . . . . .	7
3.5	PySpin.InterfaceEvent . . . . .	7
3.6	PySpin.LoggingEvent . . . . .	8
3.7	PySpin.LoggingEventDataPtr . . . . .	8
3.8	PySpin.RemovalEvent . . . . .	8
<b>4</b>	<b>PySpin Classes</b>	<b>9</b>
4.1	PySpin.AVIRecorder . . . . .	9
4.2	PySpin.BasePtr . . . . .	10
4.3	PySpin.Camera . . . . .	10
4.4	PySpin.CameraBase . . . . .	62
4.5	PySpin.CameraDefs . . . . .	66
4.6	PySpin.CameraList . . . . .	66
4.7	PySpin.CameraPtr . . . . .	67
4.8	PySpin.ChunkData . . . . .	67
4.9	PySpin.Exception . . . . .	72
4.10	PySpin.Image . . . . .	72
4.11	PySpin.ImagePtr . . . . .	80
4.12	PySpin.ImageStatistics . . . . .	80
4.13	PySpin.Interface . . . . .	80
4.14	PySpin.InterfaceList . . . . .	82
4.15	PySpin.InterfacePtr . . . . .	83
4.16	PySpin.System . . . . .	83
4.17	PySpin.SystemPtr . . . . .	88
<b>5</b>	<b>QuickSpin classes</b>	<b>89</b>
5.1	PySpin.TransportLayerDevice . . . . .	89
5.2	PySpin.TransportLayerInterface . . . . .	92
5.3	PySpin.TransportLayerStream . . . . .	94
<b>6</b>	<b>PySpin Module</b>	<b>97</b>
	<b>Python Module Index</b>	<b>469</b>



## **INTRODUCTION**

PySpin is a wrapper for FLIR Integrated Imaging Solutions' Spinnaker library.

FLIR Integrated Imaging Solutions' website is located at <https://www.flir.com/iis/machine-vision/>

The PySpin Python extension provides a common software interface to control and acquire images from FLIR USB 3.0, GigE, and USB 2.0 cameras using the same API.



## SOFTWARE LICENSING INFORMATION

Component	License
PySpin	Copyright (c) 2001-2019 FLIR Systems, Inc. All Rights Reserved. This software is the confidential and proprietary information of FLIR Integrated Imaging Solutions, Inc. ("Confidential Information"). You shall not disclose such Confidential Information and shall use it only in accordance with the terms of the license agreement you entered into with FLIR Integrated Imaging Solutions, Inc. (FLIR). FLIR MAKES NO REPRESENTATIONS OR WARRANTIES ABOUT THE SUITABILITY OF THE SOFTWARE, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. FLIR SHALL NOT BE LIABLE FOR ANY DAMAGES SUFFERED BY LICENSEE AS A RESULT OF USING, MODIFYING OR DISTRIBUTING THIS SOFTWARE OR ITS DERIVATIVES.
GenICam	GenICam License <a href="http://www.emva.org/wp-content/uploads/GenICam_License_20140921.pdf">http://www.emva.org/wp-content/uploads/GenICam_License_20140921.pdf</a>
AdapterList	The Code Project Open License (CPOL) <a href="http://www.codeproject.com/info/cpol10.aspx">http://www.codeproject.com/info/cpol10.aspx</a>
Boost	Boost Software License <a href="http://www.boost.org/users/license.html">http://www.boost.org/users/license.html</a>
FFMPEG	LGPLv2.1 License <a href="https://www.ffmpeg.org/legal.html">https://www.ffmpeg.org/legal.html</a>
FreeImage	FreeImage public license <a href="http://freeimage.sourceforge.net/freeimage-license.txt">http://freeimage.sourceforge.net/freeimage-license.txt</a>
Libusb	LGPLv2. License <a href="http://www.gnu.org/licenses/old-licenses/lgpl-2.1.txt">http://www.gnu.org/licenses/old-licenses/lgpl-2.1.txt</a>
Libraw394	LGPLv2.0 License <a href="http://www.gnu.org/licenses/old-licenses/lgpl-2.0.txt">http://www.gnu.org/licenses/old-licenses/lgpl-2.0.txt</a>
log4Net	Apache license 2.0 <a href="https://logging.apache.org/log4net/license.html">https://logging.apache.org/log4net/license.html</a>
log4Cpp	LGPL License <a href="http://log4cpp.sourceforge.net/#license">http://log4cpp.sourceforge.net/#license</a>
Work with Bitmaps Faster in C#	The Code Project Open License (CPOL) 1.02 <a href="http://www.codeproject.com/info/cpol10.aspx">http://www.codeproject.com/info/cpol10.aspx</a>
GUI ListView Improvements	WP:CC_BY-SA License <a href="https://goo.gl/a9I9yA">https://goo.gl/a9I9yA</a>





## EVENT CLASSES

- *PySpin.ArrivalEvent*
- *PySpin.DeviceEvent*
- *PySpin.Event*
- *PySpin.ImageEvent*
- *PySpin.InterfaceEvent*
- *PySpin.LoggingEvent*
- *PySpin.LoggingEventDataPtr*
- *PySpin.RemovalEvent*

### 3.1 PySpin.ArrivalEvent

**class** `PySpin.ArrivalEvent`

An event handler for capturing the device arrival event.

C++ includes: `ArrivalEvent.h`

**OnDeviceArrival** (*self*, *serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void Spinnaker::ArrivalEvent::OnDeviceArrival(uint64\_t serialNumber)=0

Callback to the device arrival event.

**thisown**

The membership flag

### 3.2 PySpin.DeviceEvent

**class** `PySpin.DeviceEvent`

A handler to device events.

C++ includes: `DeviceEvent.h`

**GetDeviceEventId** (*self*) → *uint64\_t*

**Parameters** **self** (*Spinnaker::DeviceEvent const \**) –  
uint64\_t Spinnaker::DeviceEvent::GetDeviceEventId() const  
Get the ID of the device event.  
The device event ID

**GetDeviceEventName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::DeviceEvent const \**) –  
GenICam::gcstring Spinnaker::DeviceEvent::GetDeviceEventName() const  
Get the name of the device event.  
The device event name

**OnDeviceEvent** (*self, eventName*)

**Parameters** **eventName** (*Spinnaker::GenICam::gcstring*) –  
virtual void Spinnaker::DeviceEvent::OnDeviceEvent(Spinnaker::GenICam::gcstring eventName)=0  
Device event callback.  
eventName: The name of the event

**thisown**  
The membership flag

### 3.3 PySpin.Event

**class** PySpin.**Event** (*\*args, \*\*kwargs*)  
The base class for all event types.  
C++ includes: Event.h

**GetEventPayloadData** (*self*) → PyObject \*

**Parameters** **self** (*Spinnaker::Event \**) –  
const uint8\_t\* Spinnaker::Event::GetEventPayloadData()  
Gets the event payload data  
The event payload data

**GetEventPayloadDataSize** (*self*) → size\_t const

**Parameters** **self** (*Spinnaker::Event \**) –  
const size\_t Spinnaker::Event::GetEventPayloadDataSize()  
Gets the event payload data size  
The event payload data size

**GetEventType** (*self*) → Spinnaker::EventType

**Parameters** **self** (*Spinnaker::Event \**) –  
EventType Spinnaker::Event::GetEventType()  
Gets the event type  
The event type

**SetEventType** (*self, eventType*)

**Parameters** **eventType** (*enum Spinnaker::EventType*) –

void Spinnaker::Event::SetEventType(EventType eventType)

Sets the event type

eventType: The event type

**thisown**

The membership flag

## 3.4 PySpin.ImageEvent

**class** **PySpin.ImageEvent**

A handler for capturing image arrival events.

C++ includes: ImageEvent.h

**OnImageEvent** (*self, image*)

**Parameters** **image** (*Spinnaker::ImagePtr*) –

virtual void Spinnaker::ImageEvent::OnImageEvent(ImagePtr image)=0

Image event callback

image: The ImagePtr object

**thisown**

The membership flag

## 3.5 PySpin.InterfaceEvent

**class** **PySpin.InterfaceEvent**

A handler to device arrival and removal events on all interfaces.

C++ includes: InterfaceEvent.h

**OnDeviceArrival** (*self, serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void Spinnaker::InterfaceEvent::OnDeviceArrival(uint64\_t serialNumber)=0

Device arrival event callback.

**OnDeviceRemoval** (*self, serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void Spinnaker::InterfaceEvent::OnDeviceRemoval(uint64\_t serialNumber)=0

Callback to the device removal event.

serialNumber: The serial number of the removed device

**thisown**

The membership flag

## 3.6 PySpin.LoggingEvent

**class** `PySpin.LoggingEvent`

An event handler for capturing the device logging event.

C++ includes: `LoggingEvent.h`

**OnLogEvent** (*self*, *eventPtr*)

**Parameters** **eventPtr** (*Spinnaker::LoggingEventDataPtr*) –

virtual void `Spinnaker::LoggingEvent::OnLogEvent(LoggingEventDataPtr eventPtr)=0`

The callback for the log event.

*eventPtr*: The logging event pointer

**thisown**

The membership flag

## 3.7 PySpin.LoggingEventDataPtr

**class** `PySpin.LoggingEventDataPtr` (\*args)

A reference tracked pointer to the `LoggingEvent` object.

C++ includes: `LoggingEventDataPtr.h`

**thisown**

The membership flag

## 3.8 PySpin.RemovalEvent

**class** `PySpin.RemovalEvent`

An event handler for capturing the device removal event.

C++ includes: `RemovalEvent.h`

**OnDeviceRemoval** (*self*, *serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void `Spinnaker::RemovalEvent::OnDeviceRemoval(uint64_t serialNumber)=0`

Device removal event callback.

*serialNumber*: The serial number of the device removed

**thisown**

The membership flag

## PYSPIN CLASSES

- *PySpin.AVIRecorder*
- *PySpin.BasePtr*
- *PySpin.Camera*
- *PySpin.CameraBase*
- *PySpin.CameraDefs*
- *PySpin.CameraList*
- *PySpin.CameraPtr*
- *PySpin.ChunkData*
- *PySpin.Exception*
- *PySpin.Image*
- *PySpin.ImagePtr*
- *PySpin.ImageStatistics*
- *PySpin.Interface*
- *PySpin.InterfaceList*
- *PySpin.InterfacePtr*
- *PySpin.System*
- *PySpin.SystemPtr*

### 4.1 PySpin.AVIRecorder

**class** `PySpin.ArrivalEvent`

An event handler for capturing the device arrival event.

C++ includes: `ArrivalEvent.h`

**OnDeviceArrival** (*self*, *serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void Spinnaker::ArrivalEvent::OnDeviceArrival(uint64\_t serialNumber)=0

Callback to the device arrival event.

**thisown**

The membership flag

## 4.2 PySpin.BasePtr

## 4.3 PySpin.Camera

**class** `PySpin.Camera(*args, **kwargs)`

The camera object class.

C++ includes: Camera.h

**AasRoiEnable**

`Camera_AasRoiEnable_get(self) -> IBoolean`

**Parameters** `self (Spinnaker::Camera *)` –

**AasRoiHeight**

`Camera_AasRoiHeight_get(self) -> IInteger`

**Parameters** `self (Spinnaker::Camera *)` –

**AasRoiOffsetX**

`Camera_AasRoiOffsetX_get(self) -> IInteger`

**Parameters** `self (Spinnaker::Camera *)` –

**AasRoiOffsetY**

`Camera_AasRoiOffsetY_get(self) -> IInteger`

**Parameters** `self (Spinnaker::Camera *)` –

**AasRoiWidth**

`Camera_AasRoiWidth_get(self) -> IInteger`

**Parameters** `self (Spinnaker::Camera *)` –

**AcquisitionAbort**

`Camera_AcquisitionAbort_get(self) -> ICommand`

**Parameters** `self (Spinnaker::Camera *)` –

**AcquisitionArm**

`Camera_AcquisitionArm_get(self) -> ICommand`

**Parameters** `self (Spinnaker::Camera *)` –

**AcquisitionBurstFrameCount**

`Camera_AcquisitionBurstFrameCount_get(self) -> IInteger`

**Parameters** `self (Spinnaker::Camera *)` –

**AcquisitionFrameCount**

`Camera_AcquisitionFrameCount_get(self) -> IInteger`

**Parameters** `self (Spinnaker::Camera *)` –

**AcquisitionFrameRate**

`Camera_AcquisitionFrameRate_get(self) -> IFloat`

```

        Parameters self (Spinnaker::Camera *) –

AcquisitionFrameRateEnable
    Camera_AcquisitionFrameRateEnable_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

AcquisitionLineRate
    Camera_AcquisitionLineRate_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

AcquisitionMode
    Camera_AcquisitionMode_get(self) -> IEnumerationT_AcquisitionModeEnums

        Parameters self (Spinnaker::Camera *) –

AcquisitionResultingFrameRate
    Camera_AcquisitionResultingFrameRate_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

AcquisitionStart
    Camera_AcquisitionStart_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

AcquisitionStatus
    Camera_AcquisitionStatus_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

AcquisitionStatusSelector
    Camera_AcquisitionStatusSelector_get(self) -> IEnumerationT_AcquisitionStatusSelectorEnums

        Parameters self (Spinnaker::Camera *) –

AcquisitionStop
    Camera_AcquisitionStop_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

ActionDeviceKey
    Camera_ActionDeviceKey_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

ActionGroupKey
    Camera_ActionGroupKey_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

ActionGroupMask
    Camera_ActionGroupMask_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

ActionQueueSize
    Camera_ActionQueueSize_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

ActionSelector
    Camera_ActionSelector_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

```

**ActionUnconditionalMode**

Camera\_ActionUnconditionalMode\_get(self) -> IEnumerationT\_ActionUnconditionalModeEnums

Parameters self (Spinnaker::Camera \*) -

**AdcBitDepth**

Camera\_AdcBitDepth\_get(self) -> IEnumerationT\_AdcBitDepthEnums

Parameters self (Spinnaker::Camera \*) -

**AutoAlgorithmSelector**

Camera\_AutoAlgorithmSelector\_get(self) -> IEnumerationT\_AutoAlgorithmSelectorEnums

Parameters self (Spinnaker::Camera \*) -

**AutoExposureControlLoopDamping**

Camera\_AutoExposureControlLoopDamping\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureControlPriority**

Camera\_AutoExposureControlPriority\_get(self) -> IEnumerationT\_AutoExposureControlPriorityEnums

Parameters self (Spinnaker::Camera \*) -

**AutoExposureEVCompensation**

Camera\_AutoExposureEVCompensation\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureExposureTimeLowerLimit**

Camera\_AutoExposureExposureTimeLowerLimit\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureExposureTimeUpperLimit**

Camera\_AutoExposureExposureTimeUpperLimit\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureGainLowerLimit**

Camera\_AutoExposureGainLowerLimit\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureGainUpperLimit**

Camera\_AutoExposureGainUpperLimit\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureGreyValueLowerLimit**

Camera\_AutoExposureGreyValueLowerLimit\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureGreyValueUpperLimit**

Camera\_AutoExposureGreyValueUpperLimit\_get(self) -> IFloat

Parameters self (Spinnaker::Camera \*) -

**AutoExposureLightingMode**

Camera\_AutoExposureLightingMode\_get(self) -> IEnumerationT\_AutoExposureLightingModeEnums

Parameters self (Spinnaker::Camera \*) -

**AutoExposureMeteringMode**

Camera\_AutoExposureMeteringMode\_get(self) -> IEnumerationT\_AutoExposureMeteringModeEnums



```

    Parameters self (Spinnaker::Camera *) –

AutoExposureTargetGreyValue
    Camera_AutoExposureTargetGreyValue_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

AutoExposureTargetGreyValueAuto
    Camera_AutoExposureTargetGreyValueAuto_get(self) -> IEnumerationT_AutoExposureTargetGreyValueAutoEnums

    Parameters self (Spinnaker::Camera *) –

BalanceRatio
    Camera_BalanceRatio_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

BalanceRatioSelector
    Camera_BalanceRatioSelector_get(self) -> IEnumerationT_BalanceRatioSelectorEnums

    Parameters self (Spinnaker::Camera *) –

BalanceWhiteAuto
    Camera_BalanceWhiteAuto_get(self) -> IEnumerationT_BalanceWhiteAutoEnums

    Parameters self (Spinnaker::Camera *) –

BalanceWhiteAutoDamping
    Camera_BalanceWhiteAutoDamping_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

BalanceWhiteAutoLowerLimit
    Camera_BalanceWhiteAutoLowerLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

BalanceWhiteAutoProfile
    Camera_BalanceWhiteAutoProfile_get(self) -> IEnumerationT_BalanceWhiteAutoProfileEnums

    Parameters self (Spinnaker::Camera *) –

BalanceWhiteAutoUpperLimit
    Camera_BalanceWhiteAutoUpperLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

BinningHorizontal
    Camera_BinningHorizontal_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

BinningHorizontalMode
    Camera_BinningHorizontalMode_get(self) -> IEnumerationT_BinningHorizontalModeEnums

    Parameters self (Spinnaker::Camera *) –

BinningSelector
    Camera_BinningSelector_get(self) -> IEnumerationT_BinningSelectorEnums

    Parameters self (Spinnaker::Camera *) –

BinningVertical
    Camera_BinningVertical_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

```

**BinningVerticalMode**

Camera\_BinningVerticalMode\_get(self) -&gt; IEnumerationT\_BinningVerticalModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevel**

Camera\_BlackLevel\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelAuto**

Camera\_BlackLevelAuto\_get(self) -&gt; IEnumerationT\_BlackLevelAutoEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelAutoBalance**

Camera\_BlackLevelAutoBalance\_get(self) -&gt; IEnumerationT\_BlackLevelAutoBalanceEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelClampingEnable**

Camera\_BlackLevelClampingEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelRaw**

Camera\_BlackLevelRaw\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelSelector**

Camera\_BlackLevelSelector\_get(self) -&gt; IEnumerationT\_BlackLevelSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BsiFlatFieldCorrectionAuto**

Camera\_BsiFlatFieldCorrectionAuto\_get(self) -&gt; IEnumerationT\_BsiFlatFieldCorrectionAutoEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BsiFlatFieldCorrectionAutoDamping**

Camera\_BsiFlatFieldCorrectionAutoDamping\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BsiFlatFieldCorrectionEnable**

Camera\_BsiFlatFieldCorrectionEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**BsiFlatFieldCorrectionGain**

Camera\_BsiFlatFieldCorrectionGain\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BsiFlatFieldCorrectionGainSelector**

Camera\_BsiFlatFieldCorrectionGainSelector\_get(self) -&gt; IEnumerationT\_BsiFlatFieldCorrectionGainSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkBlackLevel**

Camera\_ChunkBlackLevel\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkBlackLevelSelector**

Camera\_ChunkBlackLevelSelector\_get(self) -&gt; IEnumerationT\_ChunkBlackLevelSelectorEnums

```

        Parameters self (Spinnaker::Camera *) –

ChunkCRC
    Camera_ChunkCRC_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkCounterSelector
    Camera_ChunkCounterSelector_get(self) -> IEnumerationT_ChunkCounterSelectorEnums

        Parameters self (Spinnaker::Camera *) –

ChunkCounterValue
    Camera_ChunkCounterValue_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkEnable
    Camera_ChunkEnable_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

ChunkEncoderSelector
    Camera_ChunkEncoderSelector_get(self) -> IEnumerationT_ChunkEncoderSelectorEnums

        Parameters self (Spinnaker::Camera *) –

ChunkEncoderStatus
    Camera_ChunkEncoderStatus_get(self) -> IEnumerationT_ChunkEncoderStatusEnums

        Parameters self (Spinnaker::Camera *) –

ChunkEncoderValue
    Camera_ChunkEncoderValue_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkExposureEndLineStatusAll
    Camera_ChunkExposureEndLineStatusAll_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkExposureTime
    Camera_ChunkExposureTime_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkExposureTimeSelector
    Camera_ChunkExposureTimeSelector_get(self) -> IEnumerationT_ChunkExposureTimeSelectorEnums

        Parameters self (Spinnaker::Camera *) –

ChunkFrameID
    Camera_ChunkFrameID_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkGain
    Camera_ChunkGain_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkGainSelector
    Camera_ChunkGainSelector_get(self) -> IEnumerationT_ChunkGainSelectorEnums

        Parameters self (Spinnaker::Camera *) –

```

**ChunkHeight**

Camera\_ChunkHeight\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkImage**

Camera\_ChunkImage\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkImageComponent**

Camera\_ChunkImageComponent\_get(self) -&gt; IEnumerationT\_ChunkImageComponentEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkLinePitch**

Camera\_ChunkLinePitch\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkLineStatusAll**

Camera\_ChunkLineStatusAll\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkModeActive**

Camera\_ChunkModeActive\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkOffsetX**

Camera\_ChunkOffsetX\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkOffsetY**

Camera\_ChunkOffsetY\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkPartSelector**

Camera\_ChunkPartSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkPixelDynamicRangeMax**

Camera\_ChunkPixelDynamicRangeMax\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkPixelDynamicRangeMin**

Camera\_ChunkPixelDynamicRangeMin\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkPixelFormat**

Camera\_ChunkPixelFormat\_get(self) -&gt; IEnumerationT\_ChunkPixelFormatEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkRegionID**

Camera\_ChunkRegionID\_get(self) -&gt; IEnumerationT\_ChunkRegionIDEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkScan3dAxisMax**

Camera\_ChunkScan3dAxisMax\_get(self) -&gt; IFloat

```

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dAxisMin
    Camera_ChunkScan3dAxisMin_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateOffset
    Camera_ChunkScan3dCoordinateOffset_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateReferenceSelector
    Camera_ChunkScan3dCoordinateReferenceSelector_get(self) -> IEnumera-
    tionT_ChunkScan3dCoordinateReferenceSelectorEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateReferenceValue
    Camera_ChunkScan3dCoordinateReferenceValue_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateScale
    Camera_ChunkScan3dCoordinateScale_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateSelector
    Camera_ChunkScan3dCoordinateSelector_get(self) -> IEnumerationT_ChunkScan3dCoordinateSelectorEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateSystem
    Camera_ChunkScan3dCoordinateSystem_get(self) -> IEnumerationT_ChunkScan3dCoordinateSystemEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateSystemReference
    Camera_ChunkScan3dCoordinateSystemReference_get(self) -> IEnumera-
    tionT_ChunkScan3dCoordinateSystemReferenceEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateTransformSelector
    Camera_ChunkScan3dCoordinateTransformSelector_get(self) -> IEnumera-
    tionT_ChunkScan3dCoordinateTransformSelectorEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dDistanceUnit
    Camera_ChunkScan3dDistanceUnit_get(self) -> IEnumerationT_ChunkScan3dDistanceUnitEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dInvalidDataFlag
    Camera_ChunkScan3dInvalidDataFlag_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dInvalidDataValue
    Camera_ChunkScan3dInvalidDataValue_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

```

**ChunkScan3dOutputMode**

Camera\_ChunkScan3dOutputMode\_get(self) -&gt; IEnumerationT\_ChunkScan3dOutputModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkScan3dTransformValue**

Camera\_ChunkScan3dTransformValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkScanLineSelector**

Camera\_ChunkScanLineSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSelector**

Camera\_ChunkSelector\_get(self) -&gt; IEnumerationT\_ChunkSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSequencerSetActive**

Camera\_ChunkSequencerSetActive\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSerialData**

Camera\_ChunkSerialData\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSerialDataLength**

Camera\_ChunkSerialDataLength\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSerialReceiveOverflow**

Camera\_ChunkSerialReceiveOverflow\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSourceID**

Camera\_ChunkSourceID\_get(self) -&gt; IEnumerationT\_ChunkSourceIDEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkStreamChannelID**

Camera\_ChunkStreamChannelID\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimerSelector**

Camera\_ChunkTimerSelector\_get(self) -&gt; IEnumerationT\_ChunkTimerSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimerValue**

Camera\_ChunkTimerValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimestamp**

Camera\_ChunkTimestamp\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimestampLatchValue**

Camera\_ChunkTimestampLatchValue\_get(self) -&gt; IInteger

```

    Parameters self (Spinnaker::Camera *) –

ChunkTransferBlockID
    Camera_ChunkTransferBlockID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

ChunkTransferQueueCurrentBlockCount
    Camera_ChunkTransferQueueCurrentBlockCount_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

ChunkTransferStreamID
    Camera_ChunkTransferStreamID_get(self) -> IEnumerationT_ChunkTransferStreamIDEnums

    Parameters self (Spinnaker::Camera *) –

ChunkWidth
    Camera_ChunkWidth_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

ClConfiguration
    Camera_ClConfiguration_get(self) -> IEnumerationT_ClConfigurationEnums

    Parameters self (Spinnaker::Camera *) –

ClTimeSlotsCount
    Camera_ClTimeSlotsCount_get(self) -> IEnumerationT_ClTimeSlotsCountEnums

    Parameters self (Spinnaker::Camera *) –

ColorTransformationEnable
    Camera_ColorTransformationEnable_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

ColorTransformationSelector
    Camera_ColorTransformationSelector_get(self) -> IEnumerationT_ColorTransformationSelectorEnums

    Parameters self (Spinnaker::Camera *) –

ColorTransformationValue
    Camera_ColorTransformationValue_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

ColorTransformationValueSelector
    Camera_ColorTransformationValueSelector_get(self) -> IEnumerationT_ColorTransformationValueSelectorEnums

    Parameters self (Spinnaker::Camera *) –

CounterDelay
    Camera_CounterDelay_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

CounterDuration
    Camera_CounterDuration_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

CounterEventActivation
    Camera_CounterEventActivation_get(self) -> IEnumerationT_CounterEventActivationEnums

    Parameters self (Spinnaker::Camera *) –

```

**CounterEventSource**

Camera\_CounterEventSource\_get(self) -&gt; IEnumerationT\_CounterEventSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterReset**

Camera\_CounterReset\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterResetActivation**

Camera\_CounterResetActivation\_get(self) -&gt; IEnumerationT\_CounterResetActivationEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterResetSource**

Camera\_CounterResetSource\_get(self) -&gt; IEnumerationT\_CounterResetSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterSelector**

Camera\_CounterSelector\_get(self) -&gt; IEnumerationT\_CounterSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterStatus**

Camera\_CounterStatus\_get(self) -&gt; IEnumerationT\_CounterStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterTriggerActivation**

Camera\_CounterTriggerActivation\_get(self) -&gt; IEnumerationT\_CounterTriggerActivationEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterTriggerSource**

Camera\_CounterTriggerSource\_get(self) -&gt; IEnumerationT\_CounterTriggerSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterValue**

Camera\_CounterValue\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterValueAtReset**

Camera\_CounterValueAtReset\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionSelector**

Camera\_CxpConnectionSelector\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionTestErrorCount**

Camera\_CxpConnectionTestErrorCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionTestMode**

Camera\_CxpConnectionTestMode\_get(self) -&gt; IEnumerationT\_CxpConnectionTestModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionTestPacketCount**

Camera\_CxpConnectionTestPacketCount\_get(self) -&gt; Integer



```

    Parameters self (Spinnaker::Camera *) -

CxpLinkConfiguration
    Camera_CxpLinkConfiguration_get(self) -> IEnumerationT_CxpLinkConfigurationEnums

    Parameters self (Spinnaker::Camera *) -

CxpLinkConfigurationPreferred
    Camera_CxpLinkConfigurationPreferred_get(self) -> IEnumerationT_CxpLinkConfigurationPreferredEnums

    Parameters self (Spinnaker::Camera *) -

CxpLinkConfigurationStatus
    Camera_CxpLinkConfigurationStatus_get(self) -> IEnumerationT_CxpLinkConfigurationStatusEnums

    Parameters self (Spinnaker::Camera *) -

CxpPoCxpAuto
    Camera_CxpPoCxpAuto_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

CxpPoCxpStatus
    Camera_CxpPoCxpStatus_get(self) -> IEnumerationT_CxpPoCxpStatusEnums

    Parameters self (Spinnaker::Camera *) -

CxpPoCxpTripReset
    Camera_CxpPoCxpTripReset_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

CxpPoCxpTurnOff
    Camera_CxpPoCxpTurnOff_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

DecimationHorizontal
    Camera_DecimationHorizontal_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

DecimationHorizontalMode
    Camera_DecimationHorizontalMode_get(self) -> IEnumerationT_DecimationHorizontalModeEnums

    Parameters self (Spinnaker::Camera *) -

DecimationSelector
    Camera_DecimationSelector_get(self) -> IEnumerationT_DecimationSelectorEnums

    Parameters self (Spinnaker::Camera *) -

DecimationVertical
    Camera_DecimationVertical_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

DecimationVerticalMode
    Camera_DecimationVerticalMode_get(self) -> IEnumerationT_DecimationVerticalModeEnums

    Parameters self (Spinnaker::Camera *) -

DefectTableApply
    Camera_DefectTableApply_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

```

**DefectTableCoordinateX**

Camera\_DefectTableCoordinateX\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DefectTableCoordinateY**

Camera\_DefectTableCoordinateY\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DefectTableFactoryRestore**

Camera\_DefectTableFactoryRestore\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**DefectTableIndex**

Camera\_DefectTableIndex\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DefectTablePixelCount**

Camera\_DefectTablePixelCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DefectTableSave**

Camera\_DefectTableSave\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**Deinterlacing**

Camera\_Deinterlacing\_get(self) -&gt; IEnumerationT\_DeinterlacingEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceCharacterSet**

Camera\_DeviceCharacterSet\_get(self) -&gt; IEnumerationT\_DeviceCharacterSetEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceClockFrequency**

Camera\_DeviceClockFrequency\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceClockSelector**

Camera\_DeviceClockSelector\_get(self) -&gt; IEnumerationT\_DeviceClockSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceConnectionSelector**

Camera\_DeviceConnectionSelector\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceConnectionSpeed**

Camera\_DeviceConnectionSpeed\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceConnectionStatus**

Camera\_DeviceConnectionStatus\_get(self) -&gt; IEnumerationT\_DeviceConnectionStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceEventChannelCount**

Camera\_DeviceEventChannelCount\_get(self) -&gt; Integer

```

    Parameters self (Spinnaker::Camera *) –

DeviceFamilyName
    Camera_DeviceFamilyName_get(self) -> IString

    Parameters self (Spinnaker::Camera *) –

DeviceFeaturePersistenceEnd
    Camera_DeviceFeaturePersistenceEnd_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DeviceFeaturePersistenceStart
    Camera_DeviceFeaturePersistenceStart_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DeviceFirmwareVersion
    Camera_DeviceFirmwareVersion_get(self) -> IString

    Parameters self (Spinnaker::Camera *) –

DeviceGenCPVersionMajor
    Camera_DeviceGenCPVersionMajor_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceGenCPVersionMinor
    Camera_DeviceGenCPVersionMinor_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceID
    Camera_DeviceID_get(self) -> IString

    Parameters self (Spinnaker::Camera *) –

DeviceIndicatorMode
    Camera_DeviceIndicatorMode_get(self) -> IEnumerationT_DeviceIndicatorModeEnums

    Parameters self (Spinnaker::Camera *) –

DeviceLinkBandwidthReserve
    Camera_DeviceLinkBandwidthReserve_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

DeviceLinkCommandTimeout
    Camera_DeviceLinkCommandTimeout_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

DeviceLinkConnectionCount
    Camera_DeviceLinkConnectionCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceLinkCurrentThroughput
    Camera_DeviceLinkCurrentThroughput_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceLinkHeartbeatMode
    Camera_DeviceLinkHeartbeatMode_get(self) -> IEnumerationT_DeviceLinkHeartbeatModeEnums

    Parameters self (Spinnaker::Camera *) –

```

**DeviceLinkHeartbeatTimeout**

Camera\_DeviceLinkHeartbeatTimeout\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceLinkSelector**

Camera\_DeviceLinkSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceLinkSpeed**

Camera\_DeviceLinkSpeed\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceLinkThroughputLimit**

Camera\_DeviceLinkThroughputLimit\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceLinkThroughputLimitMode**

Camera\_DeviceLinkThroughputLimitMode\_get(self) -&gt; IEnumerationT\_DeviceLinkThroughputLimitModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestEntrySelector**

Camera\_DeviceManifestEntrySelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestPrimaryURL**

Camera\_DeviceManifestPrimaryURL\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestSchemaMajorVersion**

Camera\_DeviceManifestSchemaMajorVersion\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestSchemaMinorVersion**

Camera\_DeviceManifestSchemaMinorVersion\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestSecondaryURL**

Camera\_DeviceManifestSecondaryURL\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestXMLMajorVersion**

Camera\_DeviceManifestXMLMajorVersion\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestXMLMinorVersion**

Camera\_DeviceManifestXMLMinorVersion\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManifestXMLSubMinorVersion**

Camera\_DeviceManifestXMLSubMinorVersion\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceManufacturerInfo**

Camera\_DeviceManufacturerInfo\_get(self) -&gt; IString

```

        Parameters self (Spinnaker::Camera *) –

DeviceMaxThroughput
    Camera_DeviceMaxThroughput_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

DeviceModelName
    Camera_DeviceModelName_get(self) -> IString

        Parameters self (Spinnaker::Camera *) –

DevicePowerSupplySelector
    Camera_DevicePowerSupplySelector_get(self) -> IEnumerationT_DevicePowerSupplySelectorEnums

        Parameters self (Spinnaker::Camera *) –

DeviceRegistersCheck
    Camera_DeviceRegistersCheck_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

DeviceRegistersEndianness
    Camera_DeviceRegistersEndianness_get(self) -> IEnumerationT_DeviceRegistersEndiannessEnums

        Parameters self (Spinnaker::Camera *) –

DeviceRegistersStreamingEnd
    Camera_DeviceRegistersStreamingEnd_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

DeviceRegistersStreamingStart
    Camera_DeviceRegistersStreamingStart_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

DeviceRegistersValid
    Camera_DeviceRegistersValid_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

DeviceReset
    Camera_DeviceReset_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

DeviceSFNCVersionMajor
    Camera_DeviceSFNCVersionMajor_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

DeviceSFNCVersionMinor
    Camera_DeviceSFNCVersionMinor_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

DeviceSFNCVersionSubMinor
    Camera_DeviceSFNCVersionSubMinor_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

DeviceScanType
    Camera_DeviceScanType_get(self) -> IEnumerationT_DeviceScanTypeEnums

        Parameters self (Spinnaker::Camera *) –

```

**DeviceSerialNumber**

Camera\_DeviceSerialNumber\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceSerialPortBaudRate**

Camera\_DeviceSerialPortBaudRate\_get(self) -&gt; IEnumerationT\_DeviceSerialPortBaudRateEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceSerialPortSelector**

Camera\_DeviceSerialPortSelector\_get(self) -&gt; IEnumerationT\_DeviceSerialPortSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelCount**

Camera\_DeviceStreamChannelCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelEndianness**

Camera\_DeviceStreamChannelEndianness\_get(self) -&gt; IEnumerationT\_DeviceStreamChannelEndiannessEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelLink**

Camera\_DeviceStreamChannelLink\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelPacketSize**

Camera\_DeviceStreamChannelPacketSize\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelSelector**

Camera\_DeviceStreamChannelSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelType**

Camera\_DeviceStreamChannelType\_get(self) -&gt; IEnumerationT\_DeviceStreamChannelTypeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLType**

Camera\_DeviceTLType\_get(self) -&gt; IEnumerationT\_DeviceTLTypeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLVersionMajor**

Camera\_DeviceTLVersionMajor\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLVersionMinor**

Camera\_DeviceTLVersionMinor\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLVersionSubMinor**

Camera\_DeviceTLVersionSubMinor\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTapGeometry**

Camera\_DeviceTapGeometry\_get(self) -&gt; IEnumerationT\_DeviceTapGeometryEnums

```

        Parameters self (Spinnaker::Camera *) –

DeviceTemperature
    Camera_DeviceTemperature_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

DeviceTemperatureSelector
    Camera_DeviceTemperatureSelector_get(self) -> IEnumerationT_DeviceTemperatureSelectorEnums

        Parameters self (Spinnaker::Camera *) –

DeviceType
    Camera_DeviceType_get(self) -> IEnumerationT_DeviceTypeEnums

        Parameters self (Spinnaker::Camera *) –

DeviceUptime
    Camera_DeviceUptime_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

DeviceUserID
    Camera_DeviceUserID_get(self) -> IString

        Parameters self (Spinnaker::Camera *) –

DeviceVendorName
    Camera_DeviceVendorName_get(self) -> IString

        Parameters self (Spinnaker::Camera *) –

DeviceVersion
    Camera_DeviceVersion_get(self) -> IString

        Parameters self (Spinnaker::Camera *) –

EncoderDivider
    Camera_EncoderDivider_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) –

EncoderMode
    Camera_EncoderMode_get(self) -> IEnumerationT_EncoderModeEnums

        Parameters self (Spinnaker::Camera *) –

EncoderOutputMode
    Camera_EncoderOutputMode_get(self) -> IEnumerationT_EncoderOutputModeEnums

        Parameters self (Spinnaker::Camera *) –

EncoderReset
    Camera_EncoderReset_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

EncoderResetActivation
    Camera_EncoderResetActivation_get(self) -> IEnumerationT_EncoderResetActivationEnums

        Parameters self (Spinnaker::Camera *) –

EncoderResetSource
    Camera_EncoderResetSource_get(self) -> IEnumerationT_EncoderResetSourceEnums

        Parameters self (Spinnaker::Camera *) –

```

**EncoderSelector**

Camera\_EncoderSelector\_get(self) -&gt; IEnumerationT\_EncoderSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**EncoderSourceA**

Camera\_EncoderSourceA\_get(self) -&gt; IEnumerationT\_EncoderSourceAEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**EncoderSourceB**

Camera\_EncoderSourceB\_get(self) -&gt; IEnumerationT\_EncoderSourceBEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**EncoderStatus**

Camera\_EncoderStatus\_get(self) -&gt; IEnumerationT\_EncoderStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**EncoderTimeout**

Camera\_EncoderTimeout\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**EncoderValue**

Camera\_EncoderValue\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EncoderValueAtReset**

Camera\_EncoderValueAtReset\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EnumerationCount**

Camera\_EnumerationCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EventAcquisitionEnd**

Camera\_EventAcquisitionEnd\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EventAcquisitionEndFrameID**

Camera\_EventAcquisitionEndFrameID\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EventAcquisitionEndTimestamp**

Camera\_EventAcquisitionEndTimestamp\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EventAcquisitionError**

Camera\_EventAcquisitionError\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EventAcquisitionErrorFrameID**

Camera\_EventAcquisitionErrorFrameID\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**EventAcquisitionErrorTimestamp**

Camera\_EventAcquisitionErrorTimestamp\_get(self) -&gt; IInteger



```

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionStart
    Camera_EventAcquisitionStart_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionStartFrameID
    Camera_EventAcquisitionStartFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionStartTimestamp
    Camera_EventAcquisitionStartTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTransferEnd
    Camera_EventAcquisitionTransferEnd_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTransferEndFrameID
    Camera_EventAcquisitionTransferEndFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTransferEndTimestamp
    Camera_EventAcquisitionTransferEndTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTransferStart
    Camera_EventAcquisitionTransferStart_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTransferStartFrameID
    Camera_EventAcquisitionTransferStartFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTransferStartTimestamp
    Camera_EventAcquisitionTransferStartTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTrigger
    Camera_EventAcquisitionTrigger_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTriggerFrameID
    Camera_EventAcquisitionTriggerFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventAcquisitionTriggerTimestamp
    Camera_EventAcquisitionTriggerTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventActionLate
    Camera_EventActionLate_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

```

**EventActionLateFrameID**  
Camera\_EventActionLateFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventActionLateTimestamp**  
Camera\_EventActionLateTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0End**  
Camera\_EventCounter0End\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0EndFrameID**  
Camera\_EventCounter0EndFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0EndTimestamp**  
Camera\_EventCounter0EndTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0Start**  
Camera\_EventCounter0Start\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0StartFrameID**  
Camera\_EventCounter0StartFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0StartTimestamp**  
Camera\_EventCounter0StartTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1End**  
Camera\_EventCounter1End\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1EndFrameID**  
Camera\_EventCounter1EndFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1EndTimestamp**  
Camera\_EventCounter1EndTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1Start**  
Camera\_EventCounter1Start\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1StartFrameID**  
Camera\_EventCounter1StartFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1StartTimestamp**  
Camera\_EventCounter1StartTimestamp\_get(self) -> IInteger

```

    Parameters self (Spinnaker::Camera *) -

EventEncoder0Restarted
    Camera_EventEncoder0Restarted_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder0RestartedFrameID
    Camera_EventEncoder0RestartedFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder0RestartedTimestamp
    Camera_EventEncoder0RestartedTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder0Stopped
    Camera_EventEncoder0Stopped_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder0StoppedFrameID
    Camera_EventEncoder0StoppedFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder0StoppedTimestamp
    Camera_EventEncoder0StoppedTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder1Restarted
    Camera_EventEncoder1Restarted_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder1RestartedFrameID
    Camera_EventEncoder1RestartedFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder1RestartedTimestamp
    Camera_EventEncoder1RestartedTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder1Stopped
    Camera_EventEncoder1Stopped_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder1StoppedFrameID
    Camera_EventEncoder1StoppedFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventEncoder1StoppedTimestamp
    Camera_EventEncoder1StoppedTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventError
    Camera_EventError_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

```

**EventErrorCode**  
Camera\_EventErrorCode\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventErrorFrameID**  
Camera\_EventErrorFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventErrorTimestamp**  
Camera\_EventErrorTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventExposureEnd**  
Camera\_EventExposureEnd\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventExposureEndFrameID**  
Camera\_EventExposureEndFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventExposureEndTimestamp**  
Camera\_EventExposureEndTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventExposureStart**  
Camera\_EventExposureStart\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventExposureStartFrameID**  
Camera\_EventExposureStartFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventExposureStartTimestamp**  
Camera\_EventExposureStartTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventFrameBurstEnd**  
Camera\_EventFrameBurstEnd\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventFrameBurstEndFrameID**  
Camera\_EventFrameBurstEndFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventFrameBurstEndTimestamp**  
Camera\_EventFrameBurstEndTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventFrameBurstStart**  
Camera\_EventFrameBurstStart\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventFrameBurstStartFrameID**  
Camera\_EventFrameBurstStartFrameID\_get(self) -> Integer

```

        Parameters self (Spinnaker::Camera *) –

EventFrameBurstStartTimestamp
    Camera_EventFrameBurstStartTimestamp_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameEnd
    Camera_EventFrameEnd_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameEndFrameID
    Camera_EventFrameEndFrameID_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameEndTimestamp
    Camera_EventFrameEndTimestamp_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameStart
    Camera_EventFrameStart_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameStartFrameID
    Camera_EventFrameStartFrameID_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameStartTimestamp
    Camera_EventFrameStartTimestamp_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameTransferEnd
    Camera_EventFrameTransferEnd_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameTransferEndFrameID
    Camera_EventFrameTransferEndFrameID_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameTransferEndTimestamp
    Camera_EventFrameTransferEndTimestamp_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameTransferStart
    Camera_EventFrameTransferStart_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameTransferStartFrameID
    Camera_EventFrameTransferStartFrameID_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

EventFrameTransferStartTimestamp
    Camera_EventFrameTransferStartTimestamp_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

```

**EventFrameTrigger**

Camera\_EventFrameTrigger\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventFrameTriggerFrameID**

Camera\_EventFrameTriggerFrameID\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventFrameTriggerTimestamp**

Camera\_EventFrameTriggerTimestamp\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0AnyEdge**

Camera\_EventLine0AnyEdge\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0AnyEdgeFrameID**

Camera\_EventLine0AnyEdgeFrameID\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0AnyEdgeTimestamp**

Camera\_EventLine0AnyEdgeTimestamp\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0FallingEdge**

Camera\_EventLine0FallingEdge\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0FallingEdgeFrameID**

Camera\_EventLine0FallingEdgeFrameID\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0FallingEdgeTimestamp**

Camera\_EventLine0FallingEdgeTimestamp\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0RisingEdge**

Camera\_EventLine0RisingEdge\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0RisingEdgeFrameID**

Camera\_EventLine0RisingEdgeFrameID\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine0RisingEdgeTimestamp**

Camera\_EventLine0RisingEdgeTimestamp\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine1AnyEdge**

Camera\_EventLine1AnyEdge\_get(self) -&gt; Integer

Parameters self (Spinnaker::Camera \*) -

**EventLine1AnyEdgeFrameID**

Camera\_EventLine1AnyEdgeFrameID\_get(self) -&gt; Integer

```

    Parameters self (Spinnaker::Camera *) –

EventLine1AnyEdgeTimestamp
    Camera_EventLine1AnyEdgeTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLine1FallingEdge
    Camera_EventLine1FallingEdge_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLine1FallingEdgeFrameID
    Camera_EventLine1FallingEdgeFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLine1FallingEdgeTimestamp
    Camera_EventLine1FallingEdgeTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLine1RisingEdge
    Camera_EventLine1RisingEdge_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLine1RisingEdgeFrameID
    Camera_EventLine1RisingEdgeFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLine1RisingEdgeTimestamp
    Camera_EventLine1RisingEdgeTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLinkSpeedChange
    Camera_EventLinkSpeedChange_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLinkSpeedChangeFrameID
    Camera_EventLinkSpeedChangeFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLinkSpeedChangeTimestamp
    Camera_EventLinkSpeedChangeTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLinkTrigger0
    Camera_EventLinkTrigger0_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLinkTrigger0FrameID
    Camera_EventLinkTrigger0FrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

EventLinkTrigger0Timestamp
    Camera_EventLinkTrigger0Timestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

```

**EventLinkTrigger1**

Camera\_EventLinkTrigger1\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventLinkTrigger1FrameID**

Camera\_EventLinkTrigger1FrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventLinkTrigger1Timestamp**

Camera\_EventLinkTrigger1Timestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventNotification**

Camera\_EventNotification\_get(self) -&gt; IEnumerationT\_EventNotificationEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSelector**

Camera\_EventSelector\_get(self) -&gt; IEnumerationT\_EventSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSequencerSetChange**

Camera\_EventSequencerSetChange\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSequencerSetChangeFrameID**

Camera\_EventSequencerSetChangeFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSequencerSetChangeTimestamp**

Camera\_EventSequencerSetChangeTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSerialData**

Camera\_EventSerialData\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSerialDataLength**

Camera\_EventSerialDataLength\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSerialPortReceive**

Camera\_EventSerialPortReceive\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSerialPortReceiveTimestamp**

Camera\_EventSerialPortReceiveTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventSerialReceiveOverflow**

Camera\_EventSerialReceiveOverflow\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**EventStream0TransferBlockEnd**

Camera\_EventStream0TransferBlockEnd\_get(self) -&gt; Integer



```

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockEndFrameID
    Camera_EventStream0TransferBlockEndFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockEndTimestamp
    Camera_EventStream0TransferBlockEndTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockStart
    Camera_EventStream0TransferBlockStart_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockStartFrameID
    Camera_EventStream0TransferBlockStartFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockStartTimestamp
    Camera_EventStream0TransferBlockStartTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockTrigger
    Camera_EventStream0TransferBlockTrigger_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockTriggerFrameID
    Camera_EventStream0TransferBlockTriggerFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBlockTriggerTimestamp
    Camera_EventStream0TransferBlockTriggerTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBurstEnd
    Camera_EventStream0TransferBurstEnd_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBurstEndFrameID
    Camera_EventStream0TransferBurstEndFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBurstEndTimestamp
    Camera_EventStream0TransferBurstEndTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBurstStart
    Camera_EventStream0TransferBurstStart_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferBurstStartFrameID
    Camera_EventStream0TransferBurstStartFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

```

**EventStream0TransferBurstStartTimestamp**  
Camera\_EventStream0TransferBurstStartTimestamp\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferEnd**  
Camera\_EventStream0TransferEnd\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferEndFrameID**  
Camera\_EventStream0TransferEndFrameID\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferEndTimestamp**  
Camera\_EventStream0TransferEndTimestamp\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferOverflow**  
Camera\_EventStream0TransferOverflow\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferOverflowFrameID**  
Camera\_EventStream0TransferOverflowFrameID\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferOverflowTimestamp**  
Camera\_EventStream0TransferOverflowTimestamp\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferPause**  
Camera\_EventStream0TransferPause\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferPauseFrameID**  
Camera\_EventStream0TransferPauseFrameID\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferPauseTimestamp**  
Camera\_EventStream0TransferPauseTimestamp\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferResume**  
Camera\_EventStream0TransferResume\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferResumeFrameID**  
Camera\_EventStream0TransferResumeFrameID\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferResumeTimestamp**  
Camera\_EventStream0TransferResumeTimestamp\_get(self) -> IInteger  
**Parameters** self (Spinnaker::Camera \*) -

**EventStream0TransferStart**  
Camera\_EventStream0TransferStart\_get(self) -> IInteger

```

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferStartFrameID
    Camera_EventStream0TransferStartFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventStream0TransferStartTimestamp
    Camera_EventStream0TransferStartTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTest
    Camera_EventTest_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTestTimestamp
    Camera_EventTestTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer0End
    Camera_EventTimer0End_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer0EndFrameID
    Camera_EventTimer0EndFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer0EndTimestamp
    Camera_EventTimer0EndTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer0Start
    Camera_EventTimer0Start_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer0StartFrameID
    Camera_EventTimer0StartFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer0StartTimestamp
    Camera_EventTimer0StartTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer1End
    Camera_EventTimer1End_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer1EndFrameID
    Camera_EventTimer1EndFrameID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

EventTimer1EndTimestamp
    Camera_EventTimer1EndTimestamp_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) -

```

**EventTimer1Start**  
Camera\_EventTimer1Start\_get(self) -> Integer  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventTimer1StartFrameID**  
Camera\_EventTimer1StartFrameID\_get(self) -> Integer  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventTimer1StartTimestamp**  
Camera\_EventTimer1StartTimestamp\_get(self) -> Integer  
**Parameters** **self** (*Spinnaker::Camera \**) -

**ExposureActiveMode**  
Camera\_ExposureActiveMode\_get(self) -> IEnumerationT\_ExposureActiveModeEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**ExposureAuto**  
Camera\_ExposureAuto\_get(self) -> IEnumerationT\_ExposureAutoEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**ExposureMode**  
Camera\_ExposureMode\_get(self) -> IEnumerationT\_ExposureModeEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**ExposureTime**  
Camera\_ExposureTime\_get(self) -> IFloat  
**Parameters** **self** (*Spinnaker::Camera \**) -

**ExposureTimeMode**  
Camera\_ExposureTimeMode\_get(self) -> IEnumerationT\_ExposureTimeModeEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**ExposureTimeSelector**  
Camera\_ExposureTimeSelector\_get(self) -> IEnumerationT\_ExposureTimeSelectorEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**FactoryReset**  
Camera\_FactoryReset\_get(self) -> ICommand  
**Parameters** **self** (*Spinnaker::Camera \**) -

**FfcUserGain**  
Camera\_FfcUserGain\_get(self) -> IFloat  
**Parameters** **self** (*Spinnaker::Camera \**) -

**FfcUserGainAll**  
Camera\_FfcUserGainAll\_get(self) -> IRegister  
**Parameters** **self** (*Spinnaker::Camera \**) -

**FfcUserOffset**  
Camera\_FfcUserOffset\_get(self) -> Integer  
**Parameters** **self** (*Spinnaker::Camera \**) -

**FfcUserOffsetAll**  
Camera\_FfcUserOffsetAll\_get(self) -> IRegister

```

        Parameters self (Spinnaker::Camera *) –

FfcUserTableReset
    Camera_FfcUserTableReset_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

FfcUserTableSave
    Camera_FfcUserTableSave_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

FfcUserTableXCoordinate
    Camera_FfcUserTableXCoordinate_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

FileAccessBuffer
    Camera_FileAccessBuffer_get(self) -> IRegister

        Parameters self (Spinnaker::Camera *) –

FileAccessLength
    Camera_FileAccessLength_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

FileAccessOffset
    Camera_FileAccessOffset_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

FileOpenMode
    Camera_FileOpenMode_get(self) -> IEnumerationT_FileOpenModeEnums

        Parameters self (Spinnaker::Camera *) –

FileOperationExecute
    Camera_FileOperationExecute_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) –

FileOperationResult
    Camera_FileOperationResult_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

FileOperationSelector
    Camera_FileOperationSelector_get(self) -> IEnumerationT_FileOperationSelectorEnums

        Parameters self (Spinnaker::Camera *) –

FileOperationStatus
    Camera_FileOperationStatus_get(self) -> IEnumerationT_FileOperationStatusEnums

        Parameters self (Spinnaker::Camera *) –

FileSelector
    Camera_FileSelector_get(self) -> IEnumerationT_FileSelectorEnums

        Parameters self (Spinnaker::Camera *) –

FileSize
    Camera_FileSize_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

```

**Gain**  
Camera\_Gain\_get(self) -> IFloat  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GainAuto**  
Camera\_GainAuto\_get(self) -> IEnumerationT\_GainAutoEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GainAutoBalance**  
Camera\_GainAutoBalance\_get(self) -> IEnumerationT\_GainAutoBalanceEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GainSelector**  
Camera\_GainSelector\_get(self) -> IEnumerationT\_GainSelectorEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**Gamma**  
Camera\_Gamma\_get(self) -> IFloat  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GammaEnable**  
Camera\_GammaEnable\_get(self) -> IBoolean  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevActiveLinkCount**  
Camera\_GevActiveLinkCount\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevCCP**  
Camera\_GevCCP\_get(self) -> IEnumerationT\_GevCCPEnums  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevCurrentDefaultGateway**  
Camera\_GevCurrentDefaultGateway\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevCurrentIPAddress**  
Camera\_GevCurrentIPAddress\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevCurrentIPConfigurationDHCP**  
Camera\_GevCurrentIPConfigurationDHCP\_get(self) -> IBoolean  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevCurrentIPConfigurationLLA**  
Camera\_GevCurrentIPConfigurationLLA\_get(self) -> IBoolean  
**Parameters** **self** (*Spinnaker::Camera \**) -

**GevCurrentIPConfigurationPersistentIP**  
Camera\_GevCurrentIPConfigurationPersistentIP\_get(self) -> IBoolean  
**Parameters** **self** (*Spinnaker::Camera \**) -

```

GevCurrentPhysicalLinkConfiguration
    Camera_GevCurrentPhysicalLinkConfiguration_get(self) -> IEnumerationT_GevCurrentPhysicalLinkConfigurationEnums
        Parameters self (Spinnaker::Camera *) -

GevCurrentSubnetMask
    Camera_GevCurrentSubnetMask_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevDiscoveryAckDelay
    Camera_GevDiscoveryAckDelay_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevFirstURL
    Camera_GevFirstURL_get(self) -> IString
        Parameters self (Spinnaker::Camera *) -

GevGVCPExtendedStatusCodes
    Camera_GevGVCPExtendedStatusCodes_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevGVCPExtendedStatusCodesSelector
    Camera_GevGVCPExtendedStatusCodesSelector_get(self) -> IEnumerationT_GevGVCPExtendedStatusCodesSelectorEnums
        Parameters self (Spinnaker::Camera *) -

GevGVCPHeartbeatDisable
    Camera_GevGVCPHeartbeatDisable_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevGVCPPendingAck
    Camera_GevGVCPPendingAck_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevGVCPPendingTimeout
    Camera_GevGVCPPendingTimeout_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevGVSPExtendedIDMode
    Camera_GevGVSPExtendedIDMode_get(self) -> IEnumerationT_GevGVSPExtendedIDModeEnums
        Parameters self (Spinnaker::Camera *) -

GevHeartbeatTimeout
    Camera_GevHeartbeatTimeout_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevIEEE1588
    Camera_GevIEEE1588_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevIEEE1588ClockAccuracy
    Camera_GevIEEE1588ClockAccuracy_get(self) -> IEnumerationT_GevIEEE1588ClockAccuracyEnums
        Parameters self (Spinnaker::Camera *) -

```

**GevIEEE1588Mode**

Camera\_GevIEEE1588Mode\_get(self) -&gt; IEnumerationT\_GevIEEE1588ModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**GevIEEE1588Status**

Camera\_GevIEEE1588Status\_get(self) -&gt; IEnumerationT\_GevIEEE1588StatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**GevIPConfigurationStatus**

Camera\_GevIPConfigurationStatus\_get(self) -&gt; IEnumerationT\_GevIPConfigurationStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**GevInterfaceSelector**

Camera\_GevInterfaceSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMACAddress**

Camera\_GevMACAddress\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCDA**

Camera\_GevMCDA\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCPHostPort**

Camera\_GevMCPHostPort\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCRC**

Camera\_GevMCRC\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCSP**

Camera\_GevMCSP\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCTT**

Camera\_GevMCTT\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevNumberOfInterfaces**

Camera\_GevNumberOfInterfaces\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPAUSEFrameReception**

Camera\_GevPAUSEFrameReception\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPAUSEFrameTransmission**

Camera\_GevPAUSEFrameTransmission\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPersistentDefaultGateway**

Camera\_GevPersistentDefaultGateway\_get(self) -&gt; IInteger



```

        Parameters self (Spinnaker::Camera *) –

GevPersistentIPAddress
    Camera_GevPersistentIPAddress_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevPersistentSubnetMask
    Camera_GevPersistentSubnetMask_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevPhysicalLinkConfiguration
    Camera_GevPhysicalLinkConfiguration_get(self) -> IEnumerationT_GevPhysicalLinkConfigurationEnums

        Parameters self (Spinnaker::Camera *) –

GevPrimaryApplicationIPAddress
    Camera_GevPrimaryApplicationIPAddress_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevPrimaryApplicationSocket
    Camera_GevPrimaryApplicationSocket_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevPrimaryApplicationSwitchoverKey
    Camera_GevPrimaryApplicationSwitchoverKey_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevSCCFGAllInTransmission
    Camera_GevSCCFGAllInTransmission_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

GevSCCFGExtendedChunkData
    Camera_GevSCCFGExtendedChunkData_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

GevSCCFGPacketResendDestination
    Camera_GevSCCFGPacketResendDestination_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

GevSCCFGUnconditionalStreaming
    Camera_GevSCCFGUnconditionalStreaming_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

GevSCDA
    Camera_GevSCDA_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevSCPD
    Camera_GevSCPD_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

GevSCPDDirection
    Camera_GevSCPDDirection_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

```

**GevSCPHostPort**  
Camera\_GevSCPHostPort\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSCPInterfaceIndex**  
Camera\_GevSCPInterfaceIndex\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSCPSBigEndian**  
Camera\_GevSCPSBigEndian\_get(self) -> IBoolean  
Parameters self (Spinnaker::Camera \*) -

**GevSCPSDoNotFragment**  
Camera\_GevSCPSDoNotFragment\_get(self) -> IBoolean  
Parameters self (Spinnaker::Camera \*) -

**GevSCPSFireTestPacket**  
Camera\_GevSCPSFireTestPacket\_get(self) -> IBoolean  
Parameters self (Spinnaker::Camera \*) -

**GevSCSPPacketSize**  
Camera\_GevSCSPPacketSize\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSCSP**  
Camera\_GevSCSP\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSCZoneConfigurationLock**  
Camera\_GevSCZoneConfigurationLock\_get(self) -> IBoolean  
Parameters self (Spinnaker::Camera \*) -

**GevSCZoneCount**  
Camera\_GevSCZoneCount\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSCZoneDirectionAll**  
Camera\_GevSCZoneDirectionAll\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSecondURL**  
Camera\_GevSecondURL\_get(self) -> IString  
Parameters self (Spinnaker::Camera \*) -

**GevStreamChannelSelector**  
Camera\_GevStreamChannelSelector\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**GevSupportedOption**  
Camera\_GevSupportedOption\_get(self) -> IBoolean  
Parameters self (Spinnaker::Camera \*) -

**GevSupportedOptionSelector**  
Camera\_GevSupportedOptionSelector\_get(self) -> IEnumerationT\_GevSupportedOptionSelectorEnums

```

    Parameters self (Spinnaker::Camera *) –
GevTimestampTickFrequency
    Camera_GevTimestampTickFrequency_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
GuiXmlManifestAddress
    Camera_GuiXmlManifestAddress_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
Height
    Camera_Height_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
HeightMax
    Camera_HeightMax_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
ImageComponentEnable
    Camera_ImageComponentEnable_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –
ImageComponentSelector
    Camera_ImageComponentSelector_get(self) -> IEnumerationT_ImageComponentSelectorEnums

    Parameters self (Spinnaker::Camera *) –
ImageCompressionBitrate
    Camera_ImageCompressionBitrate_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –
ImageCompressionJPEGFormatOption
    Camera_ImageCompressionJPEGFormatOption_get(self) -> IEnumerationT_ImageCompressionJPEGFormatOptionEnums

    Parameters self (Spinnaker::Camera *) –
ImageCompressionMode
    Camera_ImageCompressionMode_get(self) -> IEnumerationT_ImageCompressionModeEnums

    Parameters self (Spinnaker::Camera *) –
ImageCompressionQuality
    Camera_ImageCompressionQuality_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
ImageCompressionRateOption
    Camera_ImageCompressionRateOption_get(self) -> IEnumerationT_ImageCompressionRateOptionEnums

    Parameters self (Spinnaker::Camera *) –
Init (self)

    Parameters self (Spinnaker::Camera *) –
    void Spinnaker::Camera::Init()

IspEnable
    Camera_IspEnable_get(self) -> IBoolean

```

```
    Parameters self (Spinnaker::Camera *) –  
  
LUTEnable  
    Camera_LUTEnable_get(self) -> IBoolean  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTIndex  
    Camera_LUTIndex_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTSelector  
    Camera_LUTSelector_get(self) -> IEnumerationT_LUTSelectorEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTValue  
    Camera_LUTValue_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTValueAll  
    Camera_LUTValueAll_get(self) -> IRegister  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineFilterWidth  
    Camera_LineFilterWidth_get(self) -> IFloat  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineFormat  
    Camera_LineFormat_get(self) -> IEnumerationT_LineFormatEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineInputFilterSelector  
    Camera_LineInputFilterSelector_get(self) -> IEnumerationT_LineInputFilterSelectorEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineInverter  
    Camera_LineInverter_get(self) -> IBoolean  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineMode  
    Camera_LineMode_get(self) -> IEnumerationT_LineModeEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
LinePitch  
    Camera_LinePitch_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineSelector  
    Camera_LineSelector_get(self) -> IEnumerationT_LineSelectorEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
LineSource  
    Camera_LineSource_get(self) -> IEnumerationT_LineSourceEnums  
  
    Parameters self (Spinnaker::Camera *) –
```

```

LineStatus
    Camera_LineStatus_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) -

LineStatusAll
    Camera_LineStatusAll_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

LinkErrorCount
    Camera_LinkErrorCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

LinkRecoveryCount
    Camera_LinkRecoveryCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

LinkUptime
    Camera_LinkUptime_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTInputActivation
    Camera_LogicBlockLUTInputActivation_get(self) -> IEnumerationT_LogicBlockLUTInputActivationEnums

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTInputSelector
    Camera_LogicBlockLUTInputSelector_get(self) -> IEnumerationT_LogicBlockLUTInputSelectorEnums

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTInputSource
    Camera_LogicBlockLUTInputSource_get(self) -> IEnumerationT_LogicBlockLUTInputSourceEnums

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTOutputValue
    Camera_LogicBlockLUTOutputValue_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTOutputValueAll
    Camera_LogicBlockLUTOutputValueAll_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTRowIndex
    Camera_LogicBlockLUTRowIndex_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

LogicBlockLUTSelector
    Camera_LogicBlockLUTSelector_get(self) -> IEnumerationT_LogicBlockLUTSelectorEnums

    Parameters self (Spinnaker::Camera *) -

LogicBlockSelector
    Camera_LogicBlockSelector_get(self) -> IEnumerationT_LogicBlockSelectorEnums

    Parameters self (Spinnaker::Camera *) -

MaxDeviceResetTime
    Camera_MaxDeviceResetTime_get(self) -> IInteger

```

```
    Parameters self (Spinnaker::Camera *) –  
OffsetX  
    Camera_OffsetX_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
OffsetY  
    Camera_OffsetY_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
PacketResendRequestCount  
    Camera_PacketResendRequestCount_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
PayloadSize  
    Camera_PayloadSize_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
PixelColorFilter  
    Camera_PixelColorFilter_get(self) -> IEnumerationT_PixelColorFilterEnums  
    Parameters self (Spinnaker::Camera *) –  
PixelDynamicRangeMax  
    Camera_PixelDynamicRangeMax_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
PixelDynamicRangeMin  
    Camera_PixelDynamicRangeMin_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
PixelFormat  
    Camera_PixelFormat_get(self) -> IEnumerationT_PixelFormatEnums  
    Parameters self (Spinnaker::Camera *) –  
PixelFormatInfoID  
    Camera_PixelFormatInfoID_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
PixelFormatInfoSelector  
    Camera_PixelFormatInfoSelector_get(self) -> IEnumerationT_PixelFormatInfoSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
PixelSize  
    Camera_PixelSize_get(self) -> IEnumerationT_PixelSizeEnums  
    Parameters self (Spinnaker::Camera *) –  
PowerSupplyCurrent  
    Camera_PowerSupplyCurrent_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –  
PowerSupplyVoltage  
    Camera_PowerSupplyVoltage_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –
```

**RegionDestination**

Camera\_RegionDestination\_get(self) -> IEnumerationT\_RegionDestinationEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**RegionMode**

Camera\_RegionMode\_get(self) -> IEnumerationT\_RegionModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**RegionSelector**

Camera\_RegionSelector\_get(self) -> IEnumerationT\_RegionSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**ReverseX**

Camera\_ReverseX\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -

**ReverseY**

Camera\_ReverseY\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -

**RgbTransformLightSource**

Camera\_RgbTransformLightSource\_get(self) -> IEnumerationT\_RgbTransformLightSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**Saturation**

Camera\_Saturation\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**SaturationEnable**

Camera\_SaturationEnable\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dAxisMax**

Camera\_Scan3dAxisMax\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dAxisMin**

Camera\_Scan3dAxisMin\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dCoordinateOffset**

Camera\_Scan3dCoordinateOffset\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dCoordinateReferenceSelector**

Camera\_Scan3dCoordinateReferenceSelector\_get(self) -> IEnumerationT\_Scan3dCoordinateReferenceSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dCoordinateReferenceValue**

Camera\_Scan3dCoordinateReferenceValue\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dCoordinateScale**

Camera\_Scan3dCoordinateScale\_get(self) -> IFloat

```
    Parameters self (Spinnaker::Camera *) –

Scan3dCoordinateSelector
    Camera_Scan3dCoordinateSelector_get(self) -> IEnumerationT_Scan3dCoordinateSelectorEnums

    Parameters self (Spinnaker::Camera *) –

Scan3dCoordinateSystem
    Camera_Scan3dCoordinateSystem_get(self) -> IEnumerationT_Scan3dCoordinateSystemEnums

    Parameters self (Spinnaker::Camera *) –

Scan3dCoordinateSystemReference
    Camera_Scan3dCoordinateSystemReference_get(self) -> IEnumerationT_Scan3dCoordinateSystemReferenceEnums

    Parameters self (Spinnaker::Camera *) –

Scan3dCoordinateTransformSelector
    Camera_Scan3dCoordinateTransformSelector_get(self) -> IEnumera-
    tionT_Scan3dCoordinateTransformSelectorEnums

    Parameters self (Spinnaker::Camera *) –

Scan3dDistanceUnit
    Camera_Scan3dDistanceUnit_get(self) -> IEnumerationT_Scan3dDistanceUnitEnums

    Parameters self (Spinnaker::Camera *) –

Scan3dInvalidDataFlag
    Camera_Scan3dInvalidDataFlag_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

Scan3dInvalidDataValue
    Camera_Scan3dInvalidDataValue_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

Scan3dOutputMode
    Camera_Scan3dOutputMode_get(self) -> IEnumerationT_Scan3dOutputModeEnums

    Parameters self (Spinnaker::Camera *) –

Scan3dTransformValue
    Camera_Scan3dTransformValue_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

SensorDescription
    Camera_SensorDescription_get(self) -> IString

    Parameters self (Spinnaker::Camera *) –

SensorDigitizationTaps
    Camera_SensorDigitizationTaps_get(self) -> IEnumerationT_SensorDigitizationTapsEnums

    Parameters self (Spinnaker::Camera *) –

SensorHeight
    Camera_SensorHeight_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

SensorShutterMode
    Camera_SensorShutterMode_get(self) -> IEnumerationT_SensorShutterModeEnums

    Parameters self (Spinnaker::Camera *) –
```



**SensorTaps**

Camera\_SensorTaps\_get(self) -> IEnumerationT\_SensorTapsEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorWidth**

Camera\_SensorWidth\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerConfigurationMode**

Camera\_SequencerConfigurationMode\_get(self) -> IEnumerationT\_SequencerConfigurationModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerConfigurationReset**

Camera\_SequencerConfigurationReset\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerConfigurationValid**

Camera\_SequencerConfigurationValid\_get(self) -> IEnumerationT\_SequencerConfigurationValidEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerFeatureEnable**

Camera\_SequencerFeatureEnable\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerFeatureSelector**

Camera\_SequencerFeatureSelector\_get(self) -> IEnumerationT\_SequencerFeatureSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerMode**

Camera\_SequencerMode\_get(self) -> IEnumerationT\_SequencerModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerPathSelector**

Camera\_SequencerPathSelector\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerSetActive**

Camera\_SequencerSetActive\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerSetLoad**

Camera\_SequencerSetLoad\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerSetNext**

Camera\_SequencerSetNext\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerSetSave**

Camera\_SequencerSetSave\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerSetSelector**

Camera\_SequencerSetSelector\_get(self) -> IInteger

```
    Parameters self (Spinnaker::Camera *) –

SequencerSetStart
    Camera_SequencerSetStart_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

SequencerSetValid
    Camera_SequencerSetValid_get(self) -> IEnumerationT_SequencerSetValidEnums

    Parameters self (Spinnaker::Camera *) –

SequencerTriggerActivation
    Camera_SequencerTriggerActivation_get(self) -> IEnumerationT_SequencerTriggerActivationEnums

    Parameters self (Spinnaker::Camera *) –

SequencerTriggerSource
    Camera_SequencerTriggerSource_get(self) -> IEnumerationT_SequencerTriggerSourceEnums

    Parameters self (Spinnaker::Camera *) –

SerialPortBaudRate
    Camera_SerialPortBaudRate_get(self) -> IEnumerationT_SerialPortBaudRateEnums

    Parameters self (Spinnaker::Camera *) –

SerialPortDataBits
    Camera_SerialPortDataBits_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

SerialPortParity
    Camera_SerialPortParity_get(self) -> IEnumerationT_SerialPortParityEnums

    Parameters self (Spinnaker::Camera *) –

SerialPortSelector
    Camera_SerialPortSelector_get(self) -> IEnumerationT_SerialPortSelectorEnums

    Parameters self (Spinnaker::Camera *) –

SerialPortSource
    Camera_SerialPortSource_get(self) -> IEnumerationT_SerialPortSourceEnums

    Parameters self (Spinnaker::Camera *) –

SerialPortStopBits
    Camera_SerialPortStopBits_get(self) -> IEnumerationT_SerialPortStopBitsEnums

    Parameters self (Spinnaker::Camera *) –

SerialReceiveFramingErrorCount
    Camera_SerialReceiveFramingErrorCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

SerialReceiveParityErrorCount
    Camera_SerialReceiveParityErrorCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

SerialReceiveQueueClear
    Camera_SerialReceiveQueueClear_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –
```

**SerialReceiveQueueCurrentCharacterCount**

Camera\_SerialReceiveQueueCurrentCharacterCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SerialReceiveQueueMaxCharacterCount**

Camera\_SerialReceiveQueueMaxCharacterCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SerialTransmitQueueCurrentCharacterCount**

Camera\_SerialTransmitQueueCurrentCharacterCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SerialTransmitQueueMaxCharacterCount**

Camera\_SerialTransmitQueueMaxCharacterCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**Sharpening**

Camera\_Sharpening\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**SharpeningAuto**

Camera\_SharpeningAuto\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**SharpeningEnable**

Camera\_SharpeningEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**SharpeningThreshold**

Camera\_SharpeningThreshold\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**SoftwareSignalPulse**

Camera\_SoftwareSignalPulse\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**SoftwareSignalSelector**

Camera\_SoftwareSignalSelector\_get(self) -&gt; IEnumerationT\_SoftwareSignalSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**SourceCount**

Camera\_SourceCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SourceSelector**

Camera\_SourceSelector\_get(self) -&gt; IEnumerationT\_SourceSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**TLParamsLocked**

Camera\_TLParamsLocked\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**Test0001**

Camera\_Test0001\_get(self) -&gt; IInteger

```
    Parameters self (Spinnaker::Camera *) –

TestEventGenerate
    Camera_TestEventGenerate_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

TestPattern
    Camera_TestPattern_get(self) -> IEnumerationT_TestPatternEnums

    Parameters self (Spinnaker::Camera *) –

TestPatternGeneratorSelector
    Camera_TestPatternGeneratorSelector_get(self) -> IEnumerationT_TestPatternGeneratorSelectorEnums

    Parameters self (Spinnaker::Camera *) –

TestPendingAck
    Camera_TestPendingAck_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

TimerDelay
    Camera_TimerDelay_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

TimerDuration
    Camera_TimerDuration_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

TimerReset
    Camera_TimerReset_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

TimerSelector
    Camera_TimerSelector_get(self) -> IEnumerationT_TimerSelectorEnums

    Parameters self (Spinnaker::Camera *) –

TimerStatus
    Camera_TimerStatus_get(self) -> IEnumerationT_TimerStatusEnums

    Parameters self (Spinnaker::Camera *) –

TimerTriggerActivation
    Camera_TimerTriggerActivation_get(self) -> IEnumerationT_TimerTriggerActivationEnums

    Parameters self (Spinnaker::Camera *) –

TimerTriggerSource
    Camera_TimerTriggerSource_get(self) -> IEnumerationT_TimerTriggerSourceEnums

    Parameters self (Spinnaker::Camera *) –

TimerValue
    Camera_TimerValue_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

Timestamp
    Camera_Timestamp_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
```

```

TimestampIncrement
    Camera_TimestampIncrement_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TimestampLatch
    Camera_TimestampLatch_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

TimestampLatchValue
    Camera_TimestampLatchValue_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TimestampReset
    Camera_TimestampReset_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

TransferAbort
    Camera_TransferAbort_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

TransferBlockCount
    Camera_TransferBlockCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TransferBurstCount
    Camera_TransferBurstCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TransferComponentSelector
    Camera_TransferComponentSelector_get(self) -> IEnumerationT_TransferComponentSelectorEnums

    Parameters self (Spinnaker::Camera *) -

TransferControlMode
    Camera_TransferControlMode_get(self) -> IEnumerationT_TransferControlModeEnums

    Parameters self (Spinnaker::Camera *) -

TransferOperationMode
    Camera_TransferOperationMode_get(self) -> IEnumerationT_TransferOperationModeEnums

    Parameters self (Spinnaker::Camera *) -

TransferPause
    Camera_TransferPause_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

TransferQueueCurrentBlockCount
    Camera_TransferQueueCurrentBlockCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TransferQueueMaxBlockCount
    Camera_TransferQueueMaxBlockCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TransferQueueMode
    Camera_TransferQueueMode_get(self) -> IEnumerationT_TransferQueueModeEnums

```

```
    Parameters self (Spinnaker::Camera *) –

TransferQueueOverflowCount
    Camera_TransferQueueOverflowCount_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

TransferResume
    Camera_TransferResume_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

TransferSelector
    Camera_TransferSelector_get(self) -> IEnumerationT_TransferSelectorEnums

    Parameters self (Spinnaker::Camera *) –

TransferStart
    Camera_TransferStart_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

TransferStatus
    Camera_TransferStatus_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

TransferStatusSelector
    Camera_TransferStatusSelector_get(self) -> IEnumerationT_TransferStatusSelectorEnums

    Parameters self (Spinnaker::Camera *) –

TransferStop
    Camera_TransferStop_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

TransferStreamChannel
    Camera_TransferStreamChannel_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

TransferTriggerActivation
    Camera_TransferTriggerActivation_get(self) -> IEnumerationT_TransferTriggerActivationEnums

    Parameters self (Spinnaker::Camera *) –

TransferTriggerMode
    Camera_TransferTriggerMode_get(self) -> IEnumerationT_TransferTriggerModeEnums

    Parameters self (Spinnaker::Camera *) –

TransferTriggerSelector
    Camera_TransferTriggerSelector_get(self) -> IEnumerationT_TransferTriggerSelectorEnums

    Parameters self (Spinnaker::Camera *) –

TransferTriggerSource
    Camera_TransferTriggerSource_get(self) -> IEnumerationT_TransferTriggerSourceEnums

    Parameters self (Spinnaker::Camera *) –

TriggerActivation
    Camera_TriggerActivation_get(self) -> IEnumerationT_TriggerActivationEnums

    Parameters self (Spinnaker::Camera *) –
```

```

TriggerDelay
    Camera_TriggerDelay_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

TriggerDivider
    Camera_TriggerDivider_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TriggerEventTest
    Camera_TriggerEventTest_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

TriggerMode
    Camera_TriggerMode_get(self) -> IEnumerationT_TriggerModeEnums

    Parameters self (Spinnaker::Camera *) -

TriggerMultiplier
    Camera_TriggerMultiplier_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

TriggerOverlap
    Camera_TriggerOverlap_get(self) -> IEnumerationT_TriggerOverlapEnums

    Parameters self (Spinnaker::Camera *) -

TriggerSelector
    Camera_TriggerSelector_get(self) -> IEnumerationT_TriggerSelectorEnums

    Parameters self (Spinnaker::Camera *) -

TriggerSoftware
    Camera_TriggerSoftware_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) -

TriggerSource
    Camera_TriggerSource_get(self) -> IEnumerationT_TriggerSourceEnums

    Parameters self (Spinnaker::Camera *) -

U3VAccessPrivilege
    Camera_U3VAccessPrivilege_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

U3VCPCapability
    Camera_U3VCPCapability_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) -

U3VCPEIRMAvailable
    Camera_U3VCPEIRMAvailable_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) -

U3VCPIIDC2Available
    Camera_U3VCPIIDC2Available_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) -

U3VCPSIRMAvailable
    Camera_U3VCPSIRMAvailable_get(self) -> IBoolean

```

```
    Parameters self (Spinnaker::Camera *) –  
U3VCurrentSpeed  
    Camera_U3VCurrentSpeed_get(self) -> IEnumerationT_U3VCurrentSpeedEnums  
    Parameters self (Spinnaker::Camera *) –  
U3VMaxAcknowledgeTransferLength  
    Camera_U3VMaxAcknowledgeTransferLength_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
U3VMaxCommandTransferLength  
    Camera_U3VMaxCommandTransferLength_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
U3VMaxDeviceResponseTime  
    Camera_U3VMaxDeviceResponseTime_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
U3VMessageChannelID  
    Camera_U3VMessageChannelID_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
U3VNumberOfStreamChannels  
    Camera_U3VNumberOfStreamChannels_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
U3VVersionMajor  
    Camera_U3VVersionMajor_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
U3VVersionMinor  
    Camera_U3VVersionMinor_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
UserOutputSelector  
    Camera_UserOutputSelector_get(self) -> IEnumerationT_UserOutputSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
UserOutputValue  
    Camera_UserOutputValue_get(self) -> IBoolean  
    Parameters self (Spinnaker::Camera *) –  
UserOutputValueAll  
    Camera_UserOutputValueAll_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
UserOutputValueAllMask  
    Camera_UserOutputValueAllMask_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
UserSetDefault  
    Camera_UserSetDefault_get(self) -> IEnumerationT_UserSetDefaultEnums  
    Parameters self (Spinnaker::Camera *) –
```



**UserSetFeatureEnable**

Camera\_UserSetFeatureEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**UserSetFeatureSelector**

Camera\_UserSetFeatureSelector\_get(self) -&gt; IEnumerationT\_UserSetFeatureSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**UserSetLoad**

Camera\_UserSetLoad\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**UserSetSave**

Camera\_UserSetSave\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**UserSetSelector**

Camera\_UserSetSelector\_get(self) -&gt; IEnumerationT\_UserSetSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**V3\_3Enable**

Camera\_V3\_3Enable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**WhiteClip**

Camera\_WhiteClip\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**WhiteClipSelector**

Camera\_WhiteClipSelector\_get(self) -&gt; IEnumerationT\_WhiteClipSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**Width**

Camera\_Width\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**WidthMax**

Camera\_WidthMax\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**aPAUSEMACCtrlFramesReceived**

Camera\_aPAUSEMACCtrlFramesReceived\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**aPAUSEMACCtrlFramesTransmitted**

Camera\_aPAUSEMACCtrlFramesTransmitted\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**thisown**

The membership flag

## 4.4 PySpin.CameraBase

**class** PySpin.CameraBase (\*args, \*\*kwargs)

The base class for the camera object.

C++ includes: CameraBase.h

**BeginAcquisition** (self)

**Parameters** self (Spinnaker::CameraBase \*) –

void Spinnaker::CameraBase::BeginAcquisition()

Starts the image acquisition engine. The camera must be initialized via a call to Init() before starting an acquisition.

See: Init()

**DeInit** (self)

**Parameters** self (Spinnaker::CameraBase \*) –

void Spinnaker::CameraBase::DeInit()

Disconnect camera port and free GenICam node map and GUI XML. Do not call more functions that access the remote device such as WritePort/ReadPort after calling DeInit(); Events should also be unregistered before calling camera DeInit(). Otherwise an exception will be thrown in the DeInit() call and require the user to unregister events before the camera can be re-initialized again.

See: Init()

See: UnregisterEvent(Event & evtToUnregister)

**DiscoverMaxPacketSize** (self) → unsigned int

**Parameters** self (Spinnaker::CameraBase \*) –

unsigned int Spinnaker::CameraBase::DiscoverMaxPacketSize()

Returns the largest packet size that can be safely used on the interface that device is connected to

The maximum packet size returned.

**EndAcquisition** (self)

**Parameters** self (Spinnaker::CameraBase \*) –

void Spinnaker::CameraBase::EndAcquisition()

Stops the image acquisition engine. If EndAcquisition() is called without a prior call to BeginAcquisition() an error message “Camera is not started” will be thrown. All Images that were acquired using GetNextImage() need to be released first using image->Release() before calling EndAcquisition(). All buffers in the input pool and output queue will be discarded when EndAcquisition() is called.

See: Init()

See: BeginAcquisition()

See: GetNextImage( grabTimeout )

See: Image::Release()

**GetAccessMode** (self) → Spinnaker::GenApi::EAccessMode

**Parameters** self (Spinnaker::CameraBase const \*) –

GenApi::EAccessMode Spinnaker::CameraBase::GetAccessMode() const

Returns the access mode that the software has on the Camera. The camera does not need to be initialized before calling this function.

See: Init()

An enumeration value indicating the access mode

**GetGuiXml** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenICam::gcstring Spinnaker::CameraBase::GetGuiXml() const

Returns the GUI XML that can be passed into the Spinnaker GUI framework

GenICam::gcstring that represents the uncompressed GUI XML file

**GetNextImage** (*self*, *grabTimeout*, *streamID=0*) → ImagePtr

**Parameters**

- **grabTimeout** (*uint64\_t*) –
- **streamID** (*uint64\_t*) –
- **grabTimeout** → **ImagePtr** (*GetNextImage (self,)*) –
- **grabTimeout** –
- → **ImagePtr** (*GetNextImage (self)*) –
- **self** (*Spinnaker::CameraBase \**) –

ImagePtr Spinnaker::CameraBase::GetNextImage(uint64\_t grabTimeout=EVENT\_TIMEOUT\_INFINITE, uint64\_t streamID=0)

Gets the next image that was received by the transport layer. This function will block indefinitely until an image arrives. Most cameras support one stream so the default streamID is 0 but if a camera supports multiple streams the user can input the streamID to select from which stream to grab images

See: Init()

See: BeginAcquisition()

See: EndAcquisition()

grabTimeout: a 64bit value that represents a timeout in milliseconds

streamID: The stream to grab the image.

pointer to an Image object

**GetNodeMap** (*self*) → INodeMap

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenApi::INodeMap& Spinnaker::CameraBase::GetNodeMap() const

Gets a reference to the node map that is generated from a GenICam XML file. The camera must be initialized by a call to Init() first before a node map reference can be successfully acquired.

See: Init()

A reference to the INodeMap.

**GetNumDataStreams** (*self*) → unsigned int

**Parameters** **self** (*Spinnaker::CameraBase \**) –

unsigned int Spinnaker::CameraBase::GetNumDataStreams()

Returns the number of streams that a device supports.

The number of data streams

**GetNumImagesInUse** (*self*) → unsigned int

**Parameters** **self** (*Spinnaker::CameraBase \**) –

unsigned int Spinnaker::CameraBase::GetNumImagesInUse()

Returns the number of images that are currently in use. Each of the images that are currently in use must be cleaned up with a call to `image->Release()` before calling `system->ReleaseInstance()`.

The number of images that needs to be cleaned up.

**GetTLDeviceNodeMap** (*self*) → INodeMap

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenApi::INodeMap& Spinnaker::CameraBase::GetTLDeviceNodeMap() const

Gets a reference to the node map that is generated from a GenICam XML file for the GenTL Device module. The camera does not need to be initialized before acquiring this node map.

A reference to the INodeMap.

**GetTLStreamNodeMap** (*self*) → INodeMap

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenApi::INodeMap& Spinnaker::CameraBase::GetTLStreamNodeMap() const

Gets a reference to the node map that is generated from a GenICam XML file for the GenTL Stream module. The camera does not need to be initialized before acquiring this node map.

A reference to the INodeMap.

**GetUniqueID** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::CameraBase \**) –

GenICam::gcstring Spinnaker::CameraBase::GetUniqueID()

This returns a unique id string that identifies the camera. This is the camera serial number.

string that uniquely identifies the camera (serial number)

**Init** (*self*)

**Parameters** **self** (*Spinnaker::CameraBase \**) –

void Spinnaker::CameraBase::Init()

Connect to camera, retrieve XML and generate node map. This function needs to be called before any camera related API calls such as `BeginAcquisition()`, `EndAcquisition()`, `GetNodeMap()`, `GetNextImage()`.

See: `BeginAcquisition()`

See: `EndAcquisition()`

See: `GetNodeMap()`

See: `GetNextImage()`

**IsInitialized** (*self*) → bool

**Parameters** **self** (*Spinnaker::CameraBase \**) –

`bool Spinnaker::CameraBase::IsInitialized()`

Checks if camera is initialized. This function needs to return true in order to retrieve a valid NodeMap from the `GetNodeMap()` call.

See: `GetNodeMap()`

If camera is initialized or not

**IsStreaming** (*self*) → bool

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

`bool Spinnaker::CameraBase::IsStreaming() const`

Returns true if the camera is currently streaming or false if it is not.

See: `Init()`

returns true if camera is streaming and false otherwise.

**IsValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::CameraBase \**) –

`bool Spinnaker::CameraBase::IsValid()`

Checks a flag to determine if camera is still valid for use.

If camera is valid or not

**RegisterEvent** (*self, evtToRegister*)

**Parameters**

- **evtToRegister** (*Spinnaker::Event &*) –
- **evtToRegister, eventName** (*RegisterEvent (self,)*) –
- **evtToRegister** –
- **eventName** (*Spinnaker::GenICam::gcstring const &*) –

`void Spinnaker::CameraBase::RegisterEvent(Event &evtToRegister, const GenICam::gcstring &eventName)`

Registers a specific event for the camera

See: `Init()`

*evtToRegister*: The event to register for the camera

*eventName*: The event name to register

**TLDevice**

`CameraBase_TLDevice_get(self) -> TransportLayerDevice`

**Parameters** **self** (*Spinnaker::CameraBase \**) –

**TLStream**

`CameraBase_TLStream_get(self) -> TransportLayerStream`

**Parameters** **self** (*Spinnaker::CameraBase \**) –

**UnregisterEvent** (*self, evtToUnregister*)

**Parameters** **evtToUnregister** (*Spinnaker::Event &*) –

void Spinnaker::CameraBase::UnregisterEvent(Event &evtToUnregister)

Unregisters an event for the camera. Events should be unregistered first before calling camera DeInit(). Otherwise an exception will be thrown in the DeInit() call and require the user to unregister events before the camera can be re-initialized again.

See: DeInit()

evtToUnregister: The event to unregister from the camera

**thisown**

The membership flag

## 4.5 PySpin.CameraDefs

## 4.6 PySpin.CameraList

**class** PySpin.CameraList (\*args)

Used to hold a list of camera objects.

C++ includes: CameraList.h

**Append** (self, otherList)

**Parameters** otherList (Spinnaker::CameraList &) –

void Spinnaker::CameraList::Append(CameraList &otherList)

Appends a camera list to the current list.

otherList: The other list to append to this list

**Clear** (self)

**Parameters** self (Spinnaker::CameraList \*) –

void Spinnaker::CameraList::Clear()

Clears the list of cameras and destroys their corresponding reference counted objects. This is necessary in order to clean up the parent interface. It is important that the camera list is destroyed or is cleared before calling system->ReleaseInstance() or else the call to system->ReleaseInstance() will result in an error message thrown that a reference to the camera is still held.

See: System:ReleaseInstance()

**GetByIndex** (self, index) → CameraPtr

**Parameters** index (int) –

CameraPtr Spinnaker::CameraList::GetByIndex(int index) const

Returns a pointer to a camera object at the “index”.

index: The index at which to retrieve the camera object

A pointer to an camera object.

**GetBySerial** (self, serialNumber) → CameraPtr

**Parameters** serialNumber (std::string) –

CameraPtr Spinnaker::CameraList::GetBySerial(std::string serialNumber) const

Returns a pointer to a camera object with the specified serial number.

serialNumber: The serial number of the camera object to retrieve

A pointer to an camera object.

**GetSize** (*self*) → int

**Parameters** **self** (*Spinnaker::CameraList const \**) –

int Spinnaker::CameraList::GetSize() const

Returns the size of the camera list. The size is the number of Camera objects stored in the list.

An integer that represents the list size.

**RemoveByIndex** (*self, index*)

**Parameters** **index** (*int*) –

void Spinnaker::CameraList::RemoveByIndex(int index)

Removes a camera at “index” and destroys its corresponding reference counted object.

index: The index at which to remove the Camera object

**RemoveBySerial** (*self, serialNumber*)

**Parameters** **serialNumber** (*std::string*) –

void Spinnaker::CameraList::RemoveBySerial(std::string serialNumber)

Removes a camera using its serial number and destroys its corresponding reference counted object.

serialNumber: The serial number of the Camera object to remove

**thisown**

The membership flag

## 4.7 PySpin.CameraPtr

**class** PySpin.**CameraPtr** (*\*args*)

A reference tracked pointer to a camera object.

C++ includes: CameraPtr.h

**thisown**

The membership flag

## 4.8 PySpin.ChunkData

**class** PySpin.**ChunkData** (*\*args*)

The chunk data which contains additional information about an image.

C++ includes: ChunkData.h

**GetBlackLevel** (*self*) → float64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetBlackLevel() const

Description: Returns the black level used to capture the image included in the payload. Visibility: Expert

**GetCRC** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

**GetCounterValue** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetCounterValue() const

Description: Returns the value of the selected Chunk counter at the time of the FrameStart event. Visibility: Expert

**GetEncoderValue** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetEncoderValue() const

Description: Returns the counter's value of the selected Encoder at the time of the FrameStart in area scan mode or the counter's value at the time of the LineStart selected by ChunkScanLineSelector in LineScan mode. Visibility: Expert

**GetExposureEndLineStatusAll** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

**GetExposureTime** (*self*) → float64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetExposureTime() const

Description: Returns the exposure time used to capture the image. Visibility: Expert

**GetFrameID** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetFrameID() const

Description: Returns the unique Identifier of the frame (or image) included in the payload. Visibility: Expert

**GetGain** (*self*) → float64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetGain() const

Description: Returns the gain used to capture the image. Visibility: Expert

**GetHeight** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetHeight() const

Description: Returns the Height of the image included in the payload. Visibility: Expert

**GetImage** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

**GetLinePitch** (*self*) → int64\_t



**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetLinePitch() const  
 Description: Returns the LinePitch of the image included in the payload. Visibility: Expert

**GetLineStatusAll** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetLineStatusAll() const  
 Description: Returns the status of all the I/O lines at the time of the FrameStart internal event. Visibility: Expert

**GetOffsetX** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetOffsetX() const  
 Description: Returns the OffsetX of the image included in the payload. Visibility: Expert

**GetOffsetY** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetOffsetY() const  
 Description: Returns the OffsetY of the image included in the payload. Visibility: Expert

**GetPartSelector** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetPartSelector() const  
 Description: Selects the part to access in chunk data in a multipart transmission. Visibility: Expert

**GetPixelDynamicRangeMax** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetPixelDynamicRangeMax() const  
 Description: Returns the maximum value of dynamic range of the image included in the payload. Visibility: Expert

**GetPixelDynamicRangeMin** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetPixelDynamicRangeMin() const  
 Description: Returns the minimum value of dynamic range of the image included in the payload. Visibility: Expert

**GetScan3dAxisMax** (*self*) → float64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 float64\_t Spinnaker::ChunkData::GetScan3dAxisMax() const  
 Description: Returns the Maximum Axis value for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dAxisMin** (*self*) → float64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dAxisMin() const

Description: Returns the Minimum Axis value for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dCoordinateOffset** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dCoordinateOffset() const

Description: Returns the Offset for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dCoordinateReferenceValue** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dCoordinateReferenceValue() const

Description: Reads the value of a position or pose coordinate for the anchor or transformed coordinate systems relative to the reference point. Visibility: Expert

**GetScan3dCoordinateScale** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dCoordinateScale() const

Description: Returns the Scale for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dInvalidDataValue** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dInvalidDataValue() const

Description: Returns the Invalid Data Value used for the image included in the payload. Visibility: Expert

**GetScan3dTransformValue** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dTransformValue() const

Description: Returns the transform value. Visibility: Expert

**GetScanLineSelector** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetScanLineSelector() const

Description: Index for vector representation of one chunk value per line in an image. Visibility: Expert

**GetSequencerSetActive** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetSequencerSetActive() const

Description: Return the index of the active set of the running sequencer included in the payload. Visibility: Expert

**GetSerialDataLength** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

**GetStreamChannelID** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`int64_t Spinnaker::ChunkData::GetStreamChannelID() const`

Description: Returns identifier of the stream channel used to carry the block. Visibility: Expert

**GetTimerValue** (*self*) → `float64_t`

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`float64_t Spinnaker::ChunkData::GetTimerValue() const`

Description: Returns the value of the selected Timer at the time of the FrameStart internal event. Visibility: Expert

**GetTimestamp** (*self*) → `int64_t`

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`int64_t Spinnaker::ChunkData::GetTimestamp() const`

Description: Returns the Timestamp of the image included in the payload at the time of the FrameStart internal event. Visibility: Expert

**GetTimestampLatchValue** (*self*) → `int64_t`

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`int64_t Spinnaker::ChunkData::GetTimestampLatchValue() const`

Description: Returns the last Timestamp latched with the TimestampLatch command. Visibility: Expert

**GetTransferBlockID** (*self*) → `int64_t`

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`int64_t Spinnaker::ChunkData::GetTransferBlockID() const`

Description: Returns the unique identifier of the transfer block used to transport the payload. Visibility: Expert

**GetTransferQueueCurrentBlockCount** (*self*) → `int64_t`

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`int64_t Spinnaker::ChunkData::GetTransferQueueCurrentBlockCount() const`

Description: Returns the current number of blocks in the transfer queue. Visibility: Expert

**GetWidth** (*self*) → `int64_t`

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

`int64_t Spinnaker::ChunkData::GetWidth() const`

Description: Returns the Width of the image included in the payload. Visibility: Expert

**SetChunks** (*self, pNodeMap*)

**Parameters** **pNodeMap** (*Spinnaker::GenApi::INodeMap &*) –

`void Spinnaker::ChunkData::SetChunks(GenApi::INodeMap &pNodeMap)`

**thisown**

The membership flag

## 4.9 PySpin.Exception

## 4.10 PySpin.Image

**class** `PySpin.Image(*args, **kwargs)`

The image object class.

C++ includes: Image.h

**CalculateChannelStatistics** (*self*, *channel*) → ChannelStatistics

**Parameters** **channel** (*enum Spinnaker::StatisticsChannel*) –

Returns a ChannelStatistics instance for the current image on a given channel.

**channel**: Channel to generate statistics on.

**CheckCRC** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image const \**) –

bool Spinnaker::Image::CheckCRC() const

Checks if the computed checksum matches with chunk data's ImageCRC

Returns true if computed checksum matches with the chunk data's CRC and false otherwise.

**Convert** (*self*, *format*, *algorithm*) → ImagePtr

**Parameters**

- **format** (*enum Spinnaker::PixelFormatEnums*) –
- **algorithm** (*enum Spinnaker::ColorProcessingAlgorithm*) –
- **format** → **ImagePtr** (*Convert* (*self*,) –
- **format** –

ImagePtr Spinnaker::Image::Convert(Spinnaker::PixelFormatEnums format, ColorProcessingAlgorithm algorithm=DEFAULT) const

Converts the current image buffer to the specified output pixel format and stores the result in the specified image. The destination image does not need to be configured in any way before the call is made.

See: PixelFormatEnums

**format**: Output format of the converted image.

**algorithm**: processing algorithm for producing the converted image

The converted image.

**static Create** () → ImagePtr

Create(image) -> ImagePtr

**Parameters**

- **image** (*Spinnaker::ImagePtr const*) –
- **height, offsetX, offsetY, pixelFormat, pData** → **ImagePtr** (*Create* (*width*,) –
- **width** (*size\_t*) –
- **height** (*size\_t*) –

- **offsetX** (*size\_t*) –
- **offsetY** (*size\_t*) –
- **pixelFormat** (*enum Spinnaker::PixelFormatEnums*) –
- **pData** (*void \**) –

Creates a new Image object, either using a default constructor, copied from another ImagePtr, or using width, height, offset\_x, offset\_y, pixel format, and a NumPy array containing 8-bit unsigned ints representing the image data (replaces the void\* pData argument).

**DeepCopy** (*self, pSrcImage*)

**Parameters** **pSrcImage** (*Spinnaker::ImagePtr const*) –

*void Spinnaker::Image::DeepCopy(const ImagePtr pSrcImage)*

Performs a deep copy of the Image. After this operation, the image contents and member variables will be the same. The Images will not share a buffer. The Image's current buffer will not be released.

pSrcImage: The Image to copy the data from.

**GetBitsPerPixel** (*self*) → *size\_t*

**Parameters** **self** (*Spinnaker::Image const \**) –

*size\_t Spinnaker::Image::GetBitsPerPixel() const*

Gets the number of bits used per pixel in the image. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The number of bits used per pixel.

**GetBufferSize** (*self*) → *size\_t*

**Parameters** **self** (*Spinnaker::Image const \**) –

*size\_t Spinnaker::Image::GetBufferSize() const*

Gets the size of the buffer associated with the image in bytes.

The size of the buffer, in bytes.

**GetChunkData** (*self*) → *ChunkData*

**Parameters** **self** (*Spinnaker::Image const \**) –

*const ChunkData& Spinnaker::Image::GetChunkData() const*

Returns a pointer to a chunk data interface. No ownership is transferred, the chunk data interface reference is valid until Image::Release() is called on this image.

ChunkData interface that provides access to image chunks.

**GetChunkLayoutId** (*self*) → *uint64\_t*

**Parameters** **self** (*Spinnaker::Image const \**) –

*uint64\_t Spinnaker::Image::GetChunkLayoutId() const*

Returns the id of the chunk data layout.

uint64\_t value representing the id of the chunk data layout.

**GetColorProcessing** (*self*) → *Spinnaker::ColorProcessingAlgorithm*

**Parameters** **self** (*Spinnaker::Image const \**) –

ColorProcessingAlgorithm Spinnaker::Image::GetColorProcessing() const

Gets the algorithm used to produce the image.

See: Convert()

The color processing algorithm used to produce the image.

**static GetDefaultColorProcessing()** → Spinnaker::ColorProcessingAlgorithm

**GetFrameID** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetFrameID() const

Gets the frame ID for this image.

The frame ID.

**GetHeight** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetHeight() const

Gets the height of the image in pixels. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The height in pixels.

**GetID** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetID() const

Gets a unique ID for this image. Each image in a stream will have a unique ID to help identify it.

The 64 bit unique id for this image.

**GetImageSize** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetImageSize() const

Returns the size of the image

The image size in bytes.

**GetImageStatus** (*self*) → Spinnaker::ImageStatus

**Parameters** **self** (*Spinnaker::Image const \**) –

ImageStatus Spinnaker::Image::GetImageStatus() const

Returns data integrity status of the image returned from GetNextImage()

Returns whether image has any data integrity issues.

**static GetImageStatusDescription** (*status*) → char const \*

**Parameters** **status** (*enum Spinnaker::ImageStatus*) –

**GetNumChannels** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

**GetPayloadType** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**)–

size\_t Spinnaker::Image::GetPayloadType() const

Gets the payload type that was transmitted. This is a device types specific value that identifies how the image was transmitted. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

Device types specific payload type.

**GetPixelFormat** (*self*) → Spinnaker::PixelFormatEnums

**Parameters** **self** (*Spinnaker::Image const \**)–

Spinnaker::PixelFormatEnums Spinnaker::Image::GetPixelFormat() const

Returns an enum value that represents the pixel format of this image. The enum can be used with the easy access GenICam features available through the Camera.h header file. This easy access enum can also be used in the Convert() function.

See: Convert()

enum value representing the PixelFormat.

**GetPixelFormatIntType** (*self*) → Spinnaker::PixelFormatIntType

**Parameters** **self** (*Spinnaker::Image const \**)–

**GetPixelFormatName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::Image const \**)–

GenICam::gcstring Spinnaker::Image::GetPixelFormatName() const

Returns a string value that represents this image's pixel format. The string is a valid SFNC name that maps to the underlying TL specific pixel format. This is the most generic way to identify the pixel format of the image.

string value representing the PixelFormat.

**GetPrivateData** (*self*) → void \*

**Parameters** **self** (*Spinnaker::Image const \**)–

void\* Spinnaker::Image::GetPrivateData() const

Gets a pointer to the user passed data associated with the image. This function is considered unsafe. The pointer returned could be invalidated if the buffer is released. The pointer may also be invalidated if the Image object is passed to Image::Release().

TODO: no way to set private data for image yet.

A pointer to the user passed data pointer.

**GetStride** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**)–

size\_t Spinnaker::Image::GetStride() const

Gets the stride of the image in bytes. The stride of an image is how many bytes are in each row. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The stride in bytes.

**GetTLPayloadType** (*self*) → Spinnaker::PayloadTypeInfoIDs

**Parameters** **self** (*Spinnaker::Image const \**) –

PayloadTypeInfoIDs Spinnaker::Image::GetTLPayloadType() const

Gets the GenTL specific payload type that was transmitted. This is a Transport Layer specific value that identifies how the image was transmitted. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

Transport Layer specific payload type.

**GetTLPixelFormat** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetTLPixelFormat() const

Gets the pixel format of the image. This is a Transport Layer specific pixel format that identifies how the pixels in the image should be interpreted. To understand how to interpret this value it is necessary to know what the transport layer namespace is. This can be retrieved through a call to GetTLPixelFormatNamespace(). This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

See: GetTLPixelFormatNamespace()

Transport Layer specific pixel format.

**GetTLPixelFormatNamespace** (*self*) → Spinnaker::PixelFormatNamespaceID

**Parameters** **self** (*Spinnaker::Image const \**) –

PixelFormatNamespaceID Spinnaker::Image::GetTLPixelFormatNamespace() const

Returns an enum value that represents the namespace in which this image's TL specific pixel format resides. This information is important to properly interpret the value returned by GetTLPixelFormat()

See: GetTLPixelFormat()

enum value representing the PixelFormatNamespace.

**GetTimeStamp** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetTimeStamp() const

Gets the time stamp for the image in nanoseconds.

The time stamp of the image.

**GetValidPayloadSize** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetValidPayloadSize() const

Returns the size of valid data in the image payload. This is the actual amount of data read from the device. A user created image has a payload size of zero. GetBufferSize() returns the total size of bytes allocated for the image.

See: GetBufferSize()

size\_t value representing valid payload.

**GetWidth** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –



size\_t Spinnaker::Image::GetWidth() const

Gets the width of the image in pixels. This information is retrieved from the Transport Layer image format headers. It is retrieved on a per image basis.

The width in pixels.

**GetXOffset** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetXOffset() const

Gets the ROI x offset in pixels for this image. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The x offset in pixels.

**GetXPadding** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetXPadding() const

Gets the x padding in bytes for this image. This is the number of bytes at the end of each line to facilitate alignment in buffers. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The x padding in bytes.

**GetYOffset** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetYOffset() const

Gets the ROI y offset in pixels for this image. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The y offset in pixels.

**GetYPadding** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetYPadding() const

Gets the y padding in bytes for this image. This is the number of bytes at the end of each image to facilitate alignment in buffers. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The y padding in bytes.

**HasCRC** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image const \**) –

bool Spinnaker::Image::HasCRC() const

Checks if the image contains ImageCRC checksum from chunk data

Returns true if image contains ImageCRC checksum from chunk data and false otherwise.

**IsInUse** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image \**) –

`bool Spinnaker::Image::IsInUse()`

Returns true if the image is still in use by the stream

Returns true if the image is in use and false otherwise.

**IsIncomplete** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image const \**) –

`bool Spinnaker::Image::IsIncomplete() const`

Returns a boolean value indicating if this image was incomplete. An image is marked as incomplete if the transport layer received less data than it requested.

Returns true if image is incomplete, false otherwise.

**Release** (*self*)

**Parameters** **self** (*Spinnaker::Image \**) –

`void Spinnaker::Image::Release()`

**ResetImage** (*self, width, height, offsetX, offsetY, pixelFormat*)

**Parameters**

- **width** (*size\_t*) –
- **height** (*size\_t*) –
- **offsetX** (*size\_t*) –
- **offsetY** (*size\_t*) –
- **pixelFormat** (*enum Spinnaker::PixelFormatEnums*) –
- **width, height, offsetX, offsetY, pixelFormat, pData**  
(*ResetImage (self,)*) –
- **width** –
- **height** –
- **offsetX** –
- **offsetY** –
- **pixelFormat** –
- **pData** (*void \**) –

`void Spinnaker::Image::ResetImage(size_t width, size_t height, size_t offsetX, size_t offsetY, Spinnaker::PixelFormatEnums pixelFormat, void *pData)`

Sets new dimensions of the image object.

width: The width of image in pixels to set.

height: The height of image in pixels to set.

offsetX: The x offset in pixels to set.

offsetY: The y offset in pixels to set.

pixelFormat: Pixel format to set.

pData: Pointer to the image buffer.

**Save** (*self, pFilename, format*)

**Parameters**

- **pFilename** (*char const \**) –
- **format** (*enum Spinnaker::ImageFileFormat*) –
- **pFilename** (*Save (self,)*) –
- **pFilename** –
- **pFilename, pOption** (*Save (self,)*) –
- **pFilename** –
- **pOption** (*Spinnaker::BMPOption &*) –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –

void Spinnaker::Image::Save(const char \*pFilename, BMPOption &pOption)

Saves the image to the specified file name with the options specified.

pFilename: Filename to save image with.

pOption: Options to use while saving image.

**static SetDefaultColorProcessing** (*defaultMethod*)

**Parameters defaultMethod** (*enum Spinnaker::ColorProcessingAlgorithm*)

–

**thisown**

The membership flag

## 4.11 PySpin.ImagePtr

**class** `PySpin.ImagePtr(*args)`

A reference tracked pointer to an image object. When the ImagePtr goes out of scope, it will trigger an auto release of the image from the stream.

C++ includes: ImagePtr.h

**thisown**

The membership flag

## 4.12 PySpin.ImageStatistics

## 4.13 PySpin.Interface

**class** `PySpin.Interface(*args, **kwargs)`

An interface object which holds a list of cameras.

C++ includes: Interface.h

**GetCameras** (*self*, *updateCameras=True*) → CameraList

**Parameters**

- **updateCameras** (*bool*) –
- → **CameraList** (*GetCameras(self)*) –
- **self** (*Spinnaker::Interface const \**) –

CameraList Spinnaker::Interface::GetCameras(bool updateCameras=true) const

Returns a list of cameras available on this interface. This call returns either usb3 vision or gige vision cameras depending on the underlying transport layer of this interface. The camera list object will reference count the cameras that it holds. It is important that the CameraList is destroyed or is cleared before System::ReleaseInstance() can be called or an InterfaceList that holds this interface can be cleared.

See: System::ReleaseInstance()

See: InterfaceList::Clear()

See: CameraList::Clear()

updateCameras: A flag used to issue an updateCameras() call internally before getting the camera list

An CameraList object that contains a list of cameras on this interface.

**GetTLNodeMap** (*self*) → INodeMap

**Parameters** **self** (*Spinnaker::Interface const \**) –

GenApi::INodeMap& Spinnaker::Interface::GetTLNodeMap() const

Gets a nodeMap that is generated from a GenICam XML file for the GenTL interface Module.

A reference to a INodeMap object.

**IsInUse** (*self*) → bool

**Parameters** **self** (*Spinnaker::Interface const \**) –

`bool Spinnaker::Interface::IsInUse() const`

Checks if the interface is in use by any camera objects

Returns true if the interface is in use and false otherwise.

**RegisterEvent** (*self*, *evtToRegister*)

**Parameters** *evtToRegister* (*Spinnaker::Event &*)–

`void Spinnaker::Interface::RegisterEvent(Event &evtToRegister)`

Registers an event for the interface

*evtToRegister*: The event to register for the interface

**SendActionCommand** (*self*, *deviceKey*, *groupKey*, *groupMask*, *actionTime=0*, *pResultSize=None*, *results=0*)

**Parameters**

- **deviceKey** (*unsigned int*)–
- **groupKey** (*unsigned int*)–
- **groupMask** (*unsigned int*)–
- **actionTime** (*unsigned long long*)–
- **pResultSize** (*unsigned int \**)–
- **results** (*Spinnaker::ActionCommandResult []*)–
- **deviceKey, groupKey, groupMask, actionTime=0, pResultSize=None** (*SendActionCommand(self,)*)–
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **pResultSize** –
- **deviceKey, groupKey, groupMask, actionTime=0** (*SendActionCommand(self,)*)–
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **deviceKey, groupKey, groupMask** (*SendActionCommand(self,)*)–
- **deviceKey** –
- **groupKey** –
- **groupMask** –

`void Spinnaker::Interface::SendActionCommand(unsigned int deviceKey, unsigned int groupKey, unsigned int groupMask, unsigned long long actionTime=0, unsigned int *pResultSize=0, ActionCommandResult results[]=NULL) const`

Broadcast an Action Command to all devices on interface

deviceKey: The Action Command's device key

groupKey: The Action Command's group key

groupMask: The Action Command's group mask

actionTime: (Optional) Time when to assert a future action. Zero means immediate action.

pResultSize: (Optional) The number of results in the results array. The value passed should be equal to the expected number of devices that acknowledge the command. Returns the number of received results.

results: (Optional) An Array with \*pResultSize elements to hold the action command result status. The buffer is filled starting from index 0. If received results are less than expected number of devices that acknowledge the command, remaining results are not changed. If received results are more than expected number of devices that acknowledge the command, extra results are ignored and not appended to array. This parameter is ignored if pResultSize is 0. Thus this parameter can be NULL if pResultSize is 0 or NULL.

#### **TLInterface**

Interface\_TLInterface\_get(self) -> TransportLayerInterface

**Parameters** **self** (*Spinnaker::Interface \**) -

#### **UnregisterEvent** (self, evtToUnregister)

**Parameters** **evtToUnregister** (*Spinnaker::Event &*) -

void Spinnaker::Interface::UnregisterEvent(Event &evtToUnregister)

Unregisters an event for the interface

evtToUnregister: The event to unregister from the interface

#### **UpdateCameras** (self) → bool

**Parameters** **self** (*Spinnaker::Interface \**) -

bool Spinnaker::Interface::UpdateCameras()

Updates the list of cameras on this interface. This function needs to be called before any cameras can be discovered using GetCameras(). System::GetCameras() will automatically call this function for each interface it enumerates. If the list changed after the last time System::GetCameras() or UpdateCameras() was called then the return value will be true, otherwise it is false.

See: System::GetCameras()

See: GetCameras()

true if cameras changed on interface and false otherwise.

#### **thisown**

The membership flag

## 4.14 PySpin.InterfaceList

**class** PySpin.InterfaceList (\*args)

A list of the available interfaces on the system.

C++ includes: InterfaceList.h

#### **Clear** (self)

**Parameters** **self** (*Spinnaker::InterfaceList \**) -

```
void Spinnaker::InterfaceList::Clear()
```

Clears the list of interfaces and destroys their corresponding objects. It is important to first make sure there are no referenced cameras still in use before calling `Clear()`. If a camera on any of the interfaces is still in use this function will throw an exception.

```
GetByIndex (self, index) → InterfacePtr
```

**Parameters** *index* (*int*) –

```
InterfacePtr Spinnaker::InterfaceList::GetByIndex(int index) const
```

Returns a pointer to an Interface object at the “index”.

*index*: The index at which to retrieve the Interface object

A pointer to an Interface object.

```
GetSize (self) → int
```

**Parameters** *self* (*Spinnaker::InterfaceList const \**) –

```
int Spinnaker::InterfaceList::GetSize() const
```

Returns the size of the interface list. The size is the number of Interface objects stored in the list.

An integer that represents the list size.

**thisown**

The membership flag

## 4.15 PySpin.InterfacePtr

```
class PySpin.InterfacePtr (*args)
```

A reference tracked pointer to the interface object.

C++ includes: `InterfacePtr.h`

**thisown**

The membership flag

## 4.16 PySpin.System

```
class PySpin.System (*args, **kwargs)
```

The system object is used to retrieve the list of interfaces and cameras available.

C++ includes: `System.h`

```
GetCameras (self, updateInterfaces=True, updateCameras=True) → CameraList
```

**Parameters**

- **updateInterfaces** (*bool*) –
- **updateCameras** (*bool*) –
- **updateInterfaces=True** → **CameraList** (*GetCameras* (*self*)) –
- **updateInterfaces** –
- → **CameraList** (*GetCameras* (*self*)) –
- **self** (*Spinnaker::System \**) –

CameraList Spinnaker::System::GetCameras(bool updateInterfaces=true, bool updateCameras=true)

Returns a list of cameras that are available on the system. This call returns both GigE Vision and Usb3 Vision cameras from all interfaces. The camera list object will reference count the cameras it returns. It is important that the camera list is destroyed or is cleared before calling system-> ReleaseInstance() or else the call to system-> ReleaseInstance() will result in an error message thrown that a reference to the camera is still held.

See: ReleaseInstance()

See: CameraList::Clear()

updateInterfaces: Determines whether or not updateInterfaceList() is called before getting cameras from available interfaces on the system

updateCameras: Determines whether or not UpdateCameras() is called before getting cameras from available interfaces on the system

An CameraList object that contains a list of all cameras.

**static GetInstance ()** → SystemPtr

**GetInterfaces (self, updateInterface=True)** → InterfaceList

**Parameters**

- **updateInterface (bool)** –
- **-> InterfaceList (GetInterfaces (self))** –
- **self (Spinnaker::System \*)** –

InterfaceList Spinnaker::System::GetInterfaces(bool updateInterface=true)

Returns a list of interfaces available on the system. This call returns GigE and Usb2 and Usb3 interfaces.

updateInterface: Determines whether or not UpdateInterfaceList() is called before getting available interfaces

An InterfaceList object that contains a list of all interfaces.

**GetLoggingEventPriorityLevel (self)** → Spinnaker::SpinnakerLogLevel

**Parameters self (Spinnaker::System \*)** –

SpinnakerLogLevel Spinnaker::System::GetLoggingEventPriorityLevel()

Retrieves the current logging event priority level.

Spinnaker uses five levels of logging: Error - failures that are non- recoverable without user intervention.

Warning - failures that are recoverable without user intervention.

Notice - information about events such as camera arrival and removal, initialization and deinitialization, starting and stopping image acquisition, and feature modification.

Info - information about recurring events that are generated regularly such as information on individual images.

Debug - information that can be used to troubleshoot the system.

See: SpinnakerLogLevel

Level The threshold level

**IsInUse (self)** → bool

**Parameters self (Spinnaker::System \*)** –



bool Spinnaker::System::IsInUse()

Checks if the system is in use by any interface or camera objects.

Returns true if the system is in use and false otherwise.

**RegisterInterfaceEvent** (*self*, *evtToRegister*, *updateInterface=True*)

**Parameters**

- **evtToRegister** (*Spinnaker::Event &*) –
- **updateInterface** (*bool*) –
- **evtToRegister** (*RegisterInterfaceEvent (self,)*) –
- **evtToRegister** –

void Spinnaker::System::RegisterInterfaceEvent(Event &evtToRegister, bool updateInterface=true)

Registers events for all available interfaces that are found on the system

evtToRegister: The event to register for the available interfaces

updateInterface: Determines whether or not UpdateInterfaceList() is called before registering event for available interfaces on the system

**RegisterLoggingEvent** (*self*, *handler*)

**Parameters** **handler** (*Spinnaker::LoggingEvent &*) –

void Spinnaker::System::RegisterLoggingEvent(LoggingEvent &handler)

Registers a logging event.

handler: The logging event handler to register

**ReleaseInstance** (*self*)

**Parameters** **self** (*Spinnaker::System \**) –

void Spinnaker::System::ReleaseInstance()

This call releases the instance of the System Singleton for this process. After successfully releasing the System instance the pointer returned by GetInstance() will be invalid. Calling ReleaseInstance while a camera reference is still held will throw an error of type SPINNAKER\_ERR\_RESOURCE\_IN\_USE.

See: Error

See: GetInstance()

**SendActionCommand** (*self*, *deviceKey*, *groupKey*, *groupMask*, *actionTime=0*, *pResultSize=None*, *results=0*)

**Parameters**

- **deviceKey** (*unsigned int*) –
- **groupKey** (*unsigned int*) –
- **groupMask** (*unsigned int*) –
- **actionTime** (*unsigned long long*) –
- **pResultSize** (*unsigned int \**) –
- **results** (*Spinnaker::ActionCommandResult []*) –
- **deviceKey**, **groupKey**, **groupMask**, **actionTime=0**, **pResultSize=None** (*SendActionCommand (self,)*) –

- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **pResultSize** –
- **deviceKey, groupKey, groupMask, actionTime=0)**  
(*SendActionCommand*(*self*,)–
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **deviceKey, groupKey, groupMask)** (*SendActionCommand*(*self*,)–
- **deviceKey** –
- **groupKey** –
- **groupMask** –

`void Spinnaker::System::SendActionCommand(unsigned int deviceKey, unsigned int groupKey, unsigned int groupMask, unsigned long long actionTime=0, unsigned int *pResultSize=0, ActionCommandResult results[]=NULL)`

Broadcast an Action Command to all devices on system

**deviceKey**: The Action Command's device key

**groupKey**: The Action Command's group key

**groupMask**: The Action Command's group mask

**actionTime**: (Optional) Time when to assert a future action. Zero means immediate action.

**pResultSize**: (Optional) The number of results in the results array. The value passed should be equal to the expected number of devices that acknowledge the command. Returns the number of received results.

**results**: (Optional) An Array with \*pResultSize elements to hold the action command result status. The buffer is filled starting from index 0. If received results are less than expected number of devices that acknowledge the command, remaining results are not changed. If received results are more than expected number of devices that acknowledge the command, extra results are ignored and not appended to array. This parameter is ignored if pResultSize is 0. Thus this parameter can be NULL if pResultSize is 0 or NULL.

**SetLoggingEventPriorityLevel** (*self, level*)

**Parameters** **level** (*enum Spinnaker::SpinnakerLogLevel*) –

`void Spinnaker::System::SetLoggingEventPriorityLevel(SpinnakerLogLevel level)`

Sets a threshold priority level for logging event. Logging events below such level will not trigger callbacks.

Spinnaker uses five levels of logging: Error - failures that are non- recoverable without user intervention.

Warning - failures that are recoverable without user intervention.

Notice - information about events such as camera arrival and removal, initialization and deinitialization, starting and stopping image acquisition, and feature modification.

Info - information about recurring events that are generated regularly such as information on individual images.

Debug - information that can be used to troubleshoot the system.

See: SpinnakerLogLevel

level: The threshold level

#### **UnregisterAllLoggingEvent** (*self*)

**Parameters** **self** (*Spinnaker::System \**) –

void Spinnaker::System::UnregisterAllLoggingEvent()

Unregisters all previously registered logging events.

#### **UnregisterInterfaceEvent** (*self, evtToUnregister*)

**Parameters** **evtToUnregister** (*Spinnaker::Event &*) –

void Spinnaker::System::UnregisterInterfaceEvent(Event &evtToUnregister)

Unregisters events for all available interfaces that are found on the system

evtToUnregister: The event to unregister from the available interfaces

#### **UnregisterLoggingEvent** (*self, handler*)

**Parameters** **handler** (*Spinnaker::LoggingEvent &*) –

void Spinnaker::System::UnregisterLoggingEvent(LoggingEvent &handler)

Unregisters a logging event.

handler: The logging event handler to unregister

#### **UpdateCameras** (*self, updateInterfaces=True*) → bool

**Parameters**

- **updateInterfaces** (*bool*) –
- → **bool** (*UpdateCameras (self)*) –
- **self** (*Spinnaker::System \**) –

bool Spinnaker::System::UpdateCameras(bool updateInterfaces=true)

Updates the list of cameras on the system. Note that System::GetCameras() internally calls UpdateCameras() for each interface it enumerates. If the list changed between this call and the last time UpdateCameras was called then the return value will be true, otherwise it is false.

See: GetCameras()

updateInterfaces: Determines whether or not UpdateInterfaceList() is called before updating cameras for available interfaces on the system

True if cameras changed on interface and false otherwise.

#### **thisown**

The membership flag

## 4.17 PySpin.SystemPtr

**class** `PySpin.SystemPtr(*args)`  
A reference tracked pointer to a system object.  
C++ includes: `SystemPtr.h`  
**thisown**  
The membership flag

## QUICKSPIN CLASSES

- *PySpin.TransportLayerDevice*
- *PySpin.TransportLayerInterface*
- *PySpin.TransportLayerStream*

### 5.1 PySpin.TransportLayerDevice

**class** `PySpin.TransportLayerDevice` (*nodeMapTLDevice*)

Part of the QuickSpin API to provide access to camera information without having to first initialize the camera.

C++ includes: `TransportLayerDevice.h`

**DeviceAccessStatus**

`TransportLayerDevice_DeviceAccessStatus_get(self) -> IEnumerationT_DeviceAccessStatusEnum`

**Parameters** `self` (*Spinnaker::TransportLayerDevice \**) -

**DeviceCurrentSpeed**

`TransportLayerDevice_DeviceCurrentSpeed_get(self) -> IEnumerationT_DeviceCurrentSpeedEnum`

**Parameters** `self` (*Spinnaker::TransportLayerDevice \**) -

**DeviceDisplayName**

`TransportLayerDevice_DeviceDisplayName_get(self) -> IString`

**Parameters** `self` (*Spinnaker::TransportLayerDevice \**) -

**DeviceDriverVersion**

`TransportLayerDevice_DeviceDriverVersion_get(self) -> IString`

**Parameters** `self` (*Spinnaker::TransportLayerDevice \**) -

**DeviceEndiannessMechanism**

`TransportLayerDevice_DeviceEndiannessMechanism_get(self) -> IEnumerationT_DeviceEndiannessMechanismEnum`

**Parameters** `self` (*Spinnaker::TransportLayerDevice \**) -

**DeviceID**

`TransportLayerDevice_DeviceID_get(self) -> IString`

**Parameters** `self` (*Spinnaker::TransportLayerDevice \**) -

```
DeviceInstanceId
    TransportLayerDevice_DeviceInstanceId_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceLinkSpeed
    TransportLayerDevice_DeviceLinkSpeed_get(self) -> IInteger
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceModelName
    TransportLayerDevice_DeviceModelName_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceMulticastMonitorMode
    TransportLayerDevice_DeviceMulticastMonitorMode_get(self) -> IBoolean
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceSerialNumber
    TransportLayerDevice_DeviceSerialNumber_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceType
    TransportLayerDevice_DeviceType_get(self) -> IEnumerationT_DeviceTypeEnum
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceUserID
    TransportLayerDevice_DeviceUserID_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceVendorName
    TransportLayerDevice_DeviceVendorName_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

DeviceVersion
    TransportLayerDevice_DeviceVersion_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

GUIXMLLocation
    TransportLayerDevice_GUIXMLLocation_get(self) -> IEnumerationT_GUIXMLLocationEnum
    Parameters self (Spinnaker::TransportLayerDevice *) -

GUIXMLPath
    TransportLayerDevice_GUIXMLPath_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -

GenICamXMLLocation
    TransportLayerDevice_GenICamXMLLocation_get(self) -> IEnumera-
    tionT_GenICamXMLLocationEnum
    Parameters self (Spinnaker::TransportLayerDevice *) -

GenICamXMLPath
    TransportLayerDevice_GenICamXMLPath_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *) -
```

```

GevCCP
    TransportLayerDevice_GevCCP_get(self) -> IEnumerationT_GevCCPEnum
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceDiscoverMaximumPacketSize
    TransportLayerDevice_GevDeviceDiscoverMaximumPacketSize_get(self) -> ICommand
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceGateway
    TransportLayerDevice_GevDeviceGateway_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceIPAddress
    TransportLayerDevice_GevDeviceIPAddress_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceMACAddress
    TransportLayerDevice_GevDeviceMACAddress_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceMaximumPacketSize
    TransportLayerDevice_GevDeviceMaximumPacketSize_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceMaximumRetryCount
    TransportLayerDevice_GevDeviceMaximumRetryCount_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceModeIsBigEndian
    TransportLayerDevice_GevDeviceModeIsBigEndian_get(self) -> IBoolean
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDevicePort
    TransportLayerDevice_GevDevicePort_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceReadAndWriteTimeout
    TransportLayerDevice_GevDeviceReadAndWriteTimeout_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevDeviceSubnetMask
    TransportLayerDevice_GevDeviceSubnetMask_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevVersionMajor
    TransportLayerDevice_GevVersionMajor_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

GevVersionMinor
    TransportLayerDevice_GevVersionMinor_get(self) -> IInteger
        Parameters self (Spinnaker::TransportLayerDevice *) -

thisown
    The membership flag

```

## 5.2 PySpin.TransportLayerInterface

**class** PySpin.TransportLayerInterface (*nodeMapTLDevice*)

Part of the QuickSpin API to provide access to camera information without having to first initialize the camera.

C++ includes: TransportLayerInterface.h

### ActionCommand

TransportLayerInterface\_ActionCommand\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### AutoForceIP

TransportLayerInterface\_AutoForceIP\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceAccessStatus

TransportLayerInterface\_DeviceAccessStatus\_get(self) -> IEnumerationT\_DeviceAccessStatusEnum

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceCount

TransportLayerInterface\_DeviceCount\_get(self) -> Integer

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceID

TransportLayerInterface\_DeviceID\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceModelName

TransportLayerInterface\_DeviceModelName\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceSelector

TransportLayerInterface\_DeviceSelector\_get(self) -> Integer

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceUnlock

TransportLayerInterface\_DeviceUnlock\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceUpdateList

TransportLayerInterface\_DeviceUpdateList\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### DeviceVendorName

TransportLayerInterface\_DeviceVendorName\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### GevActionDeviceKey

TransportLayerInterface\_GevActionDeviceKey\_get(self) -> Integer

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

### GevActionGroupKey

TransportLayerInterface\_GevActionGroupKey\_get(self) -> Integer

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -



```

GevActionGroupMask
    TransportLayerInterface_GevActionGroupMask_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevActionTime
    TransportLayerInterface_GevActionTime_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevDeviceIPAddress
    TransportLayerInterface_GevDeviceIPAddress_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevDeviceMACAddress
    TransportLayerInterface_GevDeviceMACAddress_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevDeviceSubnetMask
    TransportLayerInterface_GevDeviceSubnetMask_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevInterfaceGateway
    TransportLayerInterface_GevInterfaceGateway_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevInterfaceIPAddress
    TransportLayerInterface_GevInterfaceIPAddress_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevInterfaceMACAddress
    TransportLayerInterface_GevInterfaceMACAddress_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

GevInterfaceSubnetMask
    TransportLayerInterface_GevInterfaceSubnetMask_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

IncompatibleDeviceCount
    TransportLayerInterface_IncompatibleDeviceCount_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

IncompatibleDeviceID
    TransportLayerInterface_IncompatibleDeviceID_get(self) -> IString

    Parameters self (Spinnaker::TransportLayerInterface *) -

IncompatibleDeviceModelName
    TransportLayerInterface_IncompatibleDeviceModelName_get(self) -> IString

    Parameters self (Spinnaker::TransportLayerInterface *) -

IncompatibleDeviceSelector
    TransportLayerInterface_IncompatibleDeviceSelector_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerInterface *) -

IncompatibleDeviceVendorName
    TransportLayerInterface_IncompatibleDeviceVendorName_get(self) -> IString

```

```
    Parameters self (Spinnaker::TransportLayerInterface *) -  
InterfaceDisplayName  
    TransportLayerInterface_InterfaceDisplayName_get(self) -> IString  
  
    Parameters self (Spinnaker::TransportLayerInterface *) -  
InterfaceID  
    TransportLayerInterface_InterfaceID_get(self) -> IString  
  
    Parameters self (Spinnaker::TransportLayerInterface *) -  
InterfaceType  
    TransportLayerInterface_InterfaceType_get(self) -> IString  
  
    Parameters self (Spinnaker::TransportLayerInterface *) -  
POEStatus  
    TransportLayerInterface_POEStatus_get(self) -> IEnumerationT_POEStatusEnum  
  
    Parameters self (Spinnaker::TransportLayerInterface *) -  
thisown  
    The membership flag
```

## 5.3 PySpin.TransportLayerStream

```
class PySpin.TransportLayerStream (nodeMapTLDevice)  
    Part of the QuickSpin API to provide access to camera information without having to first initialize the camera.  
    C++ includes: TransportLayerStream.h  
  
    GevFailedPacketCount  
    TransportLayerStream_GevFailedPacketCount_get(self) -> IInteger  
  
        Parameters self (Spinnaker::TransportLayerStream *) -  
  
    GevMaximumNumberResendBuffers  
    TransportLayerStream_GevMaximumNumberResendBuffers_get(self) -> IInteger  
  
        Parameters self (Spinnaker::TransportLayerStream *) -  
  
    GevMaximumNumberResendRequests  
    TransportLayerStream_GevMaximumNumberResendRequests_get(self) -> IInteger  
  
        Parameters self (Spinnaker::TransportLayerStream *) -  
  
    GevPacketResendMode  
    TransportLayerStream_GevPacketResendMode_get(self) -> IBoolean  
  
        Parameters self (Spinnaker::TransportLayerStream *) -  
  
    GevPacketResendTimeout  
    TransportLayerStream_GevPacketResendTimeout_get(self) -> IInteger  
  
        Parameters self (Spinnaker::TransportLayerStream *) -  
  
    GevResendPacketCount  
    TransportLayerStream_GevResendPacketCount_get(self) -> IInteger  
  
        Parameters self (Spinnaker::TransportLayerStream *) -  
  
    GevResendRequestCount  
    TransportLayerStream_GevResendRequestCount_get(self) -> IInteger
```

```

        Parameters self (Spinnaker::TransportLayerStream *) –
GevTotalPacketCount
    TransportLayerStream_GevTotalPacketCount_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamBlockTransferSize
    TransportLayerStream_StreamBlockTransferSize_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamBufferHandlingMode
    TransportLayerStream_StreamBufferHandlingMode_get(self) -> IEnumera-
    tionT_StreamBufferHandlingModeEnum
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamBufferUnderrunCount
    TransportLayerStream_StreamBufferUnderrunCount_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamCRCCheckEnable
    TransportLayerStream_StreamCRCCheckEnable_get(self) -> IBoolean
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamDefaultBufferCount
    TransportLayerStream_StreamDefaultBufferCount_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamDefaultBufferCountMax
    TransportLayerStream_StreamDefaultBufferCountMax_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamDefaultBufferCountMode
    TransportLayerStream_StreamDefaultBufferCountMode_get(self) -> IEnumera-
    tionT_StreamDefaultBufferCountModeEnum
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamFailedBufferCount
    TransportLayerStream_StreamFailedBufferCount_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamID
    TransportLayerStream_StreamID_get(self) -> IString
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamTotalBufferCount
    TransportLayerStream_StreamTotalBufferCount_get(self) -> Integer
        Parameters self (Spinnaker::TransportLayerStream *) –
StreamType
    TransportLayerStream_StreamType_get(self) -> IEnumerationT_StreamTypeEnum
        Parameters self (Spinnaker::TransportLayerStream *) –
thisown
    The membership flag

```



## PYSPIN MODULE

```
class PySpin.AVIOption
```

Bases: object

Options for saving AVI files.

C++ includes: SpinnakerDefs.h

**frameRate**

AVIOption\_frameRate\_get(self) -> float

**Parameters** **self** (*Spinnaker::AVIOption \**) –

**reserved**

AVIOption\_reserved\_get(self) -> unsigned int [256]

**Parameters** **self** (*Spinnaker::AVIOption \**) –

**thisown**

The membership flag

```
class PySpin.AVIRecorder
```

Bases: object

Provides the functionality for the user to record images to an AVI file.

C++ includes: AVIRecorder.h

**AVIAppend** (*self, pImage*)

**Parameters** **pImage** (*Spinnaker::ImagePtr*) –

virtual void Spinnaker::AVIRecorder::AVIAppend(ImagePtr pImage)

Append an image to the AVI/MP4 file.

pImage: The image to append.

**AVIClose** (*self*)

**Parameters** **self** (*Spinnaker::AVIRecorder \**) –

virtual void Spinnaker::AVIRecorder::AVIClose()

Close the AVI/MP4 file.

See: AVIOpen()

**AVIOpen** (*self, pFileName, pOption*)

**Parameters**

• **pFileName** (*char const \**) –

- **pOption** (*Spinnaker::H264Option &*) –
- **pFileName, pOption** (*AVIOpen(self,)*) –
- **pFileName** –
- **pOption** –
- **pFileName, pOption** –
- **pFileName** –
- **pOption** –

virtual void Spinnaker::AVIRecorder::AVIOpen(const char \*pFileName, H264Option &pOption)

Open an H264 MP4 file in preparation for writing Images to disk. The size of MP4 files is limited to 2GB. The filenames are automatically generated using the filename specified.

pFileName: The filename of the MP4 file.

pOption: H264 options to apply to the MP4 file.

See: AVIClose()

See: H264Option

**SetMaximumAVISize** (*self, size*)

**Parameters** **size** (*unsigned int*) –

**thisown**

The membership flag

**class** PySpin.**ActionCommandResult**

Bases: object

Action Command Result

C++ includes: SpinnakerDefs.h

**DeviceAddress**

ActionCommandResult\_DeviceAddress\_get(self) -> unsigned int

**Parameters** **self** (*Spinnaker::ActionCommandResult \**) –

**Status**

ActionCommandResult\_Status\_get(self) -> Spinnaker::ActionCommandStatus

**Parameters** **self** (*Spinnaker::ActionCommandResult \**) –

**thisown**

The membership flag

**class** PySpin.**ArrivalEvent**

Bases: *PySpin.IArrivalEvent*

An event handler for capturing the device arrival event.

C++ includes: ArrivalEvent.h

**OnDeviceArrival** (*self, serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void Spinnaker::ArrivalEvent::OnDeviceArrival(uint64\_t serialNumber)=0

Callback to the device arrival event.

**thisown**

The membership flag

**class** PySpin.**BMPOption**

Bases: object

Options for saving Bitmap image.

C++ includes: SpinnakerDefs.h

**indexedColor\_8bit**

BMPOption\_indexedColor\_8bit\_get(self) -> bool

**Parameters** **self** (*Spinnaker::BMPOption \**) -

**reserved**

BMPOption\_reserved\_get(self) -> unsigned int [16]

**Parameters** **self** (*Spinnaker::BMPOption \**) -

**thisown**

The membership flag

**class** PySpin.**BooleanNode** (\*args, \*\*kwargs)

Bases: *PySpin.IBoolean*, *PySpin.ValueNode*

Interface for string properties.

C++ includes: BooleanNode.h

**GetValue** (*self, Verify=False, IgnoreCache=False*) -> bool

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -
- **Verify=False** -> bool (*GetValue(self,)*) -
- **Verify** -
- -> bool (*GetValue(self)*) -
- **self** (*Spinnaker::GenApi::BooleanNode const \**) -

bool Spinnaker::GenApi::BooleanNode::GetValue(bool Verify=false, bool IgnoreCache=false) const

Get node value

Verify: Enables Range verification (default = false). The AccessMode is always checked.

IgnoreCache: If true the value is read ignoring any caches (default = false).

The value read.

**SetReference** (*self, pBase*)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) -

virtual void Spinnaker::GenApi::BooleanNode::SetReference(INode \*pBase)

overload SetReference for Value

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*bool*) -

- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

void Spinnaker::GenApi::BooleanNode::SetValue(bool Value, bool Verify=true)

Set node value

Value: The value to set.

Verify: Enables AccessMode and Range verification (default = true).

**thisown**

The membership flag

**class** PySpin.CBasePtr (\*args)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**GetAccessMode** (*self*) → Spinnaker::GenApi::EAccessMode

**Parameters self** (Spinnaker::GenApi::CPointer< IBase, IBase > const \*) –

**IsValid** (*self*) → bool

**Parameters self** (Spinnaker::GenApi::CPointer< IBase, IBase > const \*) –

bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

**thisown**

The membership flag

**class** PySpin.CBooleanPtr (\*args)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**DeregisterCallback** (*self, hCallback*) → bool

**Parameters hCallback** (Spinnaker::GenApi::CallbackHandleType) –

**FromString** (*self, ValueStr, Verify=True*)

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **Verify** (*bool*) –
- **ValueStr** (*FromString (self,)*) –
- **ValueStr** –

**GetAccessMode** (*self*) → Spinnaker::GenApi::EAccessMode

**Parameters self** (Spinnaker::GenApi::CPointer< IBoolean, IBase > const \*) –

**GetAlias** (*self*) → INode



```

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetCachingMode (self) → Spinnaker::GenApi::ECachingMode
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetCastAlias (self) → INode
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetChildren (self, LinkType)
    Parameters
        • LinkType (enum Spinnaker::GenApi::ELinkType)-
        • GetChildren (self) -
        • self (Spinnaker::GenApi::CPointer< IBoolean, IBase > const *)-
GetDescription (self) → gcstring
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetDeviceName (self) → gcstring
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetDisplayName (self) → gcstring
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetDocuURL (self) → gcstring
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetEventID (self) → gcstring
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetName (self, FullQualified=False) → gcstring
    Parameters
        • FullQualified (bool)-
        • -> gcstring (GetName (self))-
        • self (Spinnaker::GenApi::CPointer< IBoolean, IBase > const *)-
GetNameSpace (self) → Spinnaker::GenApi::ENamespace
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetNode (self) → INode
    Parameters self (Spinnaker::GenApi::CPointer< IBoolean, IBase > *)-
GetNodeMap (self) → INodeMap

```

```
    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetParents (self)

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetPollingTime (self) → int64_t

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool

    Parameters
        • PropertyName (Spinnaker::GenICam::gcstring const &)-
        • ValueStr (Spinnaker::GenICam::gcstring &)-
        • AttributeStr (Spinnaker::GenICam::gcstring &)-
GetPropertyNames (self)

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetSelectedFeatures (self, arg2)

    Parameters arg2 (FeatureList_t &)-
GetSelectingFeatures (self, arg2)

    Parameters arg2 (FeatureList_t &)-
GetToolTip (self) → gcstring

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
GetValue (self, Verify=False, IgnoreCache=False) → bool

    Parameters
        • Verify (bool)-
        • IgnoreCache (bool)-
        • Verify=False → bool (GetValue (self,))-
        • Verify -
        • → bool (GetValue (self))-
        • self (Spinnaker::GenApi::CPointer< IBoolean, IBase > const *)-
GetVisibility (self) → Spinnaker::GenApi::EVisibility

    Parameters self      (Spinnaker::GenApi::CPointer< IBoolean, IBase >
                           const *)-
ImposeAccessMode (self, ImposedAccessMode)
```

**Parameters** **ImposedAccessMode** (enum *Spinnaker::GenApi::EAccessMode*) –

**ImposeVisibility** (*self*, *ImposedVisibility*)

**Parameters** **ImposedVisibility** (enum *Spinnaker::GenApi::EVisibility*) –

**InvalidateNode** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > \**) –

**IsAccessModeCacheable** (*self*) → *Spinnaker::GenApi::EYesNo*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**IsCachable** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**IsDeprecated** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**IsFeature** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**IsSelector** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**IsStreamable** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**IsValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

bool *Spinnaker::GenApi::CPointer< T, B >::IsValid()* const throw () true if the pointer is valid

**IsValueCacheValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > const \**) –

**RegisterCallback** (*self*, *pCallback*) → *Spinnaker::GenApi::CallbackHandleType*

**Parameters** **pCallback** (*Spinnaker::GenApi::CNodeCallback \**) –

**SetReference** (*self*, *pBase*)

**Parameters** **pBase** (*INode \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*bool*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –

- **Value** –

**ToString** (*self*, *Verify=False*, *IgnoreCache=False*) → *gcstring*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *gcstring* (**ToString** (*self*,) –
- **Verify** –
- → *gcstring* (**ToString** (*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< IBoolean, IBase > \**) –

**thisown**

The membership flag

**class** *PySpin.CCategoryPtr* (\*args)

Bases: *object*

Encapsulates a GenApi pointer dealing with the *dynamic\_cast* automatically.

C++ includes: *Pointer.h*

**DeregisterCallback** (*self*, *hCallback*) → *bool*

**Parameters** *hCallback* (*Spinnaker::GenApi::CallbackHandleType*) –

**FromString** (*self*, *ValueStr*, *Verify=True*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **Verify** (*bool*) –
- **ValueStr** (**FromString** (*self*,) –
- **ValueStr** –

**GetAccessMode** (*self*) → *Spinnaker::GenApi::EAccessMode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetAlias** (*self*) → *INode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetCachingMode** (*self*) → *Spinnaker::GenApi::ECachingMode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetCastAlias** (*self*) → *INode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetChildren** (*self*, *LinkType*)

**Parameters**

- **LinkType** (*enum Spinnaker::GenApi::ELinkType*) –

- **GetChildren(self)** –
- **self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetDescription(self)** → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetDeviceName(self)** → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetDisplayName(self)** → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetDocuURL(self)** → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetEventID(self)** → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetFeatures(self)**

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetName(self, FullQualified=False)** → gcstring

**Parameters**

- **FullQualified**(*bool*) –
- → **gcstring**(**GetName**(*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetNameSpace(self)** → *Spinnaker::GenApi::ENamespace*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetNode(self)** → *INode*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > \**) –

**GetNodeMap(self)** → *INodeMap*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetParents(self)**

**Parameters self** (*Spinnaker::GenApi::CPointer< ICategory, IBase > const \**) –

**GetPollingTime(self)** → *int64\_t*

```
Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool

Parameters

• PropertyName (Spinnaker::GenICam::gcstring const &)-
• ValueStr (Spinnaker::GenICam::gcstring &)-
• AttributeStr (Spinnaker::GenICam::gcstring &)-

GetPropertyNames (self)

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

GetSelectedFeatures (self, arg2)

Parameters arg2 (FeatureList_t &)-

GetSelectingFeatures (self, arg2)

Parameters arg2 (FeatureList_t &)-

GetToolTip (self) → gcstring

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

GetVisibility (self) → Spinnaker::GenApi::EVisibility

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

ImposeAccessMode (self, ImposedAccessMode)

Parameters ImposedAccessMode (enum Spinnaker::GenApi::EAccessMode)-

ImposeVisibility (self, ImposedVisibility)

Parameters ImposedVisibility (enum Spinnaker::GenApi::EVisibility)-

InvalidateNode (self)

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase > *)-

IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

IsCachable (self) → bool

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

IsDeprecated (self) → bool

Parameters self (Spinnaker::GenApi::CPointer< ICategory, IBase >
const *)-

IsFeature (self) → bool
```

```

        Parameters self      (Spinnaker::GenApi::CPointer< ICategory, IBase >
                               const *)-
IsSelector (self) → bool

        Parameters self      (Spinnaker::GenApi::CPointer< ICategory, IBase >
                               const *)-
IsStreamable (self) → bool

        Parameters self      (Spinnaker::GenApi::CPointer< ICategory, IBase >
                               const *)-
IsValid (self) → bool

        Parameters self      (Spinnaker::GenApi::CPointer< ICategory, IBase >
                               const *)-

        bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid
IsValueCacheValid (self) → bool

        Parameters self      (Spinnaker::GenApi::CPointer< ICategory, IBase >
                               const *)-
RegisterCallback (self, pCallback) → Spinnaker::GenApi::CallbackHandleType

        Parameters pCallback (Spinnaker::GenApi::CNodeCallback *)-
SetReference (self, pBase)

        Parameters pBase (INode *)-
ToString (self, Verify=False, IgnoreCache=False) → gcstring

        Parameters
        • Verify (bool)-
        • IgnoreCache (bool)-
        • Verify=False) → gcstring(ToString (self,)-
        • Verify-
        • → gcstring(ToString (self))-
        • self (Spinnaker::GenApi::CPointer< ICategory, IBase > *)-

thisown
    The membership flag
class PySpin.CCommandPtr (*args)
    Bases: object

    Encapsulates a GenApi pointer dealing with the dynamic_cast automatically.

    C++ includes: Pointer.h

DeregisterCallback (self, hCallback) → bool

        Parameters hCallback (Spinnaker::GenApi::CallbackHandleType)-
Execute (self, Verify=True)

        Parameters
        • Verify (bool)-

```

- **Execute**(*self*) –
- **self**(*Spinnaker::GenApi::CPointer< ICommand, IBase > \**)–

**FromString**(*self*, *ValueStr*, *Verify=True*)

**Parameters**

- **ValueStr**(*Spinnaker::GenICam::gcstring const &*)–
- **Verify**(*bool*)–
- **ValueStr**(*FromString(self,)*)–
- **ValueStr**–

**GetAccessMode**(*self*) → *Spinnaker::GenApi::EAccessMode*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetAlias**(*self*) → *INode*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetCachingMode**(*self*) → *Spinnaker::GenApi::ECachingMode*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetCastAlias**(*self*) → *INode*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetChildren**(*self*, *LinkType*)

**Parameters**

- **LinkType**(*enum Spinnaker::GenApi::ELinkType*)–
- **GetChildren**(*self*) –
- **self**(*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetDescription**(*self*) → *gcstring*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetDeviceName**(*self*) → *gcstring*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetDisplayName**(*self*) → *gcstring*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetDocuURL**(*self*) → *gcstring*

**Parameters self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > const \**)–

**GetEventID**(*self*) → *gcstring*



```

    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetName (self, FullQualified=False) → gcstring
    Parameters
        • FullQualified (bool)-
        • → gcstring (GetName (self))-
        • self (Spinnaker::GenApi::CPointer< ICommand, IBase > const *)-
GetNameSpace (self) → Spinnaker::GenApi::ENamespace
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetNode (self) → INode
    Parameters self (Spinnaker::GenApi::CPointer< ICommand, IBase > *)-
GetNodeMap (self) → INodeMap
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetParents (self)
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetPollingTime (self) → int64_t
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool
    Parameters
        • PropertyName (Spinnaker::GenICam::gcstring const &)-
        • ValueStr (Spinnaker::GenICam::gcstring &)-
        • AttributeStr (Spinnaker::GenICam::gcstring &)-
GetPropertyNames (self)
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-
GetSelectedFeatures (self, arg2)
    Parameters arg2 (FeatureList_t &)-
GetSelectingFeatures (self, arg2)
    Parameters arg2 (FeatureList_t &)-
GetToolTip (self) → gcstring
    Parameters self      (Spinnaker::GenApi::CPointer< ICommand, IBase >
                           const *)-

```

**GetVisibility** (*self*) → Spinnaker::GenApi::EVisibility

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**ImposeAccessMode** (*self*, *ImposedAccessMode*)

Parameters **ImposedAccessMode** (enum Spinnaker::GenApi::EAccessMode) –

**ImposeVisibility** (*self*, *ImposedVisibility*)

Parameters **ImposedVisibility** (enum Spinnaker::GenApi::EVisibility) –

**InvalidateNode** (*self*)

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > \*) –

**IsAccessModeCacheable** (*self*) → Spinnaker::GenApi::EYesNo

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**IsCachable** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**IsDeprecated** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**IsDone** (*self*, *Verify=True*) → bool

Parameters

- **Verify** (*bool*) –
- → **bool** (**IsDone** (*self*)) –
- **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > \*) –

**IsFeature** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**IsSelector** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**IsStreamable** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**IsValid** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

**IsValueCacheValid** (*self*) → bool

Parameters **self** (Spinnaker::GenApi::CPointer< ICommand, IBase > const \*) –

**RegisterCallback** (*self*, *pCallback*) → Spinnaker::GenApi::CallbackHandleType

Parameters **pCallback** (*Spinnaker::GenApi::CNodeCallback \**) –

**SetReference** (*self*, *pBase*)

Parameters **pBase** (*INode \**) –

**ToString** (*self*, *Verify=False*, *IgnoreCache=False*) → gcstring

Parameters

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → gcstring(**ToString** (*self*,)) –
- **Verify** –
- → gcstring(**ToString** (*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< ICommand, IBase > \**) –

**thisown**

The membership flag

**class** PySpin.CDeviceInfoPtr (\*args)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**GetDeviceVersion** (*self*, *Version*)

Parameters **Version** (*Spinnaker::GenICam::Version\_t &*) –

**GetGenApiVersion** (*self*, *Version*, *Build*)

Parameters

- **Version** (*Spinnaker::GenICam::Version\_t &*) –
- **Build** (*uint16\_t &*) –

**GetModelName** (*self*) → gcstring

Parameters **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > \**) –

**GetProductGuid** (*self*) → gcstring

Parameters **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > \**) –

**GetSchemaVersion** (*self*, *Version*)

Parameters **Version** (*Spinnaker::GenICam::Version\_t &*) –

**GetStandardNameSpace** (*self*) → gcstring

Parameters **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > \**) –

**GetToolTip** (*self*) → gcstring

Parameters **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > \**) –

**GetVendorName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > \**) –

**GetVersionGuid** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > \**) –

**IsValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IDeviceInfo, INodeMap > const \**) –

bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

**thisown**

The membership flag

**class** PySpin.**CEnumEntryPtr** (\*args)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**DeregisterCallback** (*self*, *hCallback*) → bool

**Parameters** **hCallback** (*Spinnaker::GenApi::CallbackHandleType*) –

**FromString** (*self*, *ValueStr*, *Verify=True*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **Verify** (*bool*) –
- **ValueStr** (*FromString(self,)*) –
- **ValueStr** –

**GetAccessMode** (*self*) → Spinnaker::GenApi::EAccessMode

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \**) –

**GetAlias** (*self*) → INode

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \**) –

**GetCachingMode** (*self*) → Spinnaker::GenApi::ECachingMode

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \**) –

**GetCastAlias** (*self*) → INode

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \**) –

**GetChildren** (*self*, *LinkType*)

**Parameters**

- **LinkType** (*enum Spinnaker::GenApi::ELinkType*) –

- **GetChildren(self)** –
- **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetDescription(self)** → gcstring

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetDeviceName(self)** → gcstring

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetDisplayName(self)** → gcstring

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetDocuURL(self)** → gcstring

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetEventID(self)** → gcstring

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetName(self, FullQualified=False)** → gcstring

**Parameters**

- **FullQualified**(bool) –
- **-> gcstring**(GetName(self)) –
- **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetNameSpace(self)** → Spinnaker::GenApi::ENamespace

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetNode(self)** → INode

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > \*) –

**GetNodeMap(self)** → INodeMap

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetNumericValue(self)** → double

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > \*) –

**GetParents(self)**

**Parameters self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**GetPollingTime(self)** → int64\_t

```
    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-

GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-

GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool

    Parameters

    • PropertyName (Spinnaker::GenICam::gcstring const &)-
    • ValueStr (Spinnaker::GenICam::gcstring &)-
    • AttributeStr (Spinnaker::GenICam::gcstring &)-

GetPropertyNames (self)

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-

GetSelectedFeatures (self, arg2)

    Parameters arg2 (FeatureList_t &)-

GetSelectingFeatures (self, arg2)

    Parameters arg2 (FeatureList_t &)-

GetSymbolic (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-

GetToolTip (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-

GetValue (self) → int64_t

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > *)
    -

GetVisibility (self) → Spinnaker::GenApi::EVisibility

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-

ImposeAccessMode (self, ImposedAccessMode)

    Parameters ImposedAccessMode (enum Spinnaker::GenApi::EAccessMode)-

ImposeVisibility (self, ImposedVisibility)

    Parameters ImposedVisibility (enum Spinnaker::GenApi::EVisibility)-

InvalidateNode (self)

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > *)
    -

IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo

    Parameters self (Spinnaker::GenApi::CPointer< IEnumEntry, IBase >
                      const *)-
```

**IsCachable** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**IsDeprecated** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**IsFeature** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**IsSelector** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**IsSelfClearing** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > \*) –

**IsStreamable** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**IsValid** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

**IsValueCacheValid** (*self*) → bool

**Parameters** **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > const \*) –

**RegisterCallback** (*self*, *pCallback*) → Spinnaker::GenApi::CallbackHandleType

**Parameters** **pCallback** (Spinnaker::GenApi::CNodeCallback \*) –

**SetReference** (*self*, *pBase*)

**Parameters** **pBase** (INode \*) –

**ToString** (*self*, *Verify*=False, *IgnoreCache*=False) → gcstring

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → gcstring(ToString(*self*),) –
- **Verify** –
- → gcstring(ToString(*self*)) –
- **self** (Spinnaker::GenApi::CPointer< IEnumEntry, IBase > \*) –

**thisown**

The membership flag

```
class PySpin.CEnumerationPtr(*args)
    Bases: object

    Encapsulates a GenApi pointer dealing with the dynamic_cast automatically.

    C++ includes: Pointer.h

DeregisterCallback (self, hCallback) → bool

    Parameters hCallback (Spinnaker::GenApi::CallbackHandleType) –

FromString (self, ValueStr, Verify=True)

    Parameters

    • ValueStr (Spinnaker::GenICam::gcstring const &) –
    • Verify (bool) –
    • ValueStr (FromString(self,)) –
    • ValueStr –

GetAccessMode (self) → Spinnaker::GenApi::EAccessMode

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
    const *) –

GetAlias (self) → INode

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
    const *) –

GetCachingMode (self) → Spinnaker::GenApi::ECachingMode

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
    const *) –

GetCastAlias (self) → INode

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
    const *) –

GetChildren (self, LinkType)

    Parameters

    • LinkType (enum Spinnaker::GenApi::ELinkType) –
    • GetChildren(self) –
    • self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
    const *) –

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → IEnumEntry (GetCurrentEntry(self,)) –
    • Verify –
    • → IEnumEntry (GetCurrentEntry(self)) –
    • self (Spinnaker::GenApi::CPointer< IEnumeration, IBase > *) –
```



```

GetDescription (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *)–

GetDeviceName (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *)–

GetDisplayName (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *)–

GetDocuURL (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *)–

GetEntries (self)

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        *)–

GetEntry (self, IntValue) → IEnumEntry

    Parameters IntValue (int64_t const)–

GetEntryByName (self, Symbolic) → IEnumEntry

    Parameters Symbolic (Spinnaker::GenICam::gcstring const &)–

GetEventID (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *)–

GetIntValue (self, Verify=False, IgnoreCache=False) → int64_t

    Parameters

        • Verify (bool)–

        • IgnoreCache (bool)–

        • Verify=False → int64_t (GetIntValue (self,))–

        • Verify –

        • → int64_t (GetIntValue (self))–

        • self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
            *)–

GetName (self, FullQualified=False) → gcstring

    Parameters

        • FullQualified (bool)–

        • → gcstring (GetName (self))–

        • self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
            const *)–

GetNamespace (self) → Spinnaker::GenApi::ENamespace

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *)–

```

**GetNode** (*self*) → INode

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > \*) –

**GetNodeMap** (*self*) → INodeMap

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**GetParents** (*self*)

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**GetPollingTime** (*self*) → int64\_t

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**GetPrincipalInterfaceType** (*self*) → Spinnaker::GenApi::EInterfaceType

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**GetProperty** (*self*, *PropertyName*, *ValueStr*, *AttributeStr*) → bool

Parameters

- **PropertyName** (Spinnaker::GenICam::gcstring const &) –
- **ValueStr** (Spinnaker::GenICam::gcstring &) –
- **AttributeStr** (Spinnaker::GenICam::gcstring &) –

**GetPropertyNames** (*self*)

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**GetSelectedFeatures** (*self*, *arg2*)

Parameters **arg2** (FeatureList\_t &) –

**GetSelectingFeatures** (*self*, *arg2*)

Parameters **arg2** (FeatureList\_t &) –

**GetSymbolics** (*self*, *Symbolics*)

Parameters **Symbolics** (Spinnaker::GenApi::StringList\_t &) –

**GetToolTip** (*self*) → gcstring

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**GetVisibility** (*self*) → Spinnaker::GenApi::EVisibility

Parameters **self** (Spinnaker::GenApi::CPointer< IEnumeration, IBase > const \*) –

**ImposeAccessMode** (*self*, *ImposedAccessMode*)

Parameters **ImposedAccessMode** (enum Spinnaker::GenApi::EAccessMode) –

**ImposeVisibility** (*self*, *ImposedVisibility*)

Parameters **ImposedVisibility** (enum Spinnaker::GenApi::EVisibility) –

```

InvalidateNode (self)

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        *) –

IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

IsCachable (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

IsDeprecated (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

IsFeature (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

IsSelector (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

IsStreamable (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

IsValid (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

    bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

IsValueCacheValid (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IEnumeration, IBase >
        const *) –

RegisterCallback (self, pCallback) → Spinnaker::GenApi::CallbackHandleType

    Parameters pCallback (Spinnaker::GenApi::CNodeCallback *) –

SetIntValue (self, Value, Verify=True)

    Parameters

        • Value (int64_t) –

        • Verify (bool) –

        • Value (SetIntValue (self,)) –

        • Value –

SetReference (self, pBase)

    Parameters pBase (INode *) –

ToString (self, Verify=False, IgnoreCache=False) → gcstring

```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **gcstring**(**Tostring**(*self*)) –
- **Verify** –
- → **gcstring**(**Tostring**(*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< IEnumeration, IBase > \**) –

**thisown**

The membership flag

**class** **PySpin.CFeatureBag**Bases: *PySpin.IPersistScript*

Bag holding streamable features of a nodetree.

C++ includes: Persistence.h

**GetFeatureBagHandle** (*self*) → void \***Parameters** **self** (*Spinnaker::GenApi::CFeatureBag \**) –

void\* Spinnaker::GenApi::CFeatureBag::GetFeatureBagHandle()

**LoadFromBag** (*self, pNodeMap, Verify=True, pErrorList=None*) → bool**Parameters**

- **pNodeMap** (*Spinnaker::GenApi::INodeMap \**) –
- **Verify** (*bool*) –
- **pErrorList** (*Spinnaker::GenICam::gcstring\_vector \**) –
- **pNodeMap, Verify=True** → **bool** (**LoadFromBag**(*self*)) –
- **pNodeMap** –
- **Verify** –
- **pNodeMap** → **bool** (**LoadFromBag**(*self*)) –
- **pNodeMap** –

**bool** Spinnaker::GenApi::CFeatureBag::LoadFromBag(**INodeMap** \**pNodeMap*, **bool** *Verify*=true, **GenICam::gcstring\_vector** \**pErrorList*=NULL)

Loads the features from the bag to the node tree

*pNodeMap*: The node map*Verify*: If true, all streamable features are read back*pErrorList*: If an error occurs during loading the error message is stored in the list and the loading continuesFor *Verify*=true the list of names in the feature bag is replayed again. If a node is a selector it's value is set to the value from the feature bag If not the value is read from the camera and compared with the value from the feature bag.**PersistFeature** (*self, item*)**Parameters** **item** (*Spinnaker::GenApi::IValue &*) –

virtual void Spinnaker::GenApi::CFeatureBag::PersistFeature(IValue &item)

Stores a feature

**SetInfo** (*self*, *Info*)

**Parameters** **Info** (*Spinnaker::GenICam::gcstring &*) –

virtual void Spinnaker::GenApi::CFeatureBag::SetInfo(GenICam::gcstring &Info)

sets information about the node map

**StoreToBag** (*self*, *pNodeMap*, *MaxNumPersistSkriptEntries=-1*) → int64\_t

**Parameters**

• **pNodeMap** (*Spinnaker::GenApi::INodeMap \**) –

• **MaxNumPersistSkriptEntries** (*int const*) –

• **pNodeMap** → **int64\_t** (*StoreToBag* (*self*,) –

• **pNodeMap** –

int64\_t Spinnaker::GenApi::CFeatureBag::StoreToBag(INodeMap \*pNodeMap, const int  
MaxNumPersistSkriptEntries=-1)

Stores the streamable nodes to this feature bag.

pNodeMap: The node map to persist

MaxNumPersistSkriptEntries: The max number of entries in the container; -1 means unlimited  
number of entries in the bag

**thisown**

The membership flag

**class** PySpin.**CFloatPtr** (*\*args*)

Bases: PySpin.\_SWIG\_CFltPtr

SmartPointer for IFloat interface pointer

C++ includes: Pointer.h

**GetEnumAlias** (*self*) → IEnumeration

**Parameters** **self** (*Spinnaker::GenApi::CFloatPtr \**) –

IEnumeration\* Spinnaker::GenApi::CFloatPtr::GetEnumAlias()

gets the interface of an enum alias node.

**GetIntAlias** (*self*) → IInteger

**Parameters** **self** (*Spinnaker::GenApi::CFloatPtr \**) –

IInteger\* Spinnaker::GenApi::CFloatPtr::GetIntAlias()

gets the interface of an integer alias node.

**thisown**

The membership flag

**class** PySpin.**CIntegerPtr** (*\*args*)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**DeregisterCallback** (*self*, *hCallback*) → bool

Parameters **hCallback** (*Spinnaker::GenApi::CallbackHandleType*) –

**FromString** (*self*, *ValueStr*, *Verify=True*)

Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **Verify** (*bool*) –
- **ValueStr** (*FromString(self,)*) –
- **ValueStr** –

**GetAccessMode** (*self*) → *Spinnaker::GenApi::EAccessMode*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetAlias** (*self*) → *INode*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetCachingMode** (*self*) → *Spinnaker::GenApi::ECachingMode*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetCastAlias** (*self*) → *INode*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetChildren** (*self*, *LinkType*)

Parameters

- **LinkType** (*enum Spinnaker::GenApi::ELinkType*) –
- **GetChildren(self)** –
- **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetDescription** (*self*) → *gcstring*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetDeviceName** (*self*) → *gcstring*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetDisplayName** (*self*) → *gcstring*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetDocuURL** (*self*) → *gcstring*

Parameters **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**) –

**GetEventID** (*self*) → *gcstring*

```

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase >
                      const *)-
GetInc (self) → int64_t
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > *)-
GetIncMode (self) → Spinnaker::GenApi::EIncMode
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > *)-
GetListOfValidValues (self, bounded=True) → int64_autovector_t
    Parameters
        • bounded (bool)-
        • -> int64_autovector_t (GetListOfValidValues (self))-
        • self (Spinnaker::GenApi::CPointer< IInteger, IBase > *)-
GetMax (self) → int64_t
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > *)-
GetMin (self) → int64_t
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > *)-
GetName (self, FullQualified=False) → gcstring
    Parameters
        • FullQualified (bool)-
        • -> gcstring (GetName (self))-
        • self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *)-
GetNameSpace (self) → Spinnaker::GenApi::ENamespace
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase >
                      const *)-
GetNode (self) → INode
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > *)-
GetNodeMap (self) → INodeMap
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase >
                      const *)-
GetParents (self)
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase >
                      const *)-
GetPollingTime (self) → int64_t
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase >
                      const *)-
GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType
    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase >
                      const *)-
GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool

```

**Parameters**

- **PropertyName** (*Spinnaker::GenICam::gcstring const &*)–
- **ValueStr** (*Spinnaker::GenICam::gcstring &*)–
- **AttributeStr** (*Spinnaker::GenICam::gcstring &*)–

**GetPropertyNames** (*self*)**Parameters** **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**)–**GetRepresentation** (*self*) → *Spinnaker::GenApi::ERepresentation***Parameters** **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > \**)–**GetSelectedFeatures** (*self, arg2*)**Parameters** **arg2** (*FeatureList\_t &*)–**GetSelectingFeatures** (*self, arg2*)**Parameters** **arg2** (*FeatureList\_t &*)–**GetToolTip** (*self*) → *gcstring***Parameters** **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**)–**GetUnit** (*self*) → *gcstring***Parameters** **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > \**)–**GetValue** (*self, Verify=False, IgnoreCache=False*) → *int64\_t***Parameters**

- **Verify** (*bool*)–
- **IgnoreCache** (*bool*)–
- **Verify=False** → *int64\_t* (*GetValue (self,)*)–
- **Verify**–
- → *int64\_t* (*GetValue (self)*)–
- **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > \**)–

**GetVisibility** (*self*) → *Spinnaker::GenApi::EVisibility***Parameters** **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > const \**)–**ImposeAccessMode** (*self, ImposedAccessMode*)**Parameters** **ImposedAccessMode** (*enum Spinnaker::GenApi::EAccessMode*)–**ImposeMax** (*self, Value*)**Parameters** **Value** (*int64\_t*)–**ImposeMin** (*self, Value*)**Parameters** **Value** (*int64\_t*)–**ImposeVisibility** (*self, ImposedVisibility*)**Parameters** **ImposedVisibility** (*enum Spinnaker::GenApi::EVisibility*)–



```

InvalidateNode (self)

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > *) –

IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

IsCacheable (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

IsDeprecated (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

IsFeature (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

IsSelector (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

IsStreamable (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

IsValid (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

    bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

IsValueCacheValid (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< IInteger, IBase > const *) –

RegisterCallback (self, pCallback) → Spinnaker::GenApi::CallbackHandleType

    Parameters pCallback (Spinnaker::GenApi::CNodeCallback *) –

SetReference (self, pBase)

    Parameters pBase (INode *) –

SetValue (self, Value, Verify=True)

    Parameters

        • Value (int64_t) –

        • Verify (bool) –

        • Value (SetValue (self,)) –

        • Value –

ToString (self, Verify=False, IgnoreCache=False) → gcstring

    Parameters

```

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **gcstring** (**ToString** (*self*)) –
- **Verify** –
- → **gcstring** (**ToString** (*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< IInteger, IBase > \**) –

**thisown**

The membership flag

**class** **PySpin.CNodeMapDynPtr** (*\*args*)

Bases: **object**

Encapsulates a GenApi pointer dealing with the `dynamic_cast` automatically.

C++ includes: `Pointer.h`

**ClearAllNodes** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap > \**) –

**Connect** (*self, pPort, PortName*) → **bool**

**Parameters**

- **pPort** (*IPort \**) –
- **PortName** (*Spinnaker::GenICam::gcstring const &*) –
- **pPort** → **bool** (**Connect** (*self*)) –
- **pPort** –

**ExtractIndependentSubtree** (*self, XMLData, InjectXMLData, SubTreeRootNodeName, ExtractedSubtree*)

**Parameters**

- **XMLData** (*Spinnaker::GenICam::gcstring const &*) –
- **InjectXMLData** (*Spinnaker::GenICam::gcstring const &*) –
- **SubTreeRootNodeName** (*Spinnaker::GenICam::gcstring const &*) –
- **ExtractedSubtree** (*Spinnaker::GenICam::gcstring &*) –

**GetDeviceName** (*self*) → **gcstring**

**Parameters** **self** (*Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap > \**) –

**GetNode** (*self, Name*) → **INode**

**Parameters** **Name** (*Spinnaker::GenICam::gcstring const &*) –

**GetNodes** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap > const \**) –

**GetNumNodes** (*self*) → **uint64\_t**

**Parameters** **self** (*Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap > const \**) –

```

GetSupportedSchemaVersions (self)

    Parameters self (Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap
        > *)-

InvalidateNodes (self)

    Parameters self (Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap
        > const *)-

IsValid (self) → bool

    Parameters self (Spinnaker::GenApi::CPointer< INodeMapDyn, INodeMap
        > const *)-

    bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

LoadXMLFromFile (self, FileName)

    Parameters FileName (Spinnaker::GenICam::gcstring const &)-

LoadXMLFromFileInject (self, TargetFileName, InjectFileName)

    Parameters

        • TargetFileName (Spinnaker::GenICam::gcstring const &)-
        • InjectFileName (Spinnaker::GenICam::gcstring const &)-

LoadXMLFromString (self, XMLData)

    Parameters XMLData (Spinnaker::GenICam::gcstring const &)-

LoadXMLFromStringInject (self, TargetXMLData, InjectXMLData)

    Parameters

        • TargetXMLData (Spinnaker::GenICam::gcstring const &)-
        • InjectXMLData (Spinnaker::GenICam::gcstring const &)-

LoadXMLFromZIPData (self, zipData, zipSize)

    Parameters

        • zipData (void const *)-
        • zipSize (size_t)-

LoadXMLFromZIPFile (self, ZipFileName)

    Parameters ZipFileName (Spinnaker::GenICam::gcstring const &)-

MergeXMLFiles (self, TargetFileName, InjectedFileName, OutputFileName)

    Parameters

        • TargetFileName (Spinnaker::GenICam::gcstring const &)-
        • InjectedFileName (Spinnaker::GenICam::gcstring const &)-
        • OutputFileName (Spinnaker::GenICam::gcstring const &)-

Poll (self, ElapsedTime)

    Parameters ElapsedTime (int64_t)-

PreprocessXMLFromFile (self, XMLFileName, StyleSheetFileName, OutputFileName, XMLValida-
        tion)

    Parameters

```

- **XMLFileName** (*Spinnaker::GenICam::gcstring const &)-*
- **StyleSheetFileName** (*Spinnaker::GenICam::gcstring const &)-*
- **OutputFileName** (*Spinnaker::GenICam::gcstring const &)-*
- **XMLValidation** (*uint32\_t const)-*
- **XMLFileName, StyleSheetFileName, OutputFileName**  
(*PreprocessXMLFromFile (self,)-*
- **XMLFileName** -
- **StyleSheetFileName** -
- **OutputFileName** -

**PreprocessXMLFromZIPFile** (*self, XMLFileName, StyleSheetFileName, OutputFileName, XML-Validation*)

**Parameters**

- **XMLFileName** (*Spinnaker::GenICam::gcstring const &)-*
- **StyleSheetFileName** (*Spinnaker::GenICam::gcstring const &)-*
- **OutputFileName** (*Spinnaker::GenICam::gcstring const &)-*
- **XMLValidation** (*uint32\_t const)-*
- **XMLFileName, StyleSheetFileName, OutputFileName**  
(*PreprocessXMLFromZIPFile (self,)-*
- **XMLFileName** -
- **StyleSheetFileName** -
- **OutputFileName** -

**thisown**

The membership flag

**class** PySpin.CNodeMapPtr (\*args)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**Connect** (*self, pPort, PortName*) → bool

**Parameters**

- **pPort** (*IPort \**)-
- **PortName** (*Spinnaker::GenICam::gcstring const &)-*
- **pPort** → bool (*Connect (self,)-*
- **pPort** -

**GetDeviceName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::CPointer< INodeMap, INodeMap > \**)-

**GetNode** (*self, Name*) → INode

**Parameters** **Name** (*Spinnaker::GenICam::gcstring const &)-*

---

```

GetNodes (self)
    Parameters self    (Spinnaker::GenApi::CPointer< INodeMap, INodeMap >
                        const *) –

GetNumNodes (self) → uint64_t
    Parameters self    (Spinnaker::GenApi::CPointer< INodeMap, INodeMap >
                        const *) –

InvalidateNodes (self)
    Parameters self    (Spinnaker::GenApi::CPointer< INodeMap, INodeMap >
                        const *) –

IsValid (self) → bool
    Parameters self    (Spinnaker::GenApi::CPointer< INodeMap, INodeMap >
                        const *) –

    bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

Poll (self, ElapsedTime)
    Parameters ElapsedTime (int64_t) –

thisown
    The membership flag

class PySpin.CNodePtr (*args)
    Bases: object

    Encapsulates a GenApi pointer dealing with the dynamic_cast automatically.
    C++ includes: Pointer.h

DeregisterCallback (self, hCallback) → bool
    Parameters hCallback (Spinnaker::GenApi::CallbackHandleType) –

GetAccessMode (self) → Spinnaker::GenApi::EAccessMode
    Parameters self    (Spinnaker::GenApi::CPointer< INode, IBase > const
                        *) –

GetAlias (self) → INode
    Parameters self    (Spinnaker::GenApi::CPointer< INode, IBase > const
                        *) –

GetCachingMode (self) → Spinnaker::GenApi::ECachingMode
    Parameters self    (Spinnaker::GenApi::CPointer< INode, IBase > const
                        *) –

GetCastAlias (self) → INode
    Parameters self    (Spinnaker::GenApi::CPointer< INode, IBase > const
                        *) –

GetChildren (self, LinkType)
    Parameters
        • LinkType (enum Spinnaker::GenApi::ELinkType) –
        • GetChildren (self) –

```

---

- **self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetDescription** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetDeviceName** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetDisplayName** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetDocuURL** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetEventID** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetName** (*self*, *FullQualified=False*) → gcstring

**Parameters**

- **FullQualified** (*bool*) –
- → gcstring (*GetName (self)*) –
- **self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetNameSpace** (*self*) → Spinnaker::GenApi::ENamespace

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetNodeMap** (*self*) → INodeMap

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetParents** (*self*)

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetPollingTime** (*self*) → int64\_t

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetPrincipalInterfaceType** (*self*) → Spinnaker::GenApi::EInterfaceType

**Parameters self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

**GetProperty** (*self*, *PropertyName*, *ValueStr*, *AttributeStr*) → bool

**Parameters**

- **PropertyName** (*Spinnaker::GenICam::gcstring const &*) –

---

```

    • ValueStr (Spinnaker::GenICam::gcstring &) –
    • AttributeStr (Spinnaker::GenICam::gcstring &) –
GetPropertyNames (self)
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
GetSelectedFeatures (self, arg2)
    Parameters arg2 (FeatureList_t &) –
GetSelectingFeatures (self, arg2)
    Parameters arg2 (FeatureList_t &) –
GetToolTip (self) → gcstring
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
GetVisibility (self) → Spinnaker::GenApi::EVisibility
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
ImposeAccessMode (self, ImposedAccessMode)
    Parameters ImposedAccessMode (enum Spinnaker::GenApi::EAccessMode) –
ImposeVisibility (self, ImposedVisibility)
    Parameters ImposedVisibility (enum Spinnaker::GenApi::EVisibility) –
InvalidateNode (self)
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > *) –
IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
IsCachable (self) → bool
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
IsDeprecated (self) → bool
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
IsFeature (self) → bool
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
IsSelector (self) → bool
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –
IsStreamable (self) → bool
    Parameters self (Spinnaker::GenApi::CPointer< INode, IBase > const *) –

```

---

**IsValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< INode, IBase > const \**) –

bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

**RegisterCallback** (*self, pCallback*) → Spinnaker::GenApi::CallbackHandleType

**Parameters** **pCallback** (*Spinnaker::GenApi::CNodeCallback \**) –

**SetReference** (*self, pBase*)

**Parameters** **pBase** (*INode \**) –

**thisown**

The membership flag

**class** PySpin.**CRegisterPtr** (\*args)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**DeregisterCallback** (*self, hCallback*) → bool

**Parameters** **hCallback** (*Spinnaker::GenApi::CallbackHandleType*) –

**FromString** (*self, ValueStr, Verify=True*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **Verify** (*bool*) –
- **ValueStr** (*FromString (self,)*) –
- **ValueStr** –

**Get** (*self, pBuffer, Verify=False, IgnoreCache=False*)

**Parameters**

- **pBuffer** (*uint8\_t \**) –
- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **pBuffer, Verify=False** (*Get (self,)*) –
- **pBuffer** –
- **Verify** –
- **pBuffer** (*Get (self,)*) –
- **pBuffer** –

Gets a NumPy array representing the contents of the register, as 8-bit unsigned ints.

pBuffer: The number of bytes to retrieve

Verify: Enables Range verification (default = false). The AccessMode is always checked

IgnoreCache: If true the value is read ignoring any caches (default = false)

**GetAccessMode** (*self*) → Spinnaker::GenApi::EAccessMode



```

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetAddress (self) → int64_t

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase > *)-
GetAlias (self) → INode

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetCachingMode (self) → Spinnaker::GenApi::ECachingMode

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetCastAlias (self) → INode

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetChildren (self, LinkType)

    Parameters
    • LinkType (enum Spinnaker::GenApi::ELinkType)-
    • GetChildren(self) -
    • self (Spinnaker::GenApi::CPointer< IRegister, IBase > const *)
      -
GetDescription (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetDeviceName (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetDisplayName (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetDocuURL (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetEventID (self) → gcstring

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase >
                      const *)-
GetLength (self) → int64_t

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase > *)-
GetName (self, FullQualified=False) → gcstring

    Parameters
    • FullQualified(bool)-

```

- `-> gcstring(GetName(self))-`
- `self (Spinnaker::GenApi::CPointer< IRegister, IBase > const *)-`

**GetNameSpace** (*self*) → Spinnaker::GenApi::ENamespace

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetNode** (*self*) → INode

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > \*)-

**GetNodeMap** (*self*) → INodeMap

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetParents** (*self*)

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetPollingTime** (*self*) → int64\_t

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetPrincipalInterfaceType** (*self*) → Spinnaker::GenApi::EInterfaceType

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetProperty** (*self*, *PropertyName*, *ValueStr*, *AttributeStr*) → bool

**Parameters**

- **PropertyName** (Spinnaker::GenICam::gcstring const &)-
- **ValueStr** (Spinnaker::GenICam::gcstring &)-
- **AttributeStr** (Spinnaker::GenICam::gcstring &)-

**GetPropertyNames** (*self*)

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetSelectedFeatures** (*self*, *arg2*)

**Parameters** **arg2** (FeatureList\_t &)-

**GetSelectingFeatures** (*self*, *arg2*)

**Parameters** **arg2** (FeatureList\_t &)-

**GetToolTip** (*self*) → gcstring

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**GetVisibility** (*self*) → Spinnaker::GenApi::EVisibility

**Parameters** **self** (Spinnaker::GenApi::CPointer< IRegister, IBase > const \*)-

**ImposeAccessMode** (*self*, *ImposedAccessMode*)

```

    Parameters ImposedAccessMode (enum Spinnaker::GenApi::EAccessMode) –
ImposeVisibility (self, ImposedVisibility)

    Parameters ImposedVisibility (enum Spinnaker::GenApi::EVisibility) –
InvalidateNode (self)

    Parameters self (Spinnaker::GenApi::CPointer< IRegister, IBase > *) –
IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
IsCachable (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
IsDeprecated (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
IsFeature (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
IsSelector (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
IsStreamable (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
IsValid (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –

    bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid
IsValueCacheValid (self) → bool

    Parameters self      (Spinnaker::GenApi::CPointer< IRegister, IBase >
        const *) –
RegisterCallback (self, pCallback) → Spinnaker::GenApi::CallbackHandleType

    Parameters pCallback (Spinnaker::GenApi::CNodeCallback *) –
Set (self, pBuffer, Verify=True)

    Parameters

        • pBuffer (uint8_t const *) –
        • Verify (bool) –
        • pBuffer (Set (self,)) –
        • pBuffer –

```

Set the register's contents with the contents (as 8-bit unsigned ints) of the given array.

pBuffer: The NumPy array containing the data to set

Verify: Enables AccessMode and Range verification (default = true)

**SetReference** (*self*, *pBase*)

Parameters **pBase** (*INode \**) –

**ToString** (*self*, *Verify=False*, *IgnoreCache=False*) → *gcstring*

Parameters

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *gcstring*(**ToString** (*self*),) –
- **Verify** –
- → *gcstring*(**ToString** (*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< IRegister, IBase > \**) –

**thisown**

The membership flag

**class** *PySpin.CSelectorPtr* (\*args)

Bases: *object*

Encapsulates a GenApi pointer dealing with the *dynamic\_cast* automatically.

C++ includes: *Pointer.h*

**GetAccessMode** (*self*) → *Spinnaker::GenApi::EAccessMode*

Parameters **self** (*Spinnaker::GenApi::CPointer< ISelector, IBase > const \**) –

**GetSelectedFeatures** (*self*, *arg2*)

Parameters **arg2** (*FeatureList\_t &*) –

**GetSelectingFeatures** (*self*, *arg2*)

Parameters **arg2** (*FeatureList\_t &*) –

**IsSelector** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< ISelector, IBase > const \**) –

**IsValid** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< ISelector, IBase > const \**) –

*bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw ()* true if the pointer is valid

**thisown**

The membership flag

**class** *PySpin.CSelectorSet* (\*args, \*\*kwargs)

Bases: *PySpin.Node*

The set of selectors selecting a given node

C++ includes: SelectorSet.h

**GetSelectorList** (*self*, *Incremental=False*)

**Parameters**

- **Incremental** (*bool*) –
- **GetSelectorList** (*self*) –
- **self** (*Spinnaker::GenApi::CSelectorSet \**) –

virtual void Spinnaker::GenApi::CSelectorSet::GetSelectorList(FeatureList\_t &SelectorList, bool Incremental=false)

**IsEmpty** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CSelectorSet \**) –

bool Spinnaker::GenApi::CSelectorSet::IsEmpty()

returns true if no selectors are present

**Restore** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::CSelectorSet \**) –

virtual void Spinnaker::GenApi::CSelectorSet::Restore()

**SetFirst** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CSelectorSet \**) –

virtual bool Spinnaker::GenApi::CSelectorSet::SetFirst()

**SetNext** (*self*, *Tick=True*) → bool

**Parameters**

- **Tick** (*bool*) –
- → **bool** (*SetNext* (*self*)) –
- **self** (*Spinnaker::GenApi::CSelectorSet \**) –

virtual bool Spinnaker::GenApi::CSelectorSet::SetNext(bool Tick=true)

**ToString** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::CSelectorSet \**) –

virtual GenICam::gcstring Spinnaker::GenApi::CSelectorSet::ToString()

**thisown**

The membership flag

**class** PySpin.**CStringPtr** (*\*args*)

Bases: object

Encapsulates a GenApi pointer dealing with the dynamic\_cast automatically.

C++ includes: Pointer.h

**DeregisterCallback** (*self*, *hCallback*) → bool

**Parameters** **hCallback** (*Spinnaker::GenApi::CallbackHandleType*) –

**FromString** (*self*, *ValueStr*, *Verify=True*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **Verify** (*bool*) –
- **ValueStr** (*FromString(self,)*) –
- **ValueStr** –

**GetAccessMode** (*self*) → *Spinnaker::GenApi::EAccessMode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetAlias** (*self*) → *INode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetCachingMode** (*self*) → *Spinnaker::GenApi::ECachingMode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetCastAlias** (*self*) → *INode*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetChildren** (*self, LinkType*)

**Parameters**

- **LinkType** (*enum Spinnaker::GenApi::ELinkType*) –
- **GetChildren(self)** –
- **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetDescription** (*self*) → *gcstring*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetDeviceName** (*self*) → *gcstring*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetDisplayName** (*self*) → *gcstring*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetDocuURL** (*self*) → *gcstring*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetEventID** (*self*) → *gcstring*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetMaxLength** (*self*) → *int64\_t*

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IString, IBase > \**) –

**GetName** (*self, FullQualified=False*) → *gcstring*

**Parameters**

- **FullQualified**(*bool*) –
- **-> gcstring**(*GetName*(*self*)) –
- **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetNameSpace**(*self*) → *Spinnaker::GenApi::ENamespace*

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetNode**(*self*) → *INode*

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > \**) –

**GetNodeMap**(*self*) → *INodeMap*

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetParents**(*self*)

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetPollingTime**(*self*) → *int64\_t*

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetPrincipalInterfaceType**(*self*) → *Spinnaker::GenApi::EInterfaceType*

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetProperty**(*self, PropertyName, ValueStr, AttributeStr*) → *bool*

**Parameters**

- **PropertyName**(*Spinnaker::GenICam::gcstring const &*) –
- **ValueStr**(*Spinnaker::GenICam::gcstring &*) –
- **AttributeStr**(*Spinnaker::GenICam::gcstring &*) –

**GetPropertyNames**(*self*)

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetSelectedFeatures**(*self, arg2*)

**Parameters** **arg2**(*FeatureList\_t &*) –

**GetSelectingFeatures**(*self, arg2*)

**Parameters** **arg2**(*FeatureList\_t &*) –

**GetToolTip**(*self*) → *gcstring*

**Parameters** **self**(*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**GetValue**(*self, Verify=False, IgnoreCache=False*) → *gcstring*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **gcstring** (**GetValue** (*self*)) –
- **Verify** –
- → **gcstring** (**GetValue** (*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< IString, IBase > \**) –

**GetVisibility** (*self*) → *Spinnaker::GenApi::EVisibility*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**ImposeAccessMode** (*self*, *ImposedAccessMode*)

Parameters **ImposedAccessMode** (*enum Spinnaker::GenApi::EAccessMode*) –

**ImposeVisibility** (*self*, *ImposedVisibility*)

Parameters **ImposedVisibility** (*enum Spinnaker::GenApi::EVisibility*) –

**InvalidateNode** (*self*)

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > \**) –

**IsAccessModeCacheable** (*self*) → *Spinnaker::GenApi::EYesNo*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**IsCachable** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**IsDeprecated** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**IsFeature** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**IsSelector** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**IsStreamable** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

**IsValid** (*self*) → *bool*

Parameters **self** (*Spinnaker::GenApi::CPointer< IString, IBase > const \**) –

*bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw ()* true if the pointer is valid

**IsValueCacheValid** (*self*) → *bool*



```

    Parameters self (Spinnaker::GenApi::CPointer< IString, IBase > const
    *) -

RegisterCallback (self, pCallback) → Spinnaker::GenApi::CallbackHandleType

    Parameters pCallback (Spinnaker::GenApi::CNodeCallback *) -

SetReference (self, pBase)

    Parameters pBase (INode *) -

SetValue (self, Value, Verify=True)

    Parameters
        • Value (Spinnaker::GenICam::gcstring const &) -
        • Verify (bool) -
        • Value) (SetValue (self,)) -
        • Value -

ToString (self, Verify=False, IgnoreCache=False) → gcstring

    Parameters
        • Verify (bool) -
        • IgnoreCache (bool) -
        • Verify=False) -> gcstring (ToString (self,)) -
        • Verify -
        • -> gcstring (ToString (self)) -
        • self (Spinnaker::GenApi::CPointer< IString, IBase > *) -

thisown
    The membership flag

class PySpin.CValuePtr (*args)
    Bases: object

    Encapsulates a GenApi pointer dealing with the dynamic_cast automatically.
    C++ includes: Pointer.h

DeregisterCallback (self, hCallback) → bool

    Parameters hCallback (Spinnaker::GenApi::CallbackHandleType) -

FromString (self, ValueStr, Verify=True)

    Parameters
        • ValueStr (Spinnaker::GenICam::gcstring const &) -
        • Verify (bool) -
        • ValueStr) (FromString (self,)) -
        • ValueStr -

GetAccessMode (self) → Spinnaker::GenApi::EAccessMode

    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
    *) -

```

**GetAlias** (*self*) → INode

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetCachingMode** (*self*) → Spinnaker::GenApi::ECachingMode

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetCastAlias** (*self*) → INode

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetChildren** (*self*, *LinkType*)

Parameters

- **LinkType** (enum Spinnaker::GenApi::ELinkType) –
- **GetChildren** (**self**) –
- **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetDescription** (*self*) → gcstring

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetDeviceName** (*self*) → gcstring

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetDisplayName** (*self*) → gcstring

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetDocuURL** (*self*) → gcstring

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetEventID** (*self*) → gcstring

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetName** (*self*, *FullQualified=False*) → gcstring

Parameters

- **FullQualified** (bool) –
- → gcstring (GetName (**self**)) –
- **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetNameSpace** (*self*) → Spinnaker::GenApi::ENamespace

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > const \*) –

**GetNode** (*self*) → INode

Parameters **self** (Spinnaker::GenApi::CPointer< IValue, IBase > \*) –

```

GetNodeMap (self) → INodeMap
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

GetParents (self)
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

GetPollingTime (self) → int64_t
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool
    Parameters
        • PropertyName (Spinnaker::GenICam::gcstring const &) –
        • ValueStr (Spinnaker::GenICam::gcstring &) –
        • AttributeStr (Spinnaker::GenICam::gcstring &) –

GetPropertyNames (self)
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

GetSelectedFeatures (self, arg2)
    Parameters arg2 (FeatureList_t &) –

GetSelectingFeatures (self, arg2)
    Parameters arg2 (FeatureList_t &) –

GetToolTip (self) → gcstring
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

GetVisibility (self) → Spinnaker::GenApi::EVisibility
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

ImposeAccessMode (self, ImposedAccessMode)
    Parameters ImposedAccessMode (enum Spinnaker::GenApi::EAccessMode) –

ImposeVisibility (self, ImposedVisibility)
    Parameters ImposedVisibility (enum Spinnaker::GenApi::EVisibility) –

InvalidateNode (self)
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > *) –

IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo
    Parameters self (Spinnaker::GenApi::CPointer< IValue, IBase > const
        *) –

```

**IsCachable** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

**IsDeprecated** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

**IsFeature** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

**IsSelector** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

**IsStreamable** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

**IsValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

bool Spinnaker::GenApi::CPointer< T, B >::IsValid() const throw () true if the pointer is valid

**IsValueCacheValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > const \**) –

**RegisterCallback** (*self, pCallback*) → Spinnaker::GenApi::CallbackHandleType

**Parameters** **pCallback** (*Spinnaker::GenApi::CNodeCallback \**) –

**SetReference** (*self, pBase*)

**Parameters** **pBase** (*INode \**) –

**ToString** (*self, Verify=False, IgnoreCache=False*) → gcstring

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → gcstring(**ToString** (*self*),) –
- **Verify** –
- → gcstring(**ToString** (*self*)) –
- **self** (*Spinnaker::GenApi::CPointer< IValue, IBase > \**) –

**thisown**

The membership flag

**class** PySpin.Camera (*\*args, \*\*kwargs*)

Bases: *PySpin.CameraBase*

The camera object class.

C++ includes: Camera.h

#### **AasRoiEnable**

Camera\_AasRoiEnable\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AasRoiHeight**

Camera\_AasRoiHeight\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AasRoiOffsetX**

Camera\_AasRoiOffsetX\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AasRoiOffsetY**

Camera\_AasRoiOffsetY\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AasRoiWidth**

Camera\_AasRoiWidth\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionAbort**

Camera\_AcquisitionAbort\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionArm**

Camera\_AcquisitionArm\_get(self) -> ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionBurstFrameCount**

Camera\_AcquisitionBurstFrameCount\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionFrameCount**

Camera\_AcquisitionFrameCount\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionFrameRate**

Camera\_AcquisitionFrameRate\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionFrameRateEnable**

Camera\_AcquisitionFrameRateEnable\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionLineRate**

Camera\_AcquisitionLineRate\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –

#### **AcquisitionMode**

Camera\_AcquisitionMode\_get(self) -> IEnumerationT\_AcquisitionModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) –

**AcquisitionResultingFrameRate**

Camera\_AcquisitionResultingFrameRate\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**AcquisitionStart**

Camera\_AcquisitionStart\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**AcquisitionStatus**

Camera\_AcquisitionStatus\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**AcquisitionStatusSelector**

Camera\_AcquisitionStatusSelector\_get(self) -&gt; IEnumerationT\_AcquisitionStatusSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**AcquisitionStop**

Camera\_AcquisitionStop\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**ActionDeviceKey**

Camera\_ActionDeviceKey\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**ActionGroupKey**

Camera\_ActionGroupKey\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**ActionGroupMask**

Camera\_ActionGroupMask\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**ActionQueueSize**

Camera\_ActionQueueSize\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**ActionSelector**

Camera\_ActionSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**ActionUnconditionalMode**

Camera\_ActionUnconditionalMode\_get(self) -&gt; IEnumerationT\_ActionUnconditionalModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**AdcBitDepth**

Camera\_AdcBitDepth\_get(self) -&gt; IEnumerationT\_AdcBitDepthEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**AutoAlgorithmSelector**

Camera\_AutoAlgorithmSelector\_get(self) -&gt; IEnumerationT\_AutoAlgorithmSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**AutoExposureControlLoopDamping**

Camera\_AutoExposureControlLoopDamping\_get(self) -&gt; IFloat

```

    Parameters self (Spinnaker::Camera *) -

AutoExposureControlPriority
    Camera_AutoExposureControlPriority_get(self) -> IEnumerationT_AutoExposureControlPriorityEnums

    Parameters self (Spinnaker::Camera *) -

AutoExposureEVCompensation
    Camera_AutoExposureEVCompensation_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureExposureTimeLowerLimit
    Camera_AutoExposureExposureTimeLowerLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureExposureTimeUpperLimit
    Camera_AutoExposureExposureTimeUpperLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureGainLowerLimit
    Camera_AutoExposureGainLowerLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureGainUpperLimit
    Camera_AutoExposureGainUpperLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureGreyValueLowerLimit
    Camera_AutoExposureGreyValueLowerLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureGreyValueUpperLimit
    Camera_AutoExposureGreyValueUpperLimit_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureLightingMode
    Camera_AutoExposureLightingMode_get(self) -> IEnumerationT_AutoExposureLightingModeEnums

    Parameters self (Spinnaker::Camera *) -

AutoExposureMeteringMode
    Camera_AutoExposureMeteringMode_get(self) -> IEnumerationT_AutoExposureMeteringModeEnums

    Parameters self (Spinnaker::Camera *) -

AutoExposureTargetGreyValue
    Camera_AutoExposureTargetGreyValue_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

AutoExposureTargetGreyValueAuto
    Camera_AutoExposureTargetGreyValueAuto_get(self) -> IEnumerationT_AutoExposureTargetGreyValueAutoEnums

    Parameters self (Spinnaker::Camera *) -

BalanceRatio
    Camera_BalanceRatio_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) -

```

**BalanceRatioSelector**

Camera\_BalanceRatioSelector\_get(self) -&gt; IEnumerationT\_BalanceRatioSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BalanceWhiteAuto**

Camera\_BalanceWhiteAuto\_get(self) -&gt; IEnumerationT\_BalanceWhiteAutoEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BalanceWhiteAutoDamping**

Camera\_BalanceWhiteAutoDamping\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BalanceWhiteAutoLowerLimit**

Camera\_BalanceWhiteAutoLowerLimit\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BalanceWhiteAutoProfile**

Camera\_BalanceWhiteAutoProfile\_get(self) -&gt; IEnumerationT\_BalanceWhiteAutoProfileEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BalanceWhiteAutoUpperLimit**

Camera\_BalanceWhiteAutoUpperLimit\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BinningHorizontal**

Camera\_BinningHorizontal\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**BinningHorizontalMode**

Camera\_BinningHorizontalMode\_get(self) -&gt; IEnumerationT\_BinningHorizontalModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BinningSelector**

Camera\_BinningSelector\_get(self) -&gt; IEnumerationT\_BinningSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BinningVertical**

Camera\_BinningVertical\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**BinningVerticalMode**

Camera\_BinningVerticalMode\_get(self) -&gt; IEnumerationT\_BinningVerticalModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevel**

Camera\_BlackLevel\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelAuto**

Camera\_BlackLevelAuto\_get(self) -&gt; IEnumerationT\_BlackLevelAutoEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**BlackLevelAutoBalance**

Camera\_BlackLevelAutoBalance\_get(self) -&gt; IEnumerationT\_BlackLevelAutoBalanceEnums



```

    Parameters self (Spinnaker::Camera *) –

BlackLevelClampingEnable
    Camera_BlackLevelClampingEnable_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

BlackLevelRaw
    Camera_BlackLevelRaw_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

BlackLevelSelector
    Camera_BlackLevelSelector_get(self) -> IEnumerationT_BlackLevelSelectorEnums

    Parameters self (Spinnaker::Camera *) –

BsiFlatFieldCorrectionAuto
    Camera_BsiFlatFieldCorrectionAuto_get(self) -> IEnumerationT_BsiFlatFieldCorrectionAutoEnums

    Parameters self (Spinnaker::Camera *) –

BsiFlatFieldCorrectionAutoDamping
    Camera_BsiFlatFieldCorrectionAutoDamping_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

BsiFlatFieldCorrectionEnable
    Camera_BsiFlatFieldCorrectionEnable_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

BsiFlatFieldCorrectionGain
    Camera_BsiFlatFieldCorrectionGain_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

BsiFlatFieldCorrectionGainSelector
    Camera_BsiFlatFieldCorrectionGainSelector_get(self) -> IEnumerationT_BsiFlatFieldCorrectionGainSelectorEnums

    Parameters self (Spinnaker::Camera *) –

ChunkBlackLevel
    Camera_ChunkBlackLevel_get(self) -> IFloat

    Parameters self (Spinnaker::Camera *) –

ChunkBlackLevelSelector
    Camera_ChunkBlackLevelSelector_get(self) -> IEnumerationT_ChunkBlackLevelSelectorEnums

    Parameters self (Spinnaker::Camera *) –

ChunkCRC
    Camera_ChunkCRC_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

ChunkCounterSelector
    Camera_ChunkCounterSelector_get(self) -> IEnumerationT_ChunkCounterSelectorEnums

    Parameters self (Spinnaker::Camera *) –

ChunkCounterValue
    Camera_ChunkCounterValue_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

```

**ChunkEnable**

Camera\_ChunkEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkEncoderSelector**

Camera\_ChunkEncoderSelector\_get(self) -&gt; IEnumerationT\_ChunkEncoderSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkEncoderStatus**

Camera\_ChunkEncoderStatus\_get(self) -&gt; IEnumerationT\_ChunkEncoderStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkEncoderValue**

Camera\_ChunkEncoderValue\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkExposureEndLineStatusAll**

Camera\_ChunkExposureEndLineStatusAll\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkExposureTime**

Camera\_ChunkExposureTime\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkExposureTimeSelector**

Camera\_ChunkExposureTimeSelector\_get(self) -&gt; IEnumerationT\_ChunkExposureTimeSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkFrameID**

Camera\_ChunkFrameID\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkGain**

Camera\_ChunkGain\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkGainSelector**

Camera\_ChunkGainSelector\_get(self) -&gt; IEnumerationT\_ChunkGainSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkHeight**

Camera\_ChunkHeight\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkImage**

Camera\_ChunkImage\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkImageComponent**

Camera\_ChunkImageComponent\_get(self) -&gt; IEnumerationT\_ChunkImageComponentEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkLinePitch**

Camera\_ChunkLinePitch\_get(self) -&gt; IInteger

```

        Parameters self (Spinnaker::Camera *) –

ChunkLineStatusAll
    Camera_ChunkLineStatusAll_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkModeActive
    Camera_ChunkModeActive_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) –

ChunkOffsetX
    Camera_ChunkOffsetX_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkOffsetY
    Camera_ChunkOffsetY_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkPartSelector
    Camera_ChunkPartSelector_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkPixelDynamicRangeMax
    Camera_ChunkPixelDynamicRangeMax_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkPixelDynamicRangeMin
    Camera_ChunkPixelDynamicRangeMin_get(self) -> Integer

        Parameters self (Spinnaker::Camera *) –

ChunkPixelFormat
    Camera_ChunkPixelFormat_get(self) -> IEnumerationT_ChunkPixelFormatEnums

        Parameters self (Spinnaker::Camera *) –

ChunkRegionID
    Camera_ChunkRegionID_get(self) -> IEnumerationT_ChunkRegionIDEnums

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dAxisMax
    Camera_ChunkScan3dAxisMax_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dAxisMin
    Camera_ChunkScan3dAxisMin_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateOffset
    Camera_ChunkScan3dCoordinateOffset_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) –

ChunkScan3dCoordinateReferenceSelector
    Camera_ChunkScan3dCoordinateReferenceSelector_get(self) -> IEnumera-
    tionT_ChunkScan3dCoordinateReferenceSelectorEnums

        Parameters self (Spinnaker::Camera *) –

```

**ChunkScan3dCoordinateReferenceValue**

Camera\_ChunkScan3dCoordinateReferenceValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dCoordinateScale**

Camera\_ChunkScan3dCoordinateScale\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dCoordinateSelector**

Camera\_ChunkScan3dCoordinateSelector\_get(self) -&gt; IEnumerationT\_ChunkScan3dCoordinateSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dCoordinateSystem**

Camera\_ChunkScan3dCoordinateSystem\_get(self) -&gt; IEnumerationT\_ChunkScan3dCoordinateSystemEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dCoordinateSystemReference**

Camera\_ChunkScan3dCoordinateSystemReference\_get(self) -&gt; IEnumerationT\_ChunkScan3dCoordinateSystemReferenceEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dCoordinateTransformSelector**

Camera\_ChunkScan3dCoordinateTransformSelector\_get(self) -&gt; IEnumerationT\_ChunkScan3dCoordinateTransformSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dDistanceUnit**

Camera\_ChunkScan3dDistanceUnit\_get(self) -&gt; IEnumerationT\_ChunkScan3dDistanceUnitEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dInvalidDataFlag**

Camera\_ChunkScan3dInvalidDataFlag\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dInvalidDataValue**

Camera\_ChunkScan3dInvalidDataValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dOutputMode**

Camera\_ChunkScan3dOutputMode\_get(self) -&gt; IEnumerationT\_ChunkScan3dOutputModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScan3dTransformValue**

Camera\_ChunkScan3dTransformValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkScanLineSelector**

Camera\_ChunkScanLineSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**ChunkSelector**

Camera\_ChunkSelector\_get(self) -&gt; IEnumerationT\_ChunkSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –

**ChunkSequencerSetActive**

Camera\_ChunkSequencerSetActive\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSerialData**

Camera\_ChunkSerialData\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSerialDataLength**

Camera\_ChunkSerialDataLength\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSerialReceiveOverflow**

Camera\_ChunkSerialReceiveOverflow\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkSourceID**

Camera\_ChunkSourceID\_get(self) -&gt; IEnumerationT\_ChunkSourceIDEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkStreamChannelID**

Camera\_ChunkStreamChannelID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimerSelector**

Camera\_ChunkTimerSelector\_get(self) -&gt; IEnumerationT\_ChunkTimerSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimerValue**

Camera\_ChunkTimerValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimestamp**

Camera\_ChunkTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTimestampLatchValue**

Camera\_ChunkTimestampLatchValue\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTransferBlockID**

Camera\_ChunkTransferBlockID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTransferQueueCurrentBlockCount**

Camera\_ChunkTransferQueueCurrentBlockCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkTransferStreamID**

Camera\_ChunkTransferStreamID\_get(self) -&gt; IEnumerationT\_ChunkTransferStreamIDEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ChunkWidth**

Camera\_ChunkWidth\_get(self) -&gt; Integer

```
    Parameters self (Spinnaker::Camera *) –  
ClConfiguration  
    Camera_ClConfiguration_get(self) -> IEnumerationT_ClConfigurationEnums  
    Parameters self (Spinnaker::Camera *) –  
ClTimeSlotsCount  
    Camera_ClTimeSlotsCount_get(self) -> IEnumerationT_ClTimeSlotsCountEnums  
    Parameters self (Spinnaker::Camera *) –  
ColorTransformationEnable  
    Camera_ColorTransformationEnable_get(self) -> IBoolean  
    Parameters self (Spinnaker::Camera *) –  
ColorTransformationSelector  
    Camera_ColorTransformationSelector_get(self) -> IEnumerationT_ColorTransformationSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
ColorTransformationValue  
    Camera_ColorTransformationValue_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –  
ColorTransformationValueSelector  
    Camera_ColorTransformationValueSelector_get(self) -> IEnumerationT_ColorTransformationValueSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
CounterDelay  
    Camera_CounterDelay_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
CounterDuration  
    Camera_CounterDuration_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
CounterEventActivation  
    Camera_CounterEventActivation_get(self) -> IEnumerationT_CounterEventActivationEnums  
    Parameters self (Spinnaker::Camera *) –  
CounterEventSource  
    Camera_CounterEventSource_get(self) -> IEnumerationT_CounterEventSourceEnums  
    Parameters self (Spinnaker::Camera *) –  
CounterReset  
    Camera_CounterReset_get(self) -> ICommand  
    Parameters self (Spinnaker::Camera *) –  
CounterResetActivation  
    Camera_CounterResetActivation_get(self) -> IEnumerationT_CounterResetActivationEnums  
    Parameters self (Spinnaker::Camera *) –  
CounterResetSource  
    Camera_CounterResetSource_get(self) -> IEnumerationT_CounterResetSourceEnums  
    Parameters self (Spinnaker::Camera *) –
```

**CounterSelector**

Camera\_CounterSelector\_get(self) -&gt; IEnumerationT\_CounterSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterStatus**

Camera\_CounterStatus\_get(self) -&gt; IEnumerationT\_CounterStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterTriggerActivation**

Camera\_CounterTriggerActivation\_get(self) -&gt; IEnumerationT\_CounterTriggerActivationEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterTriggerSource**

Camera\_CounterTriggerSource\_get(self) -&gt; IEnumerationT\_CounterTriggerSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterValue**

Camera\_CounterValue\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**CounterValueAtReset**

Camera\_CounterValueAtReset\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionSelector**

Camera\_CxpConnectionSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionTestErrorCount**

Camera\_CxpConnectionTestErrorCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionTestMode**

Camera\_CxpConnectionTestMode\_get(self) -&gt; IEnumerationT\_CxpConnectionTestModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpConnectionTestPacketCount**

Camera\_CxpConnectionTestPacketCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpLinkConfiguration**

Camera\_CxpLinkConfiguration\_get(self) -&gt; IEnumerationT\_CxpLinkConfigurationEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpLinkConfigurationPreferred**

Camera\_CxpLinkConfigurationPreferred\_get(self) -&gt; IEnumerationT\_CxpLinkConfigurationPreferredEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpLinkConfigurationStatus**

Camera\_CxpLinkConfigurationStatus\_get(self) -&gt; IEnumerationT\_CxpLinkConfigurationStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**CxpPoCxpAuto**

Camera\_CxpPoCxpAuto\_get(self) -&gt; ICommand

```
    Parameters self (Spinnaker::Camera *) –

CxpPoCxpStatus
    Camera_CxpPoCxpStatus_get(self) -> IEnumerationT_CxpPoCxpStatusEnums

    Parameters self (Spinnaker::Camera *) –

CxpPoCxpTripReset
    Camera_CxpPoCxpTripReset_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

CxpPoCxpTurnOff
    Camera_CxpPoCxpTurnOff_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DecimationHorizontal
    Camera_DecimationHorizontal_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

DecimationHorizontalMode
    Camera_DecimationHorizontalMode_get(self) -> IEnumerationT_DecimationHorizontalModeEnums

    Parameters self (Spinnaker::Camera *) –

DecimationSelector
    Camera_DecimationSelector_get(self) -> IEnumerationT_DecimationSelectorEnums

    Parameters self (Spinnaker::Camera *) –

DecimationVertical
    Camera_DecimationVertical_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

DecimationVerticalMode
    Camera_DecimationVerticalMode_get(self) -> IEnumerationT_DecimationVerticalModeEnums

    Parameters self (Spinnaker::Camera *) –

DefectTableApply
    Camera_DefectTableApply_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DefectTableCoordinateX
    Camera_DefectTableCoordinateX_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

DefectTableCoordinateY
    Camera_DefectTableCoordinateY_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

DefectTableFactoryRestore
    Camera_DefectTableFactoryRestore_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DefectTableIndex
    Camera_DefectTableIndex_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –
```



**DefectTablePixelCount**

Camera\_DefectTablePixelCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DefectTableSave**

Camera\_DefectTableSave\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**Deinterlacing**

Camera\_Deinterlacing\_get(self) -&gt; IEnumerationT\_DeinterlacingEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceCharacterSet**

Camera\_DeviceCharacterSet\_get(self) -&gt; IEnumerationT\_DeviceCharacterSetEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceClockFrequency**

Camera\_DeviceClockFrequency\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceClockSelector**

Camera\_DeviceClockSelector\_get(self) -&gt; IEnumerationT\_DeviceClockSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceConnectionSelector**

Camera\_DeviceConnectionSelector\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceConnectionSpeed**

Camera\_DeviceConnectionSpeed\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceConnectionStatus**

Camera\_DeviceConnectionStatus\_get(self) -&gt; IEnumerationT\_DeviceConnectionStatusEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceEventChannelCount**

Camera\_DeviceEventChannelCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceFamilyName**

Camera\_DeviceFamilyName\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceFeaturePersistenceEnd**

Camera\_DeviceFeaturePersistenceEnd\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceFeaturePersistenceStart**

Camera\_DeviceFeaturePersistenceStart\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**DeviceFirmwareVersion**

Camera\_DeviceFirmwareVersion\_get(self) -&gt; IString

```
    Parameters self (Spinnaker::Camera *) –  
  
DeviceGenCPVersionMajor  
    Camera_DeviceGenCPVersionMajor_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceGenCPVersionMinor  
    Camera_DeviceGenCPVersionMinor_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceID  
    Camera_DeviceID_get(self) -> IString  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceIndicatorMode  
    Camera_DeviceIndicatorMode_get(self) -> IEnumerationT_DeviceIndicatorModeEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkBandwidthReserve  
    Camera_DeviceLinkBandwidthReserve_get(self) -> IFloat  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkCommandTimeout  
    Camera_DeviceLinkCommandTimeout_get(self) -> IFloat  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkConnectionCount  
    Camera_DeviceLinkConnectionCount_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkCurrentThroughput  
    Camera_DeviceLinkCurrentThroughput_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkHeartbeatMode  
    Camera_DeviceLinkHeartbeatMode_get(self) -> IEnumerationT_DeviceLinkHeartbeatModeEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkHeartbeatTimeout  
    Camera_DeviceLinkHeartbeatTimeout_get(self) -> IFloat  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkSelector  
    Camera_DeviceLinkSelector_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkSpeed  
    Camera_DeviceLinkSpeed_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
DeviceLinkThroughputLimit  
    Camera_DeviceLinkThroughputLimit_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –
```

**DeviceLinkThroughputLimitMode**

Camera\_DeviceLinkThroughputLimitMode\_get(self) -&gt; IEnumerationT\_DeviceLinkThroughputLimitModeEnums

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestEntrySelector**

Camera\_DeviceManifestEntrySelector\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestPrimaryURL**

Camera\_DeviceManifestPrimaryURL\_get(self) -&gt; IString

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestSchemaMajorVersion**

Camera\_DeviceManifestSchemaMajorVersion\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestSchemaMinorVersion**

Camera\_DeviceManifestSchemaMinorVersion\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestSecondaryURL**

Camera\_DeviceManifestSecondaryURL\_get(self) -&gt; IString

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestXMLMajorVersion**

Camera\_DeviceManifestXMLMajorVersion\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestXMLMinorVersion**

Camera\_DeviceManifestXMLMinorVersion\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceManifestXMLSubMinorVersion**

Camera\_DeviceManifestXMLSubMinorVersion\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceManufacturerInfo**

Camera\_DeviceManufacturerInfo\_get(self) -&gt; IString

**Parameters** self (Spinnaker::Camera \*) -**DeviceMaxThroughput**

Camera\_DeviceMaxThroughput\_get(self) -&gt; Integer

**Parameters** self (Spinnaker::Camera \*) -**DeviceModelName**

Camera\_DeviceModelName\_get(self) -&gt; IString

**Parameters** self (Spinnaker::Camera \*) -**DevicePowerSupplySelector**

Camera\_DevicePowerSupplySelector\_get(self) -&gt; IEnumerationT\_DevicePowerSupplySelectorEnums

**Parameters** self (Spinnaker::Camera \*) -**DeviceRegistersCheck**

Camera\_DeviceRegistersCheck\_get(self) -&gt; ICommand

```
    Parameters self (Spinnaker::Camera *) –

DeviceRegistersEndianness
    Camera_DeviceRegistersEndianness_get(self) -> IEnumerationT_DeviceRegistersEndiannessEnums

    Parameters self (Spinnaker::Camera *) –

DeviceRegistersStreamingEnd
    Camera_DeviceRegistersStreamingEnd_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DeviceRegistersStreamingStart
    Camera_DeviceRegistersStreamingStart_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DeviceRegistersValid
    Camera_DeviceRegistersValid_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

DeviceReset
    Camera_DeviceReset_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

DeviceSFNCVersionMajor
    Camera_DeviceSFNCVersionMajor_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceSFNCVersionMinor
    Camera_DeviceSFNCVersionMinor_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceSFNCVersionSubMinor
    Camera_DeviceSFNCVersionSubMinor_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –

DeviceScanType
    Camera_DeviceScanType_get(self) -> IEnumerationT_DeviceScanTypeEnum

    Parameters self (Spinnaker::Camera *) –

DeviceSerialNumber
    Camera_DeviceSerialNumber_get(self) -> IString

    Parameters self (Spinnaker::Camera *) –

DeviceSerialPortBaudRate
    Camera_DeviceSerialPortBaudRate_get(self) -> IEnumerationT_DeviceSerialPortBaudRateEnums

    Parameters self (Spinnaker::Camera *) –

DeviceSerialPortSelector
    Camera_DeviceSerialPortSelector_get(self) -> IEnumerationT_DeviceSerialPortSelectorEnums

    Parameters self (Spinnaker::Camera *) –

DeviceStreamChannelCount
    Camera_DeviceStreamChannelCount_get(self) -> IInteger

    Parameters self (Spinnaker::Camera *) –
```

**DeviceStreamChannelEndianness**

Camera\_DeviceStreamChannelEndianness\_get(self) -&gt; IEnumerationT\_DeviceStreamChannelEndiannessEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelLink**

Camera\_DeviceStreamChannelLink\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelPacketSize**

Camera\_DeviceStreamChannelPacketSize\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelSelector**

Camera\_DeviceStreamChannelSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceStreamChannelType**

Camera\_DeviceStreamChannelType\_get(self) -&gt; IEnumerationT\_DeviceStreamChannelTypeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLType**

Camera\_DeviceTLType\_get(self) -&gt; IEnumerationT\_DeviceTLTypeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLVersionMajor**

Camera\_DeviceTLVersionMajor\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLVersionMinor**

Camera\_DeviceTLVersionMinor\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTLVersionSubMinor**

Camera\_DeviceTLVersionSubMinor\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTapGeometry**

Camera\_DeviceTapGeometry\_get(self) -&gt; IEnumerationT\_DeviceTapGeometryEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTemperature**

Camera\_DeviceTemperature\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceTemperatureSelector**

Camera\_DeviceTemperatureSelector\_get(self) -&gt; IEnumerationT\_DeviceTemperatureSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceType**

Camera\_DeviceType\_get(self) -&gt; IEnumerationT\_DeviceTypeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**DeviceUptime**

Camera\_DeviceUptime\_get(self) -&gt; IInteger

```
    Parameters self (Spinnaker::Camera *) –  
DeviceUserID  
    Camera_DeviceUserID_get(self) -> IString  
    Parameters self (Spinnaker::Camera *) –  
DeviceVendorName  
    Camera_DeviceVendorName_get(self) -> IString  
    Parameters self (Spinnaker::Camera *) –  
DeviceVersion  
    Camera_DeviceVersion_get(self) -> IString  
    Parameters self (Spinnaker::Camera *) –  
EncoderDivider  
    Camera_EncoderDivider_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
EncoderMode  
    Camera_EncoderMode_get(self) -> IEnumerationT_EncoderModeEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderOutputMode  
    Camera_EncoderOutputMode_get(self) -> IEnumerationT_EncoderOutputModeEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderReset  
    Camera_EncoderReset_get(self) -> ICommand  
    Parameters self (Spinnaker::Camera *) –  
EncoderResetActivation  
    Camera_EncoderResetActivation_get(self) -> IEnumerationT_EncoderResetActivationEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderResetSource  
    Camera_EncoderResetSource_get(self) -> IEnumerationT_EncoderResetSourceEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderSelector  
    Camera_EncoderSelector_get(self) -> IEnumerationT_EncoderSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderSourceA  
    Camera_EncoderSourceA_get(self) -> IEnumerationT_EncoderSourceAEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderSourceB  
    Camera_EncoderSourceB_get(self) -> IEnumerationT_EncoderSourceBEnums  
    Parameters self (Spinnaker::Camera *) –  
EncoderStatus  
    Camera_EncoderStatus_get(self) -> IEnumerationT_EncoderStatusEnums  
    Parameters self (Spinnaker::Camera *) –
```

**EncoderTimeout**  
Camera\_EncoderTimeout\_get(self) -> IFloat  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EncoderValue**  
Camera\_EncoderValue\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EncoderValueAtReset**  
Camera\_EncoderValueAtReset\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EnumerationCount**  
Camera\_EnumerationCount\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionEnd**  
Camera\_EventAcquisitionEnd\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionEndFrameID**  
Camera\_EventAcquisitionEndFrameID\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionEndTimestamp**  
Camera\_EventAcquisitionEndTimestamp\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionError**  
Camera\_EventAcquisitionError\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionErrorFrameID**  
Camera\_EventAcquisitionErrorFrameID\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionErrorTimestamp**  
Camera\_EventAcquisitionErrorTimestamp\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionStart**  
Camera\_EventAcquisitionStart\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionStartFrameID**  
Camera\_EventAcquisitionStartFrameID\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionStartTimestamp**  
Camera\_EventAcquisitionStartTimestamp\_get(self) -> IInteger  
**Parameters** **self** (*Spinnaker::Camera \**) -

**EventAcquisitionTransferEnd**  
Camera\_EventAcquisitionTransferEnd\_get(self) -> IInteger

```
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTransferEndFrameID  
Camera_EventAcquisitionTransferEndFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTransferEndTimestamp  
Camera_EventAcquisitionTransferEndTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTransferStart  
Camera_EventAcquisitionTransferStart_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTransferStartFrameID  
Camera_EventAcquisitionTransferStartFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTransferStartTimestamp  
Camera_EventAcquisitionTransferStartTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTrigger  
Camera_EventAcquisitionTrigger_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTriggerFrameID  
Camera_EventAcquisitionTriggerFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventAcquisitionTriggerTimestamp  
Camera_EventAcquisitionTriggerTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventActionLate  
Camera_EventActionLate_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventActionLateFrameID  
Camera_EventActionLateFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventActionLateTimestamp  
Camera_EventActionLateTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventCounter0End  
Camera_EventCounter0End_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventCounter0EndFrameID  
Camera_EventCounter0EndFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –
```



**EventCounter0EndTimestamp**  
Camera\_EventCounter0EndTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0Start**  
Camera\_EventCounter0Start\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0StartFrameID**  
Camera\_EventCounter0StartFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter0StartTimestamp**  
Camera\_EventCounter0StartTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1End**  
Camera\_EventCounter1End\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1EndFrameID**  
Camera\_EventCounter1EndFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1EndTimestamp**  
Camera\_EventCounter1EndTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1Start**  
Camera\_EventCounter1Start\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1StartFrameID**  
Camera\_EventCounter1StartFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventCounter1StartTimestamp**  
Camera\_EventCounter1StartTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventEncoder0Restarted**  
Camera\_EventEncoder0Restarted\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventEncoder0RestartedFrameID**  
Camera\_EventEncoder0RestartedFrameID\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventEncoder0RestartedTimestamp**  
Camera\_EventEncoder0RestartedTimestamp\_get(self) -> IInteger  
Parameters self (Spinnaker::Camera \*) -

**EventEncoder0Stopped**  
Camera\_EventEncoder0Stopped\_get(self) -> IInteger

```
Parameters self (Spinnaker::Camera *) –  
EventEncoder0StoppedFrameID  
Camera_EventEncoder0StoppedFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder0StoppedTimestamp  
Camera_EventEncoder0StoppedTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder1Restarted  
Camera_EventEncoder1Restarted_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder1RestartedFrameID  
Camera_EventEncoder1RestartedFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder1RestartedTimestamp  
Camera_EventEncoder1RestartedTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder1Stopped  
Camera_EventEncoder1Stopped_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder1StoppedFrameID  
Camera_EventEncoder1StoppedFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventEncoder1StoppedTimestamp  
Camera_EventEncoder1StoppedTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventError  
Camera_EventError_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventErrorCode  
Camera_EventErrorCode_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventErrorFrameID  
Camera_EventErrorFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventErrorTimestamp  
Camera_EventErrorTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventExposureEnd  
Camera_EventExposureEnd_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –
```

**EventExposureEndFrameID**

Camera\_EventExposureEndFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventExposureEndTimestamp**

Camera\_EventExposureEndTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventExposureStart**

Camera\_EventExposureStart\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventExposureStartFrameID**

Camera\_EventExposureStartFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventExposureStartTimestamp**

Camera\_EventExposureStartTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameBurstEnd**

Camera\_EventFrameBurstEnd\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameBurstEndFrameID**

Camera\_EventFrameBurstEndFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameBurstEndTimestamp**

Camera\_EventFrameBurstEndTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameBurstStart**

Camera\_EventFrameBurstStart\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameBurstStartFrameID**

Camera\_EventFrameBurstStartFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameBurstStartTimestamp**

Camera\_EventFrameBurstStartTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameEnd**

Camera\_EventFrameEnd\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameEndFrameID**

Camera\_EventFrameEndFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**EventFrameEndTimestamp**

Camera\_EventFrameEndTimestamp\_get(self) -&gt; Integer

```
Parameters self (Spinnaker::Camera *) –  
EventFrameStart  
Camera_EventFrameStart_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameStartFrameID  
Camera_EventFrameStartFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameStartTimestamp  
Camera_EventFrameStartTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTransferEnd  
Camera_EventFrameTransferEnd_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTransferEndFrameID  
Camera_EventFrameTransferEndFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTransferEndTimestamp  
Camera_EventFrameTransferEndTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTransferStart  
Camera_EventFrameTransferStart_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTransferStartFrameID  
Camera_EventFrameTransferStartFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTransferStartTimestamp  
Camera_EventFrameTransferStartTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTrigger  
Camera_EventFrameTrigger_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTriggerFrameID  
Camera_EventFrameTriggerFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventFrameTriggerTimestamp  
Camera_EventFrameTriggerTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLine0AnyEdge  
Camera_EventLine0AnyEdge_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –
```

**EventLine0AnyEdgeFrameID**

Camera\_EventLine0AnyEdgeFrameID\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0AnyEdgeTimestamp**

Camera\_EventLine0AnyEdgeTimestamp\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0FallingEdge**

Camera\_EventLine0FallingEdge\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0FallingEdgeFrameID**

Camera\_EventLine0FallingEdgeFrameID\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0FallingEdgeTimestamp**

Camera\_EventLine0FallingEdgeTimestamp\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0RisingEdge**

Camera\_EventLine0RisingEdge\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0RisingEdgeFrameID**

Camera\_EventLine0RisingEdgeFrameID\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine0RisingEdgeTimestamp**

Camera\_EventLine0RisingEdgeTimestamp\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine1AnyEdge**

Camera\_EventLine1AnyEdge\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine1AnyEdgeFrameID**

Camera\_EventLine1AnyEdgeFrameID\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine1AnyEdgeTimestamp**

Camera\_EventLine1AnyEdgeTimestamp\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine1FallingEdge**

Camera\_EventLine1FallingEdge\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine1FallingEdgeFrameID**

Camera\_EventLine1FallingEdgeFrameID\_get(self) -&gt; Integer

**Parameters** *self* (Spinnaker::Camera \*) -**EventLine1FallingEdgeTimestamp**

Camera\_EventLine1FallingEdgeTimestamp\_get(self) -&gt; Integer

```
Parameters self (Spinnaker::Camera *) –  
EventLine1RisingEdge  
Camera_EventLine1RisingEdge_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLine1RisingEdgeFrameID  
Camera_EventLine1RisingEdgeFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLine1RisingEdgeTimestamp  
Camera_EventLine1RisingEdgeTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkSpeedChange  
Camera_EventLinkSpeedChange_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkSpeedChangeFrameID  
Camera_EventLinkSpeedChangeFrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkSpeedChangeTimestamp  
Camera_EventLinkSpeedChangeTimestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkTrigger0  
Camera_EventLinkTrigger0_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkTrigger0FrameID  
Camera_EventLinkTrigger0FrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkTrigger0Timestamp  
Camera_EventLinkTrigger0Timestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkTrigger1  
Camera_EventLinkTrigger1_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkTrigger1FrameID  
Camera_EventLinkTrigger1FrameID_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventLinkTrigger1Timestamp  
Camera_EventLinkTrigger1Timestamp_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
EventNotification  
Camera_EventNotification_get(self) -> IEnumerationT_EventNotificationEnums  
Parameters self (Spinnaker::Camera *) –
```

**EventSelector**

Camera\_EventSelector\_get(self) -&gt; IEnumerationT\_EventSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSequencerSetChange**

Camera\_EventSequencerSetChange\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSequencerSetChangeFrameID**

Camera\_EventSequencerSetChangeFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSequencerSetChangeTimestamp**

Camera\_EventSequencerSetChangeTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSerialData**

Camera\_EventSerialData\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSerialDataLength**

Camera\_EventSerialDataLength\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSerialPortReceive**

Camera\_EventSerialPortReceive\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSerialPortReceiveTimestamp**

Camera\_EventSerialPortReceiveTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventSerialReceiveOverflow**

Camera\_EventSerialReceiveOverflow\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**EventStream0TransferBlockEnd**

Camera\_EventStream0TransferBlockEnd\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventStream0TransferBlockEndFrameID**

Camera\_EventStream0TransferBlockEndFrameID\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventStream0TransferBlockEndTimestamp**

Camera\_EventStream0TransferBlockEndTimestamp\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventStream0TransferBlockStart**

Camera\_EventStream0TransferBlockStart\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**EventStream0TransferBlockStartFrameID**

Camera\_EventStream0TransferBlockStartFrameID\_get(self) -&gt; Integer

```
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBlockStartTimestamp  
    Camera_EventStream0TransferBlockStartTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBlockTrigger  
    Camera_EventStream0TransferBlockTrigger_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBlockTriggerFrameID  
    Camera_EventStream0TransferBlockTriggerFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBlockTriggerTimestamp  
    Camera_EventStream0TransferBlockTriggerTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBurstEnd  
    Camera_EventStream0TransferBurstEnd_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBurstEndFrameID  
    Camera_EventStream0TransferBurstEndFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBurstEndTimestamp  
    Camera_EventStream0TransferBurstEndTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBurstStart  
    Camera_EventStream0TransferBurstStart_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBurstStartFrameID  
    Camera_EventStream0TransferBurstStartFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferBurstStartTimestamp  
    Camera_EventStream0TransferBurstStartTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferEnd  
    Camera_EventStream0TransferEnd_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferEndFrameID  
    Camera_EventStream0TransferEndFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
EventStream0TransferEndTimestamp  
    Camera_EventStream0TransferEndTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –
```



---

**EventStream0TransferOverflow**  
Camera\_EventStream0TransferOverflow\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferOverflowFrameID**  
Camera\_EventStream0TransferOverflowFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferOverflowTimestamp**  
Camera\_EventStream0TransferOverflowTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferPause**  
Camera\_EventStream0TransferPause\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferPauseFrameID**  
Camera\_EventStream0TransferPauseFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferPauseTimestamp**  
Camera\_EventStream0TransferPauseTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferResume**  
Camera\_EventStream0TransferResume\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferResumeFrameID**  
Camera\_EventStream0TransferResumeFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferResumeTimestamp**  
Camera\_EventStream0TransferResumeTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferStart**  
Camera\_EventStream0TransferStart\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferStartFrameID**  
Camera\_EventStream0TransferStartFrameID\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventStream0TransferStartTimestamp**  
Camera\_EventStream0TransferStartTimestamp\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventTest**  
Camera\_EventTest\_get(self) -> Integer  
Parameters self (Spinnaker::Camera \*) -

**EventTestTimestamp**  
Camera\_EventTestTimestamp\_get(self) -> Integer

---

```
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer0End  
    Camera_EventTimer0End_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer0EndFrameID  
    Camera_EventTimer0EndFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer0EndTimestamp  
    Camera_EventTimer0EndTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer0Start  
    Camera_EventTimer0Start_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer0StartFrameID  
    Camera_EventTimer0StartFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer0StartTimestamp  
    Camera_EventTimer0StartTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer1End  
    Camera_EventTimer1End_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer1EndFrameID  
    Camera_EventTimer1EndFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer1EndTimestamp  
    Camera_EventTimer1EndTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer1Start  
    Camera_EventTimer1Start_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer1StartFrameID  
    Camera_EventTimer1StartFrameID_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
EventTimer1StartTimestamp  
    Camera_EventTimer1StartTimestamp_get(self) -> Integer  
  
    Parameters self (Spinnaker::Camera *) –  
  
ExposureActiveMode  
    Camera_ExposureActiveMode_get(self) -> IEnumerationT_ExposureActiveModeEnums  
  
    Parameters self (Spinnaker::Camera *) –
```

**ExposureAuto**

Camera\_ExposureAuto\_get(self) -&gt; IEnumerationT\_ExposureAutoEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ExposureMode**

Camera\_ExposureMode\_get(self) -&gt; IEnumerationT\_ExposureModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ExposureTime**

Camera\_ExposureTime\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**ExposureTimeMode**

Camera\_ExposureTimeMode\_get(self) -&gt; IEnumerationT\_ExposureTimeModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**ExposureTimeSelector**

Camera\_ExposureTimeSelector\_get(self) -&gt; IEnumerationT\_ExposureTimeSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**FactoryReset**

Camera\_FactoryReset\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserGain**

Camera\_FfcUserGain\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserGainAll**

Camera\_FfcUserGainAll\_get(self) -&gt; IRegister

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserOffset**

Camera\_FfcUserOffset\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserOffsetAll**

Camera\_FfcUserOffsetAll\_get(self) -&gt; IRegister

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserTableReset**

Camera\_FfcUserTableReset\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserTableSave**

Camera\_FfcUserTableSave\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**FfcUserTableXCoordinate**

Camera\_FfcUserTableXCoordinate\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -**FileAccessBuffer**

Camera\_FileAccessBuffer\_get(self) -&gt; IRegister

```
    Parameters self (Spinnaker::Camera *) –  
FileAccessLength  
    Camera_FileAccessLength_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
FileAccessOffset  
    Camera_FileAccessOffset_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
FileOpenMode  
    Camera_FileOpenMode_get(self) -> IEnumerationT_FileOpenModeEnums  
    Parameters self (Spinnaker::Camera *) –  
FileOperationExecute  
    Camera_FileOperationExecute_get(self) -> ICommand  
    Parameters self (Spinnaker::Camera *) –  
FileOperationResult  
    Camera_FileOperationResult_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
FileOperationSelector  
    Camera_FileOperationSelector_get(self) -> IEnumerationT_FileOperationSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
FileOperationStatus  
    Camera_FileOperationStatus_get(self) -> IEnumerationT_FileOperationStatusEnums  
    Parameters self (Spinnaker::Camera *) –  
FileSelector  
    Camera_FileSelector_get(self) -> IEnumerationT_FileSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
FileSize  
    Camera_FileSize_get(self) -> Integer  
    Parameters self (Spinnaker::Camera *) –  
Gain  
    Camera_Gain_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –  
GainAuto  
    Camera_GainAuto_get(self) -> IEnumerationT_GainAutoEnums  
    Parameters self (Spinnaker::Camera *) –  
GainAutoBalance  
    Camera_GainAutoBalance_get(self) -> IEnumerationT_GainAutoBalanceEnums  
    Parameters self (Spinnaker::Camera *) –  
GainSelector  
    Camera_GainSelector_get(self) -> IEnumerationT_GainSelectorEnums  
    Parameters self (Spinnaker::Camera *) –
```

---

```

Gamma
    Camera_Gamma_get(self) -> IFloat
        Parameters self (Spinnaker::Camera *) -

GammaEnable
    Camera_GammaEnable_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevActiveLinkCount
    Camera_GevActiveLinkCount_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevCCP
    Camera_GevCCP_get(self) -> IEnumerationT_GevCCPEnums
        Parameters self (Spinnaker::Camera *) -

GevCurrentDefaultGateway
    Camera_GevCurrentDefaultGateway_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevCurrentIPAddress
    Camera_GevCurrentIPAddress_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevCurrentIPConfigurationDHCP
    Camera_GevCurrentIPConfigurationDHCP_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevCurrentIPConfigurationLLA
    Camera_GevCurrentIPConfigurationLLA_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevCurrentIPConfigurationPersistentIP
    Camera_GevCurrentIPConfigurationPersistentIP_get(self) -> IBoolean
        Parameters self (Spinnaker::Camera *) -

GevCurrentPhysicalLinkConfiguration
    Camera_GevCurrentPhysicalLinkConfiguration_get(self) -> IEnumerationT_GevCurrentPhysicalLinkConfigurationEnums
        Parameters self (Spinnaker::Camera *) -

GevCurrentSubnetMask
    Camera_GevCurrentSubnetMask_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevDiscoveryAckDelay
    Camera_GevDiscoveryAckDelay_get(self) -> IInteger
        Parameters self (Spinnaker::Camera *) -

GevFirstURL
    Camera_GevFirstURL_get(self) -> IString
        Parameters self (Spinnaker::Camera *) -

```

---

**GevGVCPExtendedStatusCodes**

Camera\_GevGVCPExtendedStatusCodes\_get(self) -&gt; IBoolean

**Parameters** *self* (*Spinnaker::Camera \**) –**GevGVCPExtendedStatusCodesSelector**

Camera\_GevGVCPExtendedStatusCodesSelector\_get(self) -&gt; IEnumerationT\_GevGVCPExtendedStatusCodesSelectorEnums

**Parameters** *self* (*Spinnaker::Camera \**) –**GevGVCPHeartbeatDisable**

Camera\_GevGVCPHeartbeatDisable\_get(self) -&gt; IBoolean

**Parameters** *self* (*Spinnaker::Camera \**) –**GevGVCPPendingAck**

Camera\_GevGVCPPendingAck\_get(self) -&gt; IBoolean

**Parameters** *self* (*Spinnaker::Camera \**) –**GevGVCPPendingTimeout**

Camera\_GevGVCPPendingTimeout\_get(self) -&gt; IInteger

**Parameters** *self* (*Spinnaker::Camera \**) –**GevGVSPExtendedIDMode**

Camera\_GevGVSPExtendedIDMode\_get(self) -&gt; IEnumerationT\_GevGVSPExtendedIDModeEnums

**Parameters** *self* (*Spinnaker::Camera \**) –**GevHeartbeatTimeout**

Camera\_GevHeartbeatTimeout\_get(self) -&gt; IInteger

**Parameters** *self* (*Spinnaker::Camera \**) –**GevIEEE1588**

Camera\_GevIEEE1588\_get(self) -&gt; IBoolean

**Parameters** *self* (*Spinnaker::Camera \**) –**GevIEEE1588ClockAccuracy**

Camera\_GevIEEE1588ClockAccuracy\_get(self) -&gt; IEnumerationT\_GevIEEE1588ClockAccuracyEnums

**Parameters** *self* (*Spinnaker::Camera \**) –**GevIEEE1588Mode**

Camera\_GevIEEE1588Mode\_get(self) -&gt; IEnumerationT\_GevIEEE1588ModeEnums

**Parameters** *self* (*Spinnaker::Camera \**) –**GevIEEE1588Status**

Camera\_GevIEEE1588Status\_get(self) -&gt; IEnumerationT\_GevIEEE1588StatusEnums

**Parameters** *self* (*Spinnaker::Camera \**) –**GevIPConfigurationStatus**

Camera\_GevIPConfigurationStatus\_get(self) -&gt; IEnumerationT\_GevIPConfigurationStatusEnums

**Parameters** *self* (*Spinnaker::Camera \**) –**GevInterfaceSelector**

Camera\_GevInterfaceSelector\_get(self) -&gt; IInteger

**Parameters** *self* (*Spinnaker::Camera \**) –

**GevMACAddress**

Camera\_GevMACAddress\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCDA**

Camera\_GevMCDA\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCPHostPort**

Camera\_GevMCPHostPort\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCRC**

Camera\_GevMCRC\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCSP**

Camera\_GevMCSP\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevMCTT**

Camera\_GevMCTT\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevNumberOfInterfaces**

Camera\_GevNumberOfInterfaces\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPAUSEFrameReception**

Camera\_GevPAUSEFrameReception\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPAUSEFrameTransmission**

Camera\_GevPAUSEFrameTransmission\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPersistentDefaultGateway**

Camera\_GevPersistentDefaultGateway\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPersistentIPAddress**

Camera\_GevPersistentIPAddress\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPersistentSubnetMask**

Camera\_GevPersistentSubnetMask\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPhysicalLinkConfiguration**

Camera\_GevPhysicalLinkConfiguration\_get(self) -&gt; IEnumerationT\_GevPhysicalLinkConfigurationEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**GevPrimaryApplicationIPAddress**

Camera\_GevPrimaryApplicationIPAddress\_get(self) -&gt; Integer

```
Parameters self (Spinnaker::Camera *) –  
GevPrimaryApplicationSocket  
Camera_GevPrimaryApplicationSocket_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevPrimaryApplicationSwitchoverKey  
Camera_GevPrimaryApplicationSwitchoverKey_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevSCCFGAllInTransmission  
Camera_GevSCCFGAllInTransmission_get(self) -> Boolean  
Parameters self (Spinnaker::Camera *) –  
GevSCCFGExtendedChunkData  
Camera_GevSCCFGExtendedChunkData_get(self) -> Boolean  
Parameters self (Spinnaker::Camera *) –  
GevSCCFGPacketResendDestination  
Camera_GevSCCFGPacketResendDestination_get(self) -> Boolean  
Parameters self (Spinnaker::Camera *) –  
GevSCCFGUnconditionalStreaming  
Camera_GevSCCFGUnconditionalStreaming_get(self) -> Boolean  
Parameters self (Spinnaker::Camera *) –  
GevSCDA  
Camera_GevSCDA_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevSCPD  
Camera_GevSCPD_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevSCPDirection  
Camera_GevSCPDirection_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevSCPHostPort  
Camera_GevSCPHostPort_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevSCPInterfaceIndex  
Camera_GevSCPInterfaceIndex_get(self) -> Integer  
Parameters self (Spinnaker::Camera *) –  
GevSCPSBigEndian  
Camera_GevSCPSBigEndian_get(self) -> Boolean  
Parameters self (Spinnaker::Camera *) –  
GevSCPSPDoNotFragment  
Camera_GevSCPSPDoNotFragment_get(self) -> Boolean  
Parameters self (Spinnaker::Camera *) –
```



**GevSCPSFireTestPacket**

Camera\_GevSCPSFireTestPacket\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSCPSPacketSize**

Camera\_GevSCPSPacketSize\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSCSP**

Camera\_GevSCSP\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSCZoneConfigurationLock**

Camera\_GevSCZoneConfigurationLock\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSCZoneCount**

Camera\_GevSCZoneCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSCZoneDirectionAll**

Camera\_GevSCZoneDirectionAll\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSecondURL**

Camera\_GevSecondURL\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::Camera \**) –**GevStreamChannelSelector**

Camera\_GevStreamChannelSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSupportedOption**

Camera\_GevSupportedOption\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**GevSupportedOptionSelector**

Camera\_GevSupportedOptionSelector\_get(self) -&gt; IEnumerationT\_GevSupportedOptionSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**GevTimestampTickFrequency**

Camera\_GevTimestampTickFrequency\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**GuiXmlManifestAddress**

Camera\_GuiXmlManifestAddress\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**Height**

Camera\_Height\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**HeightMax**

Camera\_HeightMax\_get(self) -&gt; IInteger

```
    Parameters self (Spinnaker::Camera *) –  
  
ImageComponentEnable  
    Camera_ImageComponentEnable_get(self) -> IBoolean  
  
    Parameters self (Spinnaker::Camera *) –  
  
ImageComponentSelector  
    Camera_ImageComponentSelector_get(self) -> IEnumerationT_ImageComponentSelectorEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
ImageCompressionBitrate  
    Camera_ImageCompressionBitrate_get(self) -> IFloat  
  
    Parameters self (Spinnaker::Camera *) –  
  
ImageCompressionJPEGFormatOption  
    Camera_ImageCompressionJPEGFormatOption_get(self) -> IEnumerationT_ImageCompressionJPEGFormatOptionEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
ImageCompressionMode  
    Camera_ImageCompressionMode_get(self) -> IEnumerationT_ImageCompressionModeEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
ImageCompressionQuality  
    Camera_ImageCompressionQuality_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
ImageCompressionRateOption  
    Camera_ImageCompressionRateOption_get(self) -> IEnumerationT_ImageCompressionRateOptionEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
Init (self)  
  
    Parameters self (Spinnaker::Camera *) –  
  
    void Spinnaker::Camera::Init()  
  
IspEnable  
    Camera_IspEnable_get(self) -> IBoolean  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTEnable  
    Camera_LUTEnable_get(self) -> IBoolean  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTIndex  
    Camera_LUTIndex_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTSelector  
    Camera_LUTSelector_get(self) -> IEnumerationT_LUTSelectorEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
LUTValue  
    Camera_LUTValue_get(self) -> IInteger
```

```
    Parameters self (Spinnaker::Camera *) –  
LUTValueAll  
    Camera_LUTValueAll_get(self) -> IRegister  
    Parameters self (Spinnaker::Camera *) –  
LineFilterWidth  
    Camera_LineFilterWidth_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –  
LineFormat  
    Camera_LineFormat_get(self) -> IEnumerationT_LineFormatEnums  
    Parameters self (Spinnaker::Camera *) –  
LineInputFilterSelector  
    Camera_LineInputFilterSelector_get(self) -> IEnumerationT_LineInputFilterSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
LineInverter  
    Camera_LineInverter_get(self) -> IBoolean  
    Parameters self (Spinnaker::Camera *) –  
LineMode  
    Camera_LineMode_get(self) -> IEnumerationT_LineModeEnums  
    Parameters self (Spinnaker::Camera *) –  
LinePitch  
    Camera_LinePitch_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
LineSelector  
    Camera_LineSelector_get(self) -> IEnumerationT_LineSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
LineSource  
    Camera_LineSource_get(self) -> IEnumerationT_LineSourceEnums  
    Parameters self (Spinnaker::Camera *) –  
LineStatus  
    Camera_LineStatus_get(self) -> IBoolean  
    Parameters self (Spinnaker::Camera *) –  
LineStatusAll  
    Camera_LineStatusAll_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
LinkErrorCount  
    Camera_LinkErrorCount_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
LinkRecoveryCount  
    Camera_LinkRecoveryCount_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –
```

**LinkUptime**

Camera\_LinkUptime\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTInputActivation**

Camera\_LogicBlockLUTInputActivation\_get(self) -&gt; IEnumerationT\_LogicBlockLUTInputActivationEnums

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTInputSelector**

Camera\_LogicBlockLUTInputSelector\_get(self) -&gt; IEnumerationT\_LogicBlockLUTInputSelectorEnums

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTInputSource**

Camera\_LogicBlockLUTInputSource\_get(self) -&gt; IEnumerationT\_LogicBlockLUTInputSourceEnums

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTOutputValue**

Camera\_LogicBlockLUTOutputValue\_get(self) -&gt; IBoolean

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTOutputValueAll**

Camera\_LogicBlockLUTOutputValueAll\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTRowIndex**

Camera\_LogicBlockLUTRowIndex\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockLUTSelector**

Camera\_LogicBlockLUTSelector\_get(self) -&gt; IEnumerationT\_LogicBlockLUTSelectorEnums

**Parameters** self (Spinnaker::Camera \*) -**LogicBlockSelector**

Camera\_LogicBlockSelector\_get(self) -&gt; IEnumerationT\_LogicBlockSelectorEnums

**Parameters** self (Spinnaker::Camera \*) -**MaxDeviceResetTime**

Camera\_MaxDeviceResetTime\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**OffsetX**

Camera\_OffsetX\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**OffsetY**

Camera\_OffsetY\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**PacketResendRequestCount**

Camera\_PacketResendRequestCount\_get(self) -&gt; IInteger

**Parameters** self (Spinnaker::Camera \*) -**PayloadSize**

Camera\_PayloadSize\_get(self) -&gt; IInteger

```
    Parameters self (Spinnaker::Camera *) –  
PixelColorFilter  
    Camera_PixelColorFilter_get(self) -> IEnumerationT_PixelColorFilterEnums  
    Parameters self (Spinnaker::Camera *) –  
PixelDynamicRangeMax  
    Camera_PixelDynamicRangeMax_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
PixelDynamicRangeMin  
    Camera_PixelDynamicRangeMin_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
PixelFormat  
    Camera_PixelFormat_get(self) -> IEnumerationT_PixelFormatEnums  
    Parameters self (Spinnaker::Camera *) –  
PixelFormatInfoID  
    Camera_PixelFormatInfoID_get(self) -> IInteger  
    Parameters self (Spinnaker::Camera *) –  
PixelFormatInfoSelector  
    Camera_PixelFormatInfoSelector_get(self) -> IEnumerationT_PixelFormatInfoSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
PixelSize  
    Camera_PixelSize_get(self) -> IEnumerationT_PixelSizeEnums  
    Parameters self (Spinnaker::Camera *) –  
PowerSupplyCurrent  
    Camera_PowerSupplyCurrent_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –  
PowerSupplyVoltage  
    Camera_PowerSupplyVoltage_get(self) -> IFloat  
    Parameters self (Spinnaker::Camera *) –  
RegionDestination  
    Camera_RegionDestination_get(self) -> IEnumerationT_RegionDestinationEnums  
    Parameters self (Spinnaker::Camera *) –  
RegionMode  
    Camera_RegionMode_get(self) -> IEnumerationT_RegionModeEnums  
    Parameters self (Spinnaker::Camera *) –  
RegionSelector  
    Camera_RegionSelector_get(self) -> IEnumerationT_RegionSelectorEnums  
    Parameters self (Spinnaker::Camera *) –  
ReverseX  
    Camera_ReverseX_get(self) -> IBoolean  
    Parameters self (Spinnaker::Camera *) –
```

**ReverseY**

Camera\_ReverseY\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**RgbTransformLightSource**

Camera\_RgbTransformLightSource\_get(self) -&gt; IEnumerationT\_RgbTransformLightSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**Saturation**

Camera\_Saturation\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**SaturationEnable**

Camera\_SaturationEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dAxisMax**

Camera\_Scan3dAxisMax\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dAxisMin**

Camera\_Scan3dAxisMin\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateOffset**

Camera\_Scan3dCoordinateOffset\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateReferenceSelector**

Camera\_Scan3dCoordinateReferenceSelector\_get(self) -&gt; IEnumerationT\_Scan3dCoordinateReferenceSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateReferenceValue**

Camera\_Scan3dCoordinateReferenceValue\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateScale**

Camera\_Scan3dCoordinateScale\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateSelector**

Camera\_Scan3dCoordinateSelector\_get(self) -&gt; IEnumerationT\_Scan3dCoordinateSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateSystem**

Camera\_Scan3dCoordinateSystem\_get(self) -&gt; IEnumerationT\_Scan3dCoordinateSystemEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**Scan3dCoordinateSystemReference**

Camera\_Scan3dCoordinateSystemReference\_get(self) -&gt; IEnumerationT\_Scan3dCoordinateSystemReferenceEnums

**Parameters** **self** (*Spinnaker::Camera \**) –

**Scan3dCoordinateTransformSelector**

Camera\_Scan3dCoordinateTransformSelector\_get(self) -> IEnumerationT\_Scan3dCoordinateTransformSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dDistanceUnit**

Camera\_Scan3dDistanceUnit\_get(self) -> IEnumerationT\_Scan3dDistanceUnitEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dInvalidDataFlag**

Camera\_Scan3dInvalidDataFlag\_get(self) -> IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dInvalidDataValue**

Camera\_Scan3dInvalidDataValue\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dOutputMode**

Camera\_Scan3dOutputMode\_get(self) -> IEnumerationT\_Scan3dOutputModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**Scan3dTransformValue**

Camera\_Scan3dTransformValue\_get(self) -> IFloat

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorDescription**

Camera\_SensorDescription\_get(self) -> IString

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorDigitizationTaps**

Camera\_SensorDigitizationTaps\_get(self) -> IEnumerationT\_SensorDigitizationTapsEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorHeight**

Camera\_SensorHeight\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorShutterMode**

Camera\_SensorShutterMode\_get(self) -> IEnumerationT\_SensorShutterModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorTaps**

Camera\_SensorTaps\_get(self) -> IEnumerationT\_SensorTapsEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SensorWidth**

Camera\_SensorWidth\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerConfigurationMode**

Camera\_SequencerConfigurationMode\_get(self) -> IEnumerationT\_SequencerConfigurationModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -

**SequencerConfigurationReset**

Camera\_SequencerConfigurationReset\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerConfigurationValid**

Camera\_SequencerConfigurationValid\_get(self) -&gt; IEnumerationT\_SequencerConfigurationValidEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerFeatureEnable**

Camera\_SequencerFeatureEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerFeatureSelector**

Camera\_SequencerFeatureSelector\_get(self) -&gt; IEnumerationT\_SequencerFeatureSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerMode**

Camera\_SequencerMode\_get(self) -&gt; IEnumerationT\_SequencerModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerPathSelector**

Camera\_SequencerPathSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetActive**

Camera\_SequencerSetActive\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetLoad**

Camera\_SequencerSetLoad\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetNext**

Camera\_SequencerSetNext\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetSave**

Camera\_SequencerSetSave\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetSelector**

Camera\_SequencerSetSelector\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetStart**

Camera\_SequencerSetStart\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerSetValid**

Camera\_SequencerSetValid\_get(self) -&gt; IEnumerationT\_SequencerSetValidEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**SequencerTriggerActivation**

Camera\_SequencerTriggerActivation\_get(self) -&gt; IEnumerationT\_SequencerTriggerActivationEnums



```
    Parameters self (Spinnaker::Camera *) –  
  
SequencerTriggerSource  
    Camera_SequencerTriggerSource_get(self) -> IEnumerationT_SequencerTriggerSourceEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialPortBaudRate  
    Camera_SerialPortBaudRate_get(self) -> IEnumerationT_SerialPortBaudRateEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialPortDataBits  
    Camera_SerialPortDataBits_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialPortParity  
    Camera_SerialPortParity_get(self) -> IEnumerationT_SerialPortParityEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialPortSelector  
    Camera_SerialPortSelector_get(self) -> IEnumerationT_SerialPortSelectorEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialPortSource  
    Camera_SerialPortSource_get(self) -> IEnumerationT_SerialPortSourceEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialPortStopBits  
    Camera_SerialPortStopBits_get(self) -> IEnumerationT_SerialPortStopBitsEnums  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialReceiveFramingErrorCount  
    Camera_SerialReceiveFramingErrorCount_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialReceiveParityErrorCount  
    Camera_SerialReceiveParityErrorCount_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialReceiveQueueClear  
    Camera_SerialReceiveQueueClear_get(self) -> ICommand  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialReceiveQueueCurrentCharacterCount  
    Camera_SerialReceiveQueueCurrentCharacterCount_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialReceiveQueueMaxCharacterCount  
    Camera_SerialReceiveQueueMaxCharacterCount_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –  
  
SerialTransmitQueueCurrentCharacterCount  
    Camera_SerialTransmitQueueCurrentCharacterCount_get(self) -> IInteger  
  
    Parameters self (Spinnaker::Camera *) –
```

**SerialTransmitQueueMaxCharacterCount**

Camera\_SerialTransmitQueueMaxCharacterCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**Sharpening**

Camera\_Sharpening\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**SharpeningAuto**

Camera\_SharpeningAuto\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**SharpeningEnable**

Camera\_SharpeningEnable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**SharpeningThreshold**

Camera\_SharpeningThreshold\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**SoftwareSignalPulse**

Camera\_SoftwareSignalPulse\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**SoftwareSignalSelector**

Camera\_SoftwareSignalSelector\_get(self) -&gt; IEnumerationT\_SoftwareSignalSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**SourceCount**

Camera\_SourceCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**SourceSelector**

Camera\_SourceSelector\_get(self) -&gt; IEnumerationT\_SourceSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**TLParamsLocked**

Camera\_TLParamsLocked\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**Test0001**

Camera\_Test0001\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**TestEventGenerate**

Camera\_TestEventGenerate\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**TestPattern**

Camera\_TestPattern\_get(self) -&gt; IEnumerationT\_TestPatternEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**TestPatternGeneratorSelector**

Camera\_TestPatternGeneratorSelector\_get(self) -&gt; IEnumerationT\_TestPatternGeneratorSelectorEnums

```

        Parameters self (Spinnaker::Camera *) -

TestPendingAck
    Camera_TestPendingAck_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) -

TimerDelay
    Camera_TimerDelay_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) -

TimerDuration
    Camera_TimerDuration_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) -

TimerReset
    Camera_TimerReset_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) -

TimerSelector
    Camera_TimerSelector_get(self) -> IEnumerationT_TimerSelectorEnums

        Parameters self (Spinnaker::Camera *) -

TimerStatus
    Camera_TimerStatus_get(self) -> IEnumerationT_TimerStatusEnums

        Parameters self (Spinnaker::Camera *) -

TimerTriggerActivation
    Camera_TimerTriggerActivation_get(self) -> IEnumerationT_TimerTriggerActivationEnums

        Parameters self (Spinnaker::Camera *) -

TimerTriggerSource
    Camera_TimerTriggerSource_get(self) -> IEnumerationT_TimerTriggerSourceEnums

        Parameters self (Spinnaker::Camera *) -

TimerValue
    Camera_TimerValue_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) -

Timestamp
    Camera_Timestamp_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) -

TimestampIncrement
    Camera_TimestampIncrement_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) -

TimestampLatch
    Camera_TimestampLatch_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) -

TimestampLatchValue
    Camera_TimestampLatchValue_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) -

```

**TimestampReset**

Camera\_TimestampReset\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferAbort**

Camera\_TransferAbort\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferBlockCount**

Camera\_TransferBlockCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferBurstCount**

Camera\_TransferBurstCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferComponentSelector**

Camera\_TransferComponentSelector\_get(self) -&gt; EnumerationT\_TransferComponentSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferControlMode**

Camera\_TransferControlMode\_get(self) -&gt; EnumerationT\_TransferControlModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferOperationMode**

Camera\_TransferOperationMode\_get(self) -&gt; EnumerationT\_TransferOperationModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferPause**

Camera\_TransferPause\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferQueueCurrentBlockCount**

Camera\_TransferQueueCurrentBlockCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferQueueMaxBlockCount**

Camera\_TransferQueueMaxBlockCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferQueueMode**

Camera\_TransferQueueMode\_get(self) -&gt; EnumerationT\_TransferQueueModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferQueueOverflowCount**

Camera\_TransferQueueOverflowCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferResume**

Camera\_TransferResume\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) -**TransferSelector**

Camera\_TransferSelector\_get(self) -&gt; EnumerationT\_TransferSelectorEnums

```

        Parameters self (Spinnaker::Camera *) -

TransferStart
    Camera_TransferStart_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) -

TransferStatus
    Camera_TransferStatus_get(self) -> IBoolean

        Parameters self (Spinnaker::Camera *) -

TransferStatusSelector
    Camera_TransferStatusSelector_get(self) -> IEnumerationT_TransferStatusSelectorEnums

        Parameters self (Spinnaker::Camera *) -

TransferStop
    Camera_TransferStop_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) -

TransferStreamChannel
    Camera_TransferStreamChannel_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) -

TransferTriggerActivation
    Camera_TransferTriggerActivation_get(self) -> IEnumerationT_TransferTriggerActivationEnums

        Parameters self (Spinnaker::Camera *) -

TransferTriggerMode
    Camera_TransferTriggerMode_get(self) -> IEnumerationT_TransferTriggerModeEnums

        Parameters self (Spinnaker::Camera *) -

TransferTriggerSelector
    Camera_TransferTriggerSelector_get(self) -> IEnumerationT_TransferTriggerSelectorEnums

        Parameters self (Spinnaker::Camera *) -

TransferTriggerSource
    Camera_TransferTriggerSource_get(self) -> IEnumerationT_TransferTriggerSourceEnums

        Parameters self (Spinnaker::Camera *) -

TriggerActivation
    Camera_TriggerActivation_get(self) -> IEnumerationT_TriggerActivationEnums

        Parameters self (Spinnaker::Camera *) -

TriggerDelay
    Camera_TriggerDelay_get(self) -> IFloat

        Parameters self (Spinnaker::Camera *) -

TriggerDivider
    Camera_TriggerDivider_get(self) -> IInteger

        Parameters self (Spinnaker::Camera *) -

TriggerEventTest
    Camera_TriggerEventTest_get(self) -> ICommand

        Parameters self (Spinnaker::Camera *) -

```

**TriggerMode**

Camera\_TriggerMode\_get(self) -&gt; IEnumerationT\_TriggerModeEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**TriggerMultiplier**

Camera\_TriggerMultiplier\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**TriggerOverlap**

Camera\_TriggerOverlap\_get(self) -&gt; IEnumerationT\_TriggerOverlapEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**TriggerSelector**

Camera\_TriggerSelector\_get(self) -&gt; IEnumerationT\_TriggerSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**TriggerSoftware**

Camera\_TriggerSoftware\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**TriggerSource**

Camera\_TriggerSource\_get(self) -&gt; IEnumerationT\_TriggerSourceEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VAccessPrivilege**

Camera\_U3VAccessPrivilege\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VCPCapability**

Camera\_U3VCPCapability\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VCPEIRMAvailable**

Camera\_U3VCPEIRMAvailable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VCPIIDC2Available**

Camera\_U3VCPIIDC2Available\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VCPSIRMAvailable**

Camera\_U3VCPSIRMAvailable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VCurrentSpeed**

Camera\_U3VCurrentSpeed\_get(self) -&gt; IEnumerationT\_U3VCurrentSpeedEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VMaxAcknowledgeTransferLength**

Camera\_U3VMaxAcknowledgeTransferLength\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::Camera \**) –**U3VMaxCommandTransferLength**

Camera\_U3VMaxCommandTransferLength\_get(self) -&gt; Integer

```

    Parameters self (Spinnaker::Camera *) –

U3VMaxDeviceResponseTime
    Camera_U3VMaxDeviceResponseTime_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

U3VMessageChannelID
    Camera_U3VMessageChannelID_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

U3VNumberOfStreamChannels
    Camera_U3VNumberOfStreamChannels_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

U3VVersionMajor
    Camera_U3VVersionMajor_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

U3VVersionMinor
    Camera_U3VVersionMinor_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

UserOutputSelector
    Camera_UserOutputSelector_get(self) -> IEnumerationT_UserOutputSelectorEnums

    Parameters self (Spinnaker::Camera *) –

UserOutputValue
    Camera_UserOutputValue_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

UserOutputValueAll
    Camera_UserOutputValueAll_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

UserOutputValueAllMask
    Camera_UserOutputValueAllMask_get(self) -> Integer

    Parameters self (Spinnaker::Camera *) –

UserSetDefault
    Camera_UserSetDefault_get(self) -> IEnumerationT_UserSetDefaultEnums

    Parameters self (Spinnaker::Camera *) –

UserSetFeatureEnable
    Camera_UserSetFeatureEnable_get(self) -> IBoolean

    Parameters self (Spinnaker::Camera *) –

UserSetFeatureSelector
    Camera_UserSetFeatureSelector_get(self) -> IEnumerationT_UserSetFeatureSelectorEnums

    Parameters self (Spinnaker::Camera *) –

UserSetLoad
    Camera_UserSetLoad_get(self) -> ICommand

    Parameters self (Spinnaker::Camera *) –

```

**UserSetSave**

Camera\_UserSetSave\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::Camera \**) –**UserSetSelector**

Camera\_UserSetSelector\_get(self) -&gt; IEnumerationT\_UserSetSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**V3\_3Enable**

Camera\_V3\_3Enable\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::Camera \**) –**WhiteClip**

Camera\_WhiteClip\_get(self) -&gt; IFloat

**Parameters** **self** (*Spinnaker::Camera \**) –**WhiteClipSelector**

Camera\_WhiteClipSelector\_get(self) -&gt; IEnumerationT\_WhiteClipSelectorEnums

**Parameters** **self** (*Spinnaker::Camera \**) –**Width**

Camera\_Width\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**WidthMax**

Camera\_WidthMax\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**aPAUSEMACCtrlFramesReceived**

Camera\_aPAUSEMACCtrlFramesReceived\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**aPAUSEMACCtrlFramesTransmitted**

Camera\_aPAUSEMACCtrlFramesTransmitted\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::Camera \**) –**thisown**

The membership flag

**class** PySpin.CameraBase (\*args, \*\*kwargs)

Bases: object

The base class for the camera object.

C++ includes: CameraBase.h

**BeginAcquisition** (*self*)**Parameters** **self** (*Spinnaker::CameraBase \**) –

void Spinnaker::CameraBase::BeginAcquisition()

Starts the image acquisition engine. The camera must be initialized via a call to Init() before starting an acquisition.

See: Init()

**DeInit** (*self*)



**Parameters** **self** (*Spinnaker::CameraBase \**) –

void Spinnaker::CameraBase::DeInit()

Disconnect camera port and free GenICam node map and GUI XML. Do not call more functions that access the remote device such as WritePort/ReadPort after calling DeInit(); Events should also be unregistered before calling camera DeInit(). Otherwise an exception will be thrown in the DeInit() call and require the user to unregister events before the camera can be re-initialized again.

See: Init()

See: UnregisterEvent(Event & evtToUnregister)

**DiscoverMaxPacketSize** (*self*) → unsigned int

**Parameters** **self** (*Spinnaker::CameraBase \**) –

unsigned int Spinnaker::CameraBase::DiscoverMaxPacketSize()

Returns the largest packet size that can be safely used on the interface that device is connected to

The maximum packet size returned.

**EndAcquisition** (*self*)

**Parameters** **self** (*Spinnaker::CameraBase \**) –

void Spinnaker::CameraBase::EndAcquisition()

Stops the image acquisition engine. If EndAcquisition() is called without a prior call to BeginAcquisition() an error message “Camera is not started” will be thrown. All Images that were acquired using GetNextImage() need to be released first using image->Release() before calling EndAcquisition(). All buffers in the input pool and output queue will be discarded when EndAcquisition() is called.

See: Init()

See: BeginAcquisition()

See: GetNextImage( grabTimeout )

See: Image::Release()

**GetAccessMode** (*self*) → Spinnaker::GenApi::EAccessMode

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenApi::EAccessMode Spinnaker::CameraBase::GetAccessMode() const

Returns the access mode that the software has on the Camera. The camera does not need to be initialized before calling this function.

See: Init()

An enumeration value indicating the access mode

**GetGuiXml** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenICam::gcstring Spinnaker::CameraBase::GetGuiXml() const

Returns the GUI XML that can be passed into the Spinnaker GUI framework

GenICam::gcstring that represents the uncompressed GUI XML file

**GetNextImage** (*self, grabTimeout, streamID=0*) → ImagePtr

**Parameters**

- **grabTimeout** (*uint64\_t*) –
- **streamID** (*uint64\_t*) –
- **grabTimeout** → **ImagePtr** (*GetNextImage (self,)*) –
- **grabTimeout** –
- → **ImagePtr** (*GetNextImage (self)*) –
- **self** (*Spinnaker::CameraBase \**) –

**ImagePtr** **Spinnaker::CameraBase::GetNextImage**(*uint64\_t grabTimeout=EVENT\_TIMEOUT\_INFINITE, uint64\_t streamID=0*)

Gets the next image that was received by the transport layer. This function will block indefinitely until an image arrives. Most cameras support one stream so the default streamID is 0 but if a camera supports multiple streams the user can input the streamID to select from which stream to grab images

See: **Init()**

See: **BeginAcquisition()**

See: **EndAcquisition()**

**grabTimeout**: a 64bit value that represents a timeout in milliseconds

**streamID**: The stream to grab the image.

pointer to an Image object

**GetNodeMap** (*self*) → **INodeMap**

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

**GenApi::INodeMap & Spinnaker::CameraBase::GetNodeMap()** **const**

Gets a reference to the node map that is generated from a GenICam XML file. The camera must be initialized by a call to **Init()** first before a node map reference can be successfully acquired.

See: **Init()**

A reference to the **INodeMap**.

**GetNumDataStreams** (*self*) → unsigned int

**Parameters** **self** (*Spinnaker::CameraBase \**) –

unsigned int **Spinnaker::CameraBase::GetNumDataStreams()**

Returns the number of streams that a device supports.

The number of data streams

**GetNumImagesInUse** (*self*) → unsigned int

**Parameters** **self** (*Spinnaker::CameraBase \**) –

unsigned int **Spinnaker::CameraBase::GetNumImagesInUse()**

Returns the number of images that are currently in use. Each of the images that are currently in use must be cleaned up with a call to **image->Release()** before calling **system->ReleaseInstance()**.

The number of images that needs to be cleaned up.

**GetTLDeviceNodeMap** (*self*) → **INodeMap**

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenApi::INodeMap& Spinnaker::CameraBase::GetTLDeviceNodeMap() const

Gets a reference to the node map that is generated from a GenICam XML file for the GenTL Device module. The camera does not need to be initialized before acquiring this node map.

A reference to the INodeMap.

**GetTLStreamNodeMap** (*self*) → INodeMap

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

GenApi::INodeMap& Spinnaker::CameraBase::GetTLStreamNodeMap() const

Gets a reference to the node map that is generated from a GenICam XML file for the GenTL Stream module. The camera does not need to be initialized before acquiring this node map.

A reference to the INodeMap.

**GetUniqueID** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::CameraBase \**) –

GenICam::gcstring Spinnaker::CameraBase::GetUniqueID()

This returns a unique id string that identifies the camera. This is the camera serial number.

string that uniquely identifies the camera (serial number)

**Init** (*self*)

**Parameters** **self** (*Spinnaker::CameraBase \**) –

void Spinnaker::CameraBase::Init()

Connect to camera, retrieve XML and generate node map. This function needs to be called before any camera related API calls such as BeginAcquisition(), EndAcquisition(), GetNodeMap(), GetNextImage().

See: BeginAcquisition()

See: EndAcquisition()

See: GetNodeMap()

See: GetNextImage()

**IsInitialized** (*self*) → bool

**Parameters** **self** (*Spinnaker::CameraBase \**) –

bool Spinnaker::CameraBase::IsInitialized()

Checks if camera is initialized. This function needs to return true in order to retrieve a valid NodeMap from the GetNodeMap() call.

See: GetNodeMap()

If camera is initialized or not

**IsStreaming** (*self*) → bool

**Parameters** **self** (*Spinnaker::CameraBase const \**) –

bool Spinnaker::CameraBase::IsStreaming() const

Returns true if the camera is currently streaming or false if it is not.

See: Init()

returns true if camera is streaming and false otherwise.

**IsValid** (*self*) → bool

**Parameters** **self** (*Spinnaker::CameraBase \**) –

bool Spinnaker::CameraBase::IsValid()

Checks a flag to determine if camera is still valid for use.

If camera is valid or not

**RegisterEvent** (*self, evtToRegister*)

**Parameters**

- **evtToRegister** (*Spinnaker::Event &*) –
- **evtToRegister, eventName** (*RegisterEvent (self,)*) –
- **evtToRegister** –
- **eventName** (*Spinnaker::GenICam::gcstring const &*) –

void Spinnaker::CameraBase::RegisterEvent(Event &evtToRegister, const GenICam::gcstring &eventName)

Registers a specific event for the camera

See: Init()

evtToRegister: The event to register for the camera

eventName: The event name to register

**TLDevice**

CameraBase\_TLDevice\_get(self) -> TransportLayerDevice

**Parameters** **self** (*Spinnaker::CameraBase \**) –

**TLStream**

CameraBase\_TLStream\_get(self) -> TransportLayerStream

**Parameters** **self** (*Spinnaker::CameraBase \**) –

**UnregisterEvent** (*self, evtToUnregister*)

**Parameters** **evtToUnregister** (*Spinnaker::Event &*) –

void Spinnaker::CameraBase::UnregisterEvent(Event &evtToUnregister)

Unregisters an event for the camera Events should be unregistered first before calling camera DeInit(). Otherwise an exception will be thrown in the DeInit() call and require the user to unregister events before the camera can be re-initialized again.

See: DeInit()

evtToUnregister: The event to unregister from the camera

**thisown**

The membership flag

**class** PySpin.**CameraList** (*\*args*)

Bases: object

Used to hold a list of camera objects.

C++ includes: CameraList.h

**Append** (*self, otherList*)

**Parameters** **otherList** (*Spinnaker::CameraList &*) –

void Spinnaker::CameraList::Append(CameraList &otherList)

Appends a camera list to the current list.

otherList: The other list to append to this list

**Clear** (*self*)

**Parameters** **self** (*Spinnaker::CameraList \**) –

void Spinnaker::CameraList::Clear()

Clears the list of cameras and destroys their corresponding reference counted objects. This is necessary in order to clean up the parent interface. It is important that the camera list is destroyed or is cleared before calling system->ReleaseInstance() or else the call to system->ReleaseInstance() will result in an error message thrown that a reference to the camera is still held.

See: System:ReleaseInstance()

**GetByIndex** (*self, index*) → CameraPtr

**Parameters** **index** (*int*) –

CameraPtr Spinnaker::CameraList::GetByIndex(int index) const

Returns a pointer to a camera object at the “index”.

index: The index at which to retrieve the camera object

A pointer to an camera object.

**GetBySerial** (*self, serialNumber*) → CameraPtr

**Parameters** **serialNumber** (*std::string*) –

CameraPtr Spinnaker::CameraList::GetBySerial(std::string serialNumber) const

Returns a pointer to a camera object with the specified serial number.

serialNumber: The serial number of the camera object to retrieve

A pointer to an camera object.

**GetSize** (*self*) → int

**Parameters** **self** (*Spinnaker::CameraList const \**) –

int Spinnaker::CameraList::GetSize() const

Returns the size of the camera list. The size is the number of Camera objects stored in the list.

An integer that represents the list size.

**RemoveByIndex** (*self, index*)

**Parameters** **index** (*int*) –

void Spinnaker::CameraList::RemoveByIndex(int index)

Removes a camera at “index” and destroys its corresponding reference counted object.

index: The index at which to remove the Camera object

**RemoveBySerial** (*self, serialNumber*)

**Parameters** **serialNumber** (*std::string*) –

void Spinnaker::CameraList::RemoveBySerial(std::string serialNumber)

Removes a camera using its serial number and destroys its corresponding reference counted object.

serialNumber: The serial number of the Camera object to remove

**thisown**

The membership flag

**class** PySpin.**CameraPtr** (\*args)

Bases: PySpin.\_SWIG\_CamPtr

A reference tracked pointer to a camera object.

C++ includes: CameraPtr.h

**thisown**

The membership flag

**class** PySpin.**CategoryNode** (\*args, \*\*kwargs)

Bases: *PySpin.ICategory*, *PySpin.ValueNode*

Interface for string properties.

C++ includes: CategoryNode.h

**GetFeatures** (self)

**Parameters** **self** (*Spinnaker::GenApi::CategoryNode const \**) –

virtual void Spinnaker::GenApi::CategoryNode::GetFeatures(FeatureList\_t &Features) const

Get all features of the category (including sub-categories)

**SetReference** (self, pBase)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::CategoryNode::SetReference(INode \*pBase)

overload SetReference for Value

**thisown**

The membership flag

**class** PySpin.**ChannelStatistics** (image, channel)

Bases: object

Class used to store statistics (as properties) for one channel of an image. Properties:

- channel: The image channel that the statistics are based on (as an int).
- range\_min: The smallest possible pixel value.
- range\_max: The largest possible pixel value.
- pixel\_value\_min: The smallest pixel value in the current channel.
- pixel\_value\_max: The largest pixel value in the current channel.
- num\_pixel\_values: The total number of pixel values in the current channel.
- pixel\_value\_mean: The average pixel value in the current channel.
- histogram: NumPy array representing the histogram of the current channel.

**channel**

ChannelStatistics\_channel\_get(self) -> int

```

        Parameters self (ChannelStatistics *) –
histogram
    ChannelStatistics_histogram_get(self) -> PyObject *
        Parameters self (ChannelStatistics *) –
num_pixel_values
    ChannelStatistics_num_pixel_values_get(self) -> unsigned int
        Parameters self (ChannelStatistics *) –
pixel_value_max
    ChannelStatistics_pixel_value_max_get(self) -> unsigned int
        Parameters self (ChannelStatistics *) –
pixel_value_mean
    ChannelStatistics_pixel_value_mean_get(self) -> float
        Parameters self (ChannelStatistics *) –
pixel_value_min
    ChannelStatistics_pixel_value_min_get(self) -> unsigned int
        Parameters self (ChannelStatistics *) –
range_max
    ChannelStatistics_range_max_get(self) -> unsigned int
        Parameters self (ChannelStatistics *) –
range_min
    ChannelStatistics_range_min_get(self) -> unsigned int
        Parameters self (ChannelStatistics *) –
thisown
    The membership flag
class PySpin.ChunkData (*args)
    Bases: PySpin.IChunkData
    The chunk data which contains additional information about an image.
    C++ includes: ChunkData.h
GetBlackLevel (self) → float64_t
        Parameters self (Spinnaker::ChunkData const *) –
        float64_t Spinnaker::ChunkData::GetBlackLevel() const
        Description: Returns the black level used to capture the image included in the payload. Visibility: Expert
GetCRC (self) → int64_t
        Parameters self (Spinnaker::ChunkData const *) –
GetCounterValue (self) → int64_t
        Parameters self (Spinnaker::ChunkData const *) –
        int64_t Spinnaker::ChunkData::GetCounterValue() const
        Description: Returns the value of the selected Chunk counter at the time of the FrameStart event. Visibility: Expert

```

**GetEncoderValue** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetEncoderValue() const

Description: Returns the counter's value of the selected Encoder at the time of the FrameStart in area scan mode or the counter's value at the time of the LineStart selected by ChunkScanLineSelector in LineScan mode. Visibility: Expert

**GetExposureEndLineStatusAll** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

**GetExposureTime** (*self*) → float64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetExposureTime() const

Description: Returns the exposure time used to capture the image. Visibility: Expert

**GetFrameID** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetFrameID() const

Description: Returns the unique Identifier of the frame (or image) included in the payload. Visibility: Expert

**GetGain** (*self*) → float64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetGain() const

Description: Returns the gain used to capture the image. Visibility: Expert

**GetHeight** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetHeight() const

Description: Returns the Height of the image included in the payload. Visibility: Expert

**GetImage** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

**GetLinePitch** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetLinePitch() const

Description: Returns the LinePitch of the image included in the payload. Visibility: Expert

**GetLineStatusAll** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetLineStatusAll() const

Description: Returns the status of all the I/O lines at the time of the FrameStart internal event. Visibility: Expert

**GetOffsetX** (*self*) → int64\_t



**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetOffsetX() const  
 Description: Returns the OffsetX of the image included in the payload. Visibility: Expert

**GetOffsetY** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetOffsetY() const  
 Description: Returns the OffsetY of the image included in the payload. Visibility: Expert

**GetPartSelector** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetPartSelector() const  
 Description: Selects the part to access in chunk data in a multipart transmission. Visibility: Expert

**GetPixelDynamicRangeMax** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetPixelDynamicRangeMax() const  
 Description: Returns the maximum value of dynamic range of the image included in the payload. Visibility: Expert

**GetPixelDynamicRangeMin** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 int64\_t Spinnaker::ChunkData::GetPixelDynamicRangeMin() const  
 Description: Returns the minimum value of dynamic range of the image included in the payload. Visibility: Expert

**GetScan3dAxisMax** (*self*) → float64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 float64\_t Spinnaker::ChunkData::GetScan3dAxisMax() const  
 Description: Returns the Maximum Axis value for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dAxisMin** (*self*) → float64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 float64\_t Spinnaker::ChunkData::GetScan3dAxisMin() const  
 Description: Returns the Minimum Axis value for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dCoordinateOffset** (*self*) → float64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –  
 float64\_t Spinnaker::ChunkData::GetScan3dCoordinateOffset() const  
 Description: Returns the Offset for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dCoordinateReferenceValue** (*self*) → float64\_t  
**Parameters** **self** (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dCoordinateReferenceValue() const

Description: Reads the value of a position or pose coordinate for the anchor or transformed coordinate systems relative to the reference point. Visibility: Expert

**GetScan3dCoordinateScale** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dCoordinateScale() const

Description: Returns the Scale for the selected coordinate axis of the image included in the payload. Visibility: Expert

**GetScan3dInvalidDataValue** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dInvalidDataValue() const

Description: Returns the Invalid Data Value used for the image included in the payload. Visibility: Expert

**GetScan3dTransformValue** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetScan3dTransformValue() const

Description: Returns the transform value. Visibility: Expert

**GetScanLineSelector** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetScanLineSelector() const

Description: Index for vector representation of one chunk value per line in an image. Visibility: Expert

**GetSequencerSetActive** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetSequencerSetActive() const

Description: Return the index of the active set of the running sequencer included in the payload. Visibility: Expert

**GetSerialDataLength** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

**GetStreamChannelID** (*self*) → int64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetStreamChannelID() const

Description: Returns identifier of the stream channel used to carry the block. Visibility: Expert

**GetTimerValue** (*self*) → float64\_t

**Parameters** *self* (*Spinnaker::ChunkData const \**) –

float64\_t Spinnaker::ChunkData::GetTimerValue() const

Description: Returns the value of the selected Timer at the time of the FrameStart internal event. Visibility: Expert

**GetTimestamp** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetTimestamp() const

Description: Returns the Timestamp of the image included in the payload at the time of the FrameStart internal event. Visibility: Expert

**GetTimestampLatchValue** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetTimestampLatchValue() const

Description: Returns the last Timestamp latched with the TimestampLatch command. Visibility: Expert

**GetTransferBlockID** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetTransferBlockID() const

Description: Returns the unique identifier of the transfer block used to transport the payload. Visibility: Expert

**GetTransferQueueCurrentBlockCount** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetTransferQueueCurrentBlockCount() const

Description: Returns the current number of blocks in the transfer queue. Visibility: Expert

**GetWidth** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::ChunkData const \**) –

int64\_t Spinnaker::ChunkData::GetWidth() const

Description: Returns the Width of the image included in the payload. Visibility: Expert

**SetChunks** (*self, pNodeMap*)

**Parameters** **pNodeMap** (*Spinnaker::GenApi::INodeMap &*) –

void Spinnaker::ChunkData::SetChunks(GenApi::INodeMap &pNodeMap)

**thisown**

The membership flag

PySpin.**Combine** (*Peter, Paul*) → Spinnaker::GenApi::EAccessMode

**Parameters**

- **Peter** (*enum Spinnaker::GenApi::EAccessMode*) –

- **Paul** (*enum Spinnaker::GenApi::EAccessMode*) –

:param Combine(Peter, Paul) -> Spinnaker::GenApi::EVisibility:

**Parameters**

- **Peter** (*enum Spinnaker::GenApi::EVisibility*) –

- **Paul** (*enum Spinnaker::GenApi::EVisibility*) –

:param Combine(Peter, Paul) -> Spinnaker::GenApi::ECachingMode:

**Parameters**

- **Peter** (*enum Spinnaker::GenApi::ECachingMode*) –

- **Paul** (*enum Spinnaker::GenApi::ECachingMode*) –

ECachingMode Spinnaker::GenApi::Combine(ECachingMode Peter, ECachingMode Paul)

Computes which CachingMode results from a combination

**class** PySpin.**CommandNode** (\*args, \*\*kwargs)

Bases: *PySpin.ICommand*, *PySpin.ValueNode*

Interface for string properties.

C++ includes: CommandNode.h

**Execute** (*self*, *Verify=True*)

#### Parameters

- **Verify** (*bool*) –
- **Execute** (*self*) –
- **self** (*Spinnaker::GenApi::CommandNode \**) –

virtual void Spinnaker::GenApi::CommandNode::Execute(bool Verify=true)

Execute the command

Verify: Enables AccessMode and Range verification (default = true)

**IsDone** (*self*, *Verify=True*) → bool

#### Parameters

- **Verify** (*bool*) –
- → **bool** (*IsDone* (*self*)) –
- **self** (*Spinnaker::GenApi::CommandNode \**) –

virtual bool Spinnaker::GenApi::CommandNode::IsDone(bool Verify=true)

Query whether the command is executed

Verify: Enables Range verification (default = false). The AccessMode is always checked

True if the Execute command has finished; false otherwise

**SetReference** (*self*, *pBase*)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::CommandNode::SetReference(INode \*pBase)

overload SetReference for Value

**thisown**

The membership flag

PySpin.**DeregisterNodeCallback** (*f*)

**Parameters** **f** (*NodeCallback &*) –

**class** PySpin.**DeviceEvent**

Bases: *PySpin.IDeviceEvent*

A handler to device events.

C++ includes: DeviceEvent.h

**GetDeviceEventId** (*self*) → uint64\_t

---

```

    Parameters self (Spinnaker::DeviceEvent const *) –
uint64_t Spinnaker::DeviceEvent::GetDeviceEventId() const
Get the ID of the device event.
The device event ID

GetDeviceEventName (self) → gcstring

    Parameters self (Spinnaker::DeviceEvent const *) –
GenICam::gcstring Spinnaker::DeviceEvent::GetDeviceEventName() const
Get the name of the device event.
The device event name

OnDeviceEvent (self, eventName)

    Parameters eventName (Spinnaker::GenICam::gcstring) –
virtual void Spinnaker::DeviceEvent::OnDeviceEvent(Spinnaker::GenICam::gcstring eventName)=0
Device event callback.
eventName: The name of the event

thisown
The membership flag

PySpin.DoesEnvironmentVariableExist (VariableName) → bool

    Parameters VariableName (Spinnaker::GenICam::gcstring const &) –
SPINNAKER_API      bool      Spinnaker::GenICam::DoesEnvironmentVariableExist(const      Spin-
naker::GenICam::gcstring &VariableName)

Returns true if an environment variable exists

class PySpin.EAccessModeClass
Bases: object

Holds conversion methods for the access mode enumeration.
C++ includes: EnumClasses.h

static FromString (ValueStr, pValue) → bool

    Parameters

    • ValueStr (Spinnaker::GenICam::gcstring const &) –
    • pValue (Spinnaker::GenApi::EAccessMode *) –

static ToString (ValueStr, pValue)

    Parameters

    • ValueStr (Spinnaker::GenICam::gcstring &) –
    • pValue (Spinnaker::GenApi::EAccessMode *) –
    • -> gcstring (ToString(Value)) –
    • Value (enum Spinnaker::GenApi::EAccessMode) –

thisown
The membership flag

```

---

PySpin.EAccessModeClass\_FromString(ValueStr, pValue) → bool

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **pValue** (Spinnaker::GenApi::EAccessMode \*) –

PySpin.EAccessModeClass\_ToString(\*args)  
ToString(ValueStr, pValue)

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring &) –
- **pValue** (Spinnaker::GenApi::EAccessMode \*) –
- **-> gcstring** (EAccessModeClass\_ToString(Value)) –
- **Value** (enum Spinnaker::GenApi::EAccessMode) –

**class** PySpin.ECachingModeClass

Bases: object

Holds conversion methods for the caching mode enumeration.

C++ includes: EnumClasses.h

**static** FromString(ValueStr, pValue) → bool

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **pValue** (Spinnaker::GenApi::ECachingMode \*) –

**static** ToString(ValueStr, pValue)

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring &) –
- **pValue** (Spinnaker::GenApi::ECachingMode \*) –
- **-> gcstring** (ToString(Value)) –
- **Value** (enum Spinnaker::GenApi::ECachingMode) –

**thisown**

The membership flag

PySpin.ECachingModeClass\_FromString(ValueStr, pValue) → bool

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **pValue** (Spinnaker::GenApi::ECachingMode \*) –

PySpin.ECachingModeClass\_ToString(\*args)  
ToString(ValueStr, pValue)

**Parameters**

- **ValueStr** (Spinnaker::GenICam::gcstring &) –
- **pValue** (Spinnaker::GenApi::ECachingMode \*) –
- **-> gcstring** (ECachingModeClass\_ToString(Value)) –

- **Value** (enum Spinnaker::GenApi::ECachingMode) –

**class** PySpin.EDisplayNotationClass

Bases: object

Holds conversion methods for the notation type of floats.

C++ includes: EnumClasses.h

**static** **FromString** (ValueStr, pValue) → bool

Parameters

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **pValue** (Spinnaker::GenApi::EDisplayNotation \*) –

**static** **ToString** (ValueStr, pValue)

Parameters

- **ValueStr** (Spinnaker::GenICam::gcstring &) –
- **pValue** (Spinnaker::GenApi::EDisplayNotation \*) –
- → **gcstring** (ToString (Value)) –
- **Value** (enum Spinnaker::GenApi::EDisplayNotation) –

**thisown**

The membership flag

PySpin.EDisplayNotationClass\_FromString (ValueStr, pValue) → bool

Parameters

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **pValue** (Spinnaker::GenApi::EDisplayNotation \*) –

PySpin.EDisplayNotationClass\_ToString (\*args)

ToString (ValueStr, pValue)

Parameters

- **ValueStr** (Spinnaker::GenICam::gcstring &) –
- **pValue** (Spinnaker::GenApi::EDisplayNotation \*) –
- → **gcstring** (EDisplayNotationClass\_ToString (Value)) –
- **Value** (enum Spinnaker::GenApi::EDisplayNotation) –

**class** PySpin.EEndianessClass

Bases: object

Holds conversion methods for the endianess enumeration.

C++ includes: EnumClasses.h

**static** **FromString** (ValueStr, pValue) → bool

Parameters

- **ValueStr** (Spinnaker::GenICam::gcstring const &) –
- **pValue** (Spinnaker::GenApi::EEndianess \*) –

**static** **ToString** (ValueStr, pValue)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EEndianness \**) –
- **-> gcstring** (*ToString (Value)*) –
- **Value** (*enum Spinnaker::GenApi::EEndianness*) –

**thisown**

The membership flag

**PySpin.EEndiannessClass\_FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EEndianness \**) –

**PySpin.EEndiannessClass\_ToString** (*\*args*)

*ToString (ValueStr, pValue)*

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EEndianness \**) –
- **-> gcstring** (*EEndiannessClass\_ToString (Value)*) –
- **Value** (*enum Spinnaker::GenApi::EEndianness*) –

**class PySpin.EGenApiSchemaVersionClass**

Bases: object

helper class converting EGenApiSchemaVersion from and to string

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EGenApiSchemaVersion \**) –

**static ToString** (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EGenApiSchemaVersion \**) –
- **-> gcstring** (*ToString (Value)*) –
- **Value** (*enum Spinnaker::GenApi::EGenApiSchemaVersion*) –

**thisown**

The membership flag

**PySpin.EGenApiSchemaVersionClass\_FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –



- **pValue** (*Spinnaker::GenApi::EGenApiSchemaVersion \**) –

**PySpin.EGenApiSchemaVersionClass\_ToString** (\*args)  
 ToString(ValueStr, pValue)

#### Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EGenApiSchemaVersion \**) –
- **-> gcstring** (*EGenApiSchemaVersionClass\_ToString* (Value)) –
- **Value** (*enum Spinnaker::GenApi::EGenApiSchemaVersion*) –

**class** **PySpin.EInputDirectionClass**

Bases: object

Holds conversion methods for the notation type of floats.

C++ includes: EnumClasses.h

**static** **FromString** (*ValueStr, pValue*) → bool

#### Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EInputDirection \**) –

**static** **ToString** (*ValueStr, pValue*)

#### Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EInputDirection \**) –
- **-> gcstring** (*ToString* (Value)) –
- **Value** (*enum Spinnaker::GenApi::EInputDirection*) –

**thisown**

The membership flag

**PySpin.EInputDirectionClass\_FromString** (*ValueStr, pValue*) → bool

#### Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EInputDirection \**) –

**PySpin.EInputDirectionClass\_ToString** (\*args)  
 ToString(ValueStr, pValue)

#### Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EInputDirection \**) –
- **-> gcstring** (*EInputDirectionClass\_ToString* (Value)) –
- **Value** (*enum Spinnaker::GenApi::EInputDirection*) –

**class** **PySpin.ENamespaceClass**

Bases: object

Holds conversion methods for the namespace enumeration.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ENamespace \**) –

**static ToString** (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ENamespace \**) –
- → **gcstring** (*ToString* (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::ENamespace*) –

**thisown**

The membership flag

PySpin.**ENamespaceClass\_FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ENamespace \**) –

PySpin.**ENamespaceClass\_ToString** (*\*args*)

*ToString* (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ENamespace \**) –
- → **gcstring** (*ENamespaceClass\_ToString* (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::ENamespace*) –

**class** PySpin.**ERepresentationClass**

Bases: object

Holds conversion methods for the representation enumeration.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ERepresentation \**) –

**static ToString** (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ERepresentation \**) –
- → **gcstring** (*ToString* (*Value*)) –

- **Value** (*enum Spinnaker::GenApi::ERepresentation*) –

**thisown**

The membership flag

PySpin.**ERepresentationClass\_FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ERepresentation \**) –

PySpin.**ERepresentationClass\_ToString** (*\*args*)

ToString(*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ERepresentation \**) –
- → **gcstring** (**ERepresentationClass\_ToString** (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::ERepresentation*) –

**class** PySpin.**ESignClass**

Bases: object

Holds conversion methods for the sign enumeration.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ESign \**) –

**static ToString** (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ESign \**) –
- → **gcstring** (**ToString** (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::ESign*) –

**thisown**

The membership flag

PySpin.**ESignClass\_FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ESign \**) –

PySpin.**ESignClass\_ToString** (*\*args*)

ToString(*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –

- **pValue** (*Spinnaker::GenApi::ESign \**) –
- **-> gcstring** (*ESignClass\_ToString (Value)*) –
- **Value** (*enum Spinnaker::GenApi::ESign*) –

**class** PySpin.**ESlopeClass**

Bases: object

Holds conversion methods for the converter formulas.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool

Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ESlope \**) –

**static ToString** (*ValueStr, pValue*)

Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ESlope \**) –
- **-> gcstring** (*ToString (Value)*) –
- **Value** (*enum Spinnaker::GenApi::ESlope*) –

**thisown**

The membership flag

PySpin.**ESlopeClass\_FromString** (*ValueStr, pValue*) → bool

Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::ESlope \**) –

PySpin.**ESlopeClass\_ToString** (*\*args*)

ToString(*ValueStr, pValue*)

Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::ESlope \**) –
- **-> gcstring** (*ESlopeClass\_ToString (Value)*) –
- **Value** (*enum Spinnaker::GenApi::ESlope*) –

**class** PySpin.**EStandardNameSpaceClass**

Bases: object

Holds conversion methods for the standard namespace enumeration.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool

Parameters

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –

- **pValue** (*Spinnaker::GenApi::EStandardNameSpace \**) –

**static ToString** (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EStandardNameSpace \**) –
- **-> gcstring** (*ToString* (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::EStandardNameSpace*) –

**thisown**

The membership flag

PySpin.**EStandardNameSpaceClass\_FromString** (*ValueStr, pValue*) → bool**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EStandardNameSpace \**) –

PySpin.**EStandardNameSpaceClass\_ToString** (*\*args*)*ToString* (*ValueStr, pValue*)**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EStandardNameSpace \**) –
- **-> gcstring** (*EStandardNameSpaceClass\_ToString* (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::EStandardNameSpace*) –

**class** PySpin.**EVisibilityClass**

Bases: object

Holds conversion methods for the visibility enumeration.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*) → bool**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EVisibility \**) –

**static ToString** (*ValueStr, pValue*)**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EVisibility \**) –
- **-> gcstring** (*ToString* (*Value*)) –
- **Value** (*enum Spinnaker::GenApi::EVisibility*) –

**thisown**

The membership flag

PySpin.**EVisibilityClass\_FromString** (*ValueStr, pValue*) → bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EVisibility \**) –

PySpin.**EVisibilityClass\_ToString** (\*args)  
ToString(ValueStr, pValue)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EVisibility \**) –
- **-> gcstring** (*EVisibilityClass\_ToString* (Value)) –
- **Value** (*enum Spinnaker::GenApi::EVisibility*) –

**class** PySpin.**EYesNoClass**

Bases: object

Holds conversion methods for the standard namespace enumeration.

C++ includes: EnumClasses.h

**static FromString** (*ValueStr, pValue*)  $\rightarrow$  bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EYesNo \**) –

**static ToString** (*ValueStr, pValue*)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EYesNo \**) –
- **-> gcstring** (*ToString* (Value)) –
- **Value** (*enum Spinnaker::GenApi::EYesNo*) –

**thisown**

The membership flag

PySpin.**EYesNoClass\_FromString** (*ValueStr, pValue*)  $\rightarrow$  bool

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **pValue** (*Spinnaker::GenApi::EYesNo \**) –

PySpin.**EYesNoClass\_ToString** (\*args)  
ToString(ValueStr, pValue)

**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **pValue** (*Spinnaker::GenApi::EYesNo \**) –
- **-> gcstring** (*EYesNoClass\_ToString* (Value)) –
- **Value** (*enum Spinnaker::GenApi::EYesNo*) –

`PySpin.EatComments (arg1) → std::istream &`

**Parameters** `is (std::istream &)` –

SPINNAKER\_API std::istream& Spinnaker::GenApi::EatComments(std::istream &is)

Helper function ignoring lines starting with comment character ‘#’.

**class** `PySpin.EnumEntryNode (*args, **kwargs)`

Bases: `PySpin.IEnumEntry`, `PySpin.ValueNode`

Interface for string properties.

C++ includes: EnumEntryNode.h

**GetNumericValue** (`self`) → double

**Parameters** `self (Spinnaker::GenApi::EnumEntryNode *)` –

virtual double Spinnaker::GenApi::EnumEntryNode::GetNumericValue()

Get double number associated with the entry

**GetSymbolic** (`self`) → gcstring

**Parameters** `self (Spinnaker::GenApi::EnumEntryNode const *)` –

virtual GenICam::gcstring Spinnaker::GenApi::EnumEntryNode::GetSymbolic() const

Get symbolic enum value

**GetValue** (`self`) → int64\_t

**Parameters** `self (Spinnaker::GenApi::EnumEntryNode *)` –

virtual int64\_t Spinnaker::GenApi::EnumEntryNode::GetValue()

Get numeric enum value

**IsSelfClearing** (`self`) → bool

**Parameters** `self (Spinnaker::GenApi::EnumEntryNode *)` –

virtual bool Spinnaker::GenApi::EnumEntryNode::IsSelfClearing()

Indicates if the corresponding EnumEntry is self clearing

**SetReference** (`self, pBase`)

**Parameters** `pBase (Spinnaker::GenApi::INode *)` –

virtual void Spinnaker::GenApi::EnumEntryNode::SetReference(INode \*pBase)

overload SetReference for EnumEntry

**thisown**

The membership flag

**class** `PySpin.EnumNode (*args, **kwargs)`

Bases: `PySpin.IEnumeration`, `PySpin.ValueNode`

Interface for string properties.

C++ includes: EnumNode.h

**GetCurrentEntry** (`self, Verify=False, IgnoreCache=False`) → `IEnumEntry`

**Parameters**

• **Verify** (`bool`) –

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*),) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::EnumNode \**) –

virtual IEnumEntry\* Spinnaker::GenApi::EnumNode::GetCurrentEntry(bool Verify=false, bool IgnoreCache=false)

Get the current entry

**GetEntries** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::EnumNode \**) –

virtual void Spinnaker::GenApi::EnumNode::GetEntries(NodeList\_t &Entries)

Get list of entry nodes

**GetEntry** (*self*, *IntValue*) → IEnumEntry

**Parameters** **IntValue** (*int64\_t const*) –

virtual IEnumEntry\* Spinnaker::GenApi::EnumNode::GetEntry(const int64\_t IntValue)

Get an entry node by its IntValue

**GetEntryByName** (*self*, *Symbolic*) → IEnumEntry

**Parameters** **Symbolic** (*Spinnaker::GenICam::gcstring const &*) –

virtual IEnumEntry\* Spinnaker::GenApi::EnumNode::GetEntryByName(const GenICam::gcstring &Symbolic)

Get an entry node by name

**GetIntValue** (*self*, *Verify=False*, *IgnoreCache=False*) → int64\_t

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **int64\_t** (*GetIntValue* (*self*),) –
- **Verify** –
- → **int64\_t** (*GetIntValue* (*self*)) –
- **self** (*Spinnaker::GenApi::EnumNode \**) –

virtual int64\_t Spinnaker::GenApi::EnumNode::GetIntValue(bool Verify=false, bool IgnoreCache=false)

Get integer node value

Verify: Enables Range verification (default = false). The AccessMode is always checked

IgnoreCache: If true the value is read ignoring any caches (default = false)

The value read

**GetSymbolics** (*self*, *Symbolics*)

**Parameters** **Symbolics** (*Spinnaker::GenApi::StringList\_t &*) –



virtual void Spinnaker::GenApi::EnumNode::GetSymbolics(StringList\_t &Symbolics)

Get list of symbolic Values

**SetIntValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*int64\_t*) –
- **Verify** (*bool*) –
- **Value** (*SetIntValue* (*self*,) –
- **Value** –

virtual void Spinnaker::GenApi::EnumNode::SetIntValue(int64\_t Value, bool Verify=true)

Set integer node value

Value: The value to set

Verify: Enables AccessMode and Range verification (default = true)

**SetReference** (*self*, *pBase*)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::EnumNode::SetReference(INode \*pBase)

overload SetReference for Enumeration

**thisown**

The membership flag

**class** PySpin.**Event** (*\*args*, *\*\*kwargs*)

Bases: object

The base class for all event types.

C++ includes: Event.h

**GetEventPayloadData** (*self*) → PyObject \*

**Parameters** **self** (*Spinnaker::Event \**) –

const uint8\_t\* Spinnaker::Event::GetEventPayloadData()

Gets the event payload data

The event payload data

**GetEventPayloadDataSize** (*self*) → size\_t const

**Parameters** **self** (*Spinnaker::Event \**) –

const size\_t Spinnaker::Event::GetEventPayloadDataSize()

Gets the event payload data size

The event payload data size

**GetEventType** (*self*) → Spinnaker::EventType

**Parameters** **self** (*Spinnaker::Event \**) –

EventType Spinnaker::Event::GetEventType()

Gets the event type

The event type

**SetEventType** (*self*, *eventType*)

**Parameters** **eventType** (*enum Spinnaker::EventType*) –

void Spinnaker::Event::SetEventType(EventType eventType)

Sets the event type

eventType: The event type

**thisown**

The membership flag

**class** PySpin.**FloatNode** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IFloat*, *PySpin.ValueNode*

Interface for string properties.

C++ includes: FloatNode.h

**GetDisplayNotation** (*self*) → Spinnaker::GenApi::EDisplayNotation

**Parameters** **self** (*Spinnaker::GenApi::FloatNode const \**) –

virtual EDisplayNotation Spinnaker::GenApi::FloatNode::GetDisplayNotation() const

Get the way the float should be converted to a string

**GetDisplayPrecision** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::FloatNode const \**) –

virtual int64\_t Spinnaker::GenApi::FloatNode::GetDisplayPrecision() const

Get the precision to be used when converting the float to a string

**GetEnumAlias** (*self*) → IEnumeration

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

IEnumeration\* Spinnaker::GenApi::FloatNode::GetEnumAlias()

gets the interface of an alias node.

**GetInc** (*self*) → double

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual double Spinnaker::GenApi::FloatNode::GetInc()

Get the constant increment if there is any

**GetIncMode** (*self*) → Spinnaker::GenApi::EIncMode

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual EIncMode Spinnaker::GenApi::FloatNode::GetIncMode()

Get increment mode

**GetIntAlias** (*self*) → IInteger

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

IInteger\* Spinnaker::GenApi::FloatNode::GetIntAlias()

gets the interface of an alias node.

**GetListOfValidValues** (*self*, *bounded=True*) → double\_autovector\_t

**Parameters**

- **bounded** (*bool*) –
- **-> double\_autovector\_t** (*GetListOfValidValues (self)*) –
- **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual double\_autovector\_t Spinnaker::GenApi::FloatNode::GetListOfValidValues(bool bounded=true)

Get list of valid value

**GetMax** (*self*) → double

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual double Spinnaker::GenApi::FloatNode::GetMax()

Get maximum value allowed

**GetMin** (*self*) → double

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual double Spinnaker::GenApi::FloatNode::GetMin()

Get minimum value allowed

**GetRepresentation** (*self*) → Spinnaker::GenApi::ERepresentation

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual ERepresentation Spinnaker::GenApi::FloatNode::GetRepresentation()

Get recommended representation

**GetUnit** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::FloatNode const \**) –

virtual GenICam::gcstring Spinnaker::GenApi::FloatNode::GetUnit() const

Get the physical unit name

**GetValue** (*self, Verify=False, IgnoreCache=False*) → double

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** **-> double** (*GetValue (self,)*) –
- **Verify** –
- **-> double** (*GetValue (self)*) –
- **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual double Spinnaker::GenApi::FloatNode::GetValue(bool Verify=false, bool IgnoreCache=false)

Get node value

Verify: Enables Range verification (default = false). The AccessMode is always checked

IgnoreCache: If true the value is read ignoring any caches (default = false)

The value read

**HasInc** (*self*) → bool

**Parameters** **self** (*Spinnaker::GenApi::FloatNode \**) –

virtual bool Spinnaker::GenApi::FloatNode::HasInc()

True if the float has a constant increment

**ImposeMax** (*self*, *Value*)

**Parameters** **Value** (*double*) –

virtual void Spinnaker::GenApi::FloatNode::ImposeMax(double Value)

Restrict maximum value

**ImposeMin** (*self*, *Value*)

**Parameters** **Value** (*double*) –

virtual void Spinnaker::GenApi::FloatNode::ImposeMin(double Value)

Restrict minimum value

**SetReference** (*self*, *pBase*)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::FloatNode::SetReference(INode \*pBase)

overload SetReference for Float

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*double*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

virtual void Spinnaker::GenApi::FloatNode::SetValue(double Value, bool Verify=true)

Set node value

Value: The value to set

Verify: Enables AccessMode and Range verification (default = true)

**thisown**

The membership flag

**class** PySpin.**FloatRegNode** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.FloatNode*, *PySpin.RegisterNode*

Interface for string properties.

C++ includes: FloatRegNode.h

**SetReference** (*self*, *pBase*)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::FloatRegNode::SetReference(INode \*pBase)

overload SetReference for Value

**thisown**

The membership flag

PySpin.**GetErrorMessage** () → char const \*

`PySpin.GetFiles (FileTemplate, DirectoriesOnly=False)`

**Parameters**

- **FileTemplate** (*Spinnaker::GenICam::gcstring const &*) –
- **DirectoriesOnly** (*bool const*) –
- **GetFiles (FileTemplate)** –
- **FileTemplate** –

SPINNAKER\_API void Spinnaker::GenICam::GetFiles(const gcstring &FileTemplate, gcstring\_vector &FileNames, const bool DirectoriesOnly=false)

Gets a list of files or directories matching a given FileTemplate

`PySpin.GetGenICamCLProtocolFolder () → gcstring`

SPINNAKER\_API gcstring Spinnaker::GenICam::GetGenICamCLProtocolFolder(void)

Retrieve the path of the CLProtocol folder The path to the CLProtocol folder can be stored by calling SetGenICamCLProtocolFolder(). If GetGenICamCLProtocolFolder() is called before SetGenICamCLProtocolFolder(), it will return the value of environment variable GENICAM\_CLPROTOCOL. If this environment variable does not exist, an exception will be thrown.

`PySpin.GetGenICamCacheFolder () → gcstring`

SPINNAKER\_API gcstring Spinnaker::GenICam::GetGenICamCacheFolder(void)

Retrieve the path of the GenICam cache folder The path to the cache folder can be stored by calling SetGenICamCacheFolder(). If GetGenICamCacheFolder() is called before SetGenICamCacheFolder(), it will return the value of environment variable GENICAM\_CACHE\_Vx\_y. If this environment variable does not exist, an exception will be thrown.

`PySpin.GetGenICamLogConfig () → gcstring`

SPINNAKER\_API gcstring Spinnaker::GenICam::GetGenICamLogConfig(void)

Retrieve the path of the GenICam logging properties file

The path to the logging properties file can be stored by calling SetGenICamLogConfig(). If GetGenICamLogConfig() is called before SetGenICamLogConfig(), it will return the value of environment variable GENICAM\_LOG\_CONFIG\_Vx\_y. If this environment variable does not exist, an exception will be thrown.

`PySpin.GetInterfaceName (pBase) → gcstring`

**Parameters** **pBase** (*Spinnaker::GenApi::IBase \**) –

GenICam::gcstring Spinnaker::GenApi::GetInterfaceName(IBase \*pBase)

Returns the name of the main interface as string DEPRICATED, use IBase::GetPrincipalInterfaceType() instead

`PySpin.GetModulePathFromFunction (pFunction) → gcstring`

**Parameters** **pFunction** (*void \**) –

SPINNAKER\_API gcstring Spinnaker::GenICam::GetModulePathFromFunction(void \*pFunction)

true = only subdirectories (ex . and ..) are retrieved; false = only files are retrieved

Gets the full path to the module (DLL/SO) containing the given pFunction; empty string if not found.

`PySpin.GetValueOfEnvironmentVariable (VariableName) → gcstring`

**Parameters**

- **VariableName** (*Spinnaker::GenICam::gcstring const &*) –

- **VariableContent**) -> bool (GetValueOfEnvironmentVariable (VariableName, ) -
- **VariableName** -
- **VariableContent** (Spinnaker::GenICam::gcstring &) -

SPINNAKER\_API bool Spinnaker::GenICam::GetValueOfEnvironmentVariable(const gcstring &VariableName, gcstring &VariableContent)

Retrieve the value of an environment variable true if environment variable was found, otherwise false

**class** PySpin.H264Option

Bases: object

Options for saving H264 files.

C++ includes: SpinnakerDefs.h

**bitrate**

H264Option\_bitrate\_get(self) -> unsigned int

**Parameters** **self** (Spinnaker::H264Option \*) -

**frameRate**

H264Option\_frameRate\_get(self) -> float

**Parameters** **self** (Spinnaker::H264Option \*) -

**height**

H264Option\_height\_get(self) -> unsigned int

**Parameters** **self** (Spinnaker::H264Option \*) -

**reserved**

H264Option\_reserved\_get(self) -> unsigned int [256]

**Parameters** **self** (Spinnaker::H264Option \*) -

**thisown**

The membership flag

**width**

H264Option\_width\_get(self) -> unsigned int

**Parameters** **self** (Spinnaker::H264Option \*) -

**class** PySpin.IArrivalEvent (\*args, \*\*kwargs)

Bases: *PySpin.Event*

Proxy of C++ Spinnaker::IArrivalEvent class.

**OnDeviceArrival** (self, serialNumber)

**Parameters** **serialNumber** (uint64\_t) -

**thisown**

The membership flag

**class** PySpin.IBase (\*args, \*\*kwargs)

Bases: object

Proxy of C++ Spinnaker::GenApi::IBase class.

**GetAccessMode** (self) -> Spinnaker::GenApi::EAccessMode

**Parameters** **self** (Spinnaker::GenApi::IBase const \*) -

**thisown**

The membership flag

**class** PySpin.IBoolean(\*args, \*\*kwargs)

Bases: *PySpin.IValue*

Proxy of C++ Spinnaker::GenApi::IBoolean class.

**GetValue**(self, Verify=False, IgnoreCache=False) → bool

**Parameters**

- **Verify**(bool) –
- **IgnoreCache**(bool) –
- **Verify=False** → bool (GetValue(self)) –
- **Verify** –
- → bool (GetValue(self)) –
- **self** (Spinnaker::GenApi::IBoolean const \*) –

**SetValue**(self, Value, Verify=True)

**Parameters**

- **Value**(bool) –
- **Verify**(bool) –
- **Value** (SetValue(self)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.ICategory(\*args, \*\*kwargs)

Bases: *PySpin.IValue*

Proxy of C++ Spinnaker::GenApi::ICategory class.

**GetFeatures**(self)

**Parameters** **self** (Spinnaker::GenApi::ICategory const \*) –

**thisown**

The membership flag

**class** PySpin.IChunkData(\*args, \*\*kwargs)

Bases: object

Proxy of C++ Spinnaker::IChunkData class.

**GetBlackLevel**(self) → float64\_t

**Parameters** **self** (Spinnaker::IChunkData const \*) –

**GetCRC**(self) → int64\_t

**Parameters** **self** (Spinnaker::IChunkData const \*) –

**GetCounterValue**(self) → int64\_t

**Parameters** **self** (Spinnaker::IChunkData const \*) –

**GetEncoderValue**(self) → int64\_t

```
Parameters self (Spinnaker::IChunkData const *)-
GetExposureEndLineStatusAll (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetExposureTime (self) → float64_t

Parameters self (Spinnaker::IChunkData const *)-
GetFrameID (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetGain (self) → float64_t

Parameters self (Spinnaker::IChunkData const *)-
GetHeight (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetImage (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetLinePitch (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetLineStatusAll (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetOffsetX (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetOffsetY (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetPartSelector (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetPixelDynamicRangeMax (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetPixelDynamicRangeMin (self) → int64_t

Parameters self (Spinnaker::IChunkData const *)-
GetScan3dAxisMax (self) → float64_t

Parameters self (Spinnaker::IChunkData const *)-
GetScan3dAxisMin (self) → float64_t

Parameters self (Spinnaker::IChunkData const *)-
GetScan3dCoordinateOffset (self) → float64_t

Parameters self (Spinnaker::IChunkData const *)-
GetScan3dCoordinateReferenceValue (self) → float64_t

Parameters self (Spinnaker::IChunkData const *)-
GetScan3dCoordinateScale (self) → float64_t
```



```

    Parameters self (Spinnaker::IChunkData const *)-
GetScan3dInvalidDataValue (self) → float64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetScan3dTransformValue (self) → float64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetScanLineSelector (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetSequencerSetActive (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetSerialDataLength (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetStreamChannelID (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetTimerValue (self) → float64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetTimestamp (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetTimestampLatchValue (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetTransferBlockID (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetTransferQueueCurrentBlockCount (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
GetWidth (self) → int64_t

    Parameters self (Spinnaker::IChunkData const *)-
SetChunks (self, pNodeMap)

    Parameters pNodeMap (Spinnaker::GenApi::INodeMap &)-
thisown
    The membership flag
class PySpin.ICommand (*args, **kwargs)
    Bases: PySpin.IValue
    Proxy of C++ Spinnaker::GenApi::ICommand class.
    Execute (self, Verify=True)

    Parameters
        • Verify (bool) -
        • Execute (self) -
        • self (Spinnaker::GenApi::ICommand *) -

```

**IsDone** (*self*, *Verify=True*) → bool

**Parameters**

- **Verify** (*bool*) –
- → **bool** (**IsDone** (*self*)) –
- **self** (*Spinnaker::GenApi::ICommand \**) –

**thisown**

The membership flag

**class** PySpin.**IDestroy** (*\*args*, *\*\*kwargs*)

Bases: object

Proxy of C++ Spinnaker::GenApi::IDestroy class.

**Destroy** (*self*)

**Parameters self** (*Spinnaker::GenApi::IDestroy \**) –

**thisown**

The membership flag

**class** PySpin.**IDeviceEvent** (*\*args*, *\*\*kwargs*)

Bases: [PySpin.Event](#)

Proxy of C++ Spinnaker::IDeviceEvent class.

**GetDeviceEventId** (*self*) → uint64\_t

**Parameters self** (*Spinnaker::IDeviceEvent const \**) –

**GetDeviceEventName** (*self*) → gcstring

**Parameters self** (*Spinnaker::IDeviceEvent const \**) –

**OnDeviceEvent** (*self*, *eventName*)

**Parameters eventName** (*Spinnaker::GenICam::gcstring*) –

**thisown**

The membership flag

**class** PySpin.**IDeviceInfo** (*\*args*, *\*\*kwargs*)

Bases: object

Proxy of C++ Spinnaker::GenApi::IDeviceInfo class.

**GetDeviceVersion** (*self*, *Version*)

**Parameters Version** (*Spinnaker::GenICam::Version\_t &*) –

**GetGenApiVersion** (*self*, *Version*, *Build*)

**Parameters**

- **Version** (*Spinnaker::GenICam::Version\_t &*) –
- **Build** (*uint16\_t &*) –

**GetModelName** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::IDeviceInfo \**) –

**GetProductGuid** (*self*) → gcstring

**Parameters self** (*Spinnaker::GenApi::IDeviceInfo \**) –

```

GetSchemaVersion (self, Version)

    Parameters Version (Spinnaker::GenICam::Version_t &)-

GetStandardNameSpace (self) → gcstring

    Parameters self (Spinnaker::GenApi::IDeviceInfo *)-

GetToolTip (self) → gcstring

    Parameters self (Spinnaker::GenApi::IDeviceInfo *)-

GetVendorName (self) → gcstring

    Parameters self (Spinnaker::GenApi::IDeviceInfo *)-

GetVersionGuid (self) → gcstring

    Parameters self (Spinnaker::GenApi::IDeviceInfo *)-

thisown
    The membership flag

class PySpin.IEnumEntry (*args, **kwargs)
    Bases: PySpin.IValue

    Proxy of C++ Spinnaker::GenApi::IEnumEntry class.

GetNumericValue (self) → double

    Parameters self (Spinnaker::GenApi::IEnumEntry *)-

GetSymbolic (self) → gcstring

    Parameters self (Spinnaker::GenApi::IEnumEntry const *)-

GetValue (self) → int64_t

    Parameters self (Spinnaker::GenApi::IEnumEntry *)-

IsSelfClearing (self) → bool

    Parameters self (Spinnaker::GenApi::IEnumEntry *)-

thisown
    The membership flag

class PySpin.IEnumReference (*args, **kwargs)
    Bases: object

    Proxy of C++ Spinnaker::GenApi::IEnumReference class.

SetEnumReference (self, Index, Name)

    Parameters

        • Index (int)-

        • Name (Spinnaker::GenICam::gcstring)-

SetNumEnums (self, NumEnums)

    Parameters NumEnums (int)-

thisown
    The membership flag

```

```
class PySpin.IEnumeration(*args, **kwargs)
```

```
    Bases: PySpin.IValue
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumeration class.
```

```
    GetCurrentEntry(self, Verify=False, IgnoreCache=False) → IEnumEntry
```

```
        Parameters
```

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry* (*self*),) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumeration \**) –

```
    GetEntries(self)
```

```
        Parameters self (Spinnaker::GenApi::IEnumeration *) –
```

```
    GetEntry(self, IntValue) → IEnumEntry
```

```
        Parameters IntValue (int64_t const) –
```

```
    GetEntryByName(self, Symbolic) → IEnumEntry
```

```
        Parameters Symbolic (Spinnaker::GenICam::gcstring const &) –
```

```
    GetIntValue(self, Verify=False, IgnoreCache=False) → int64_t
```

```
        Parameters
```

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *int64\_t* (*GetIntValue* (*self*),) –
- **Verify** –
- → *int64\_t* (*GetIntValue* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumeration \**) –

```
    GetSymbolics(self, Symbolics)
```

```
        Parameters Symbolics (Spinnaker::GenApi::StringList_t &) –
```

```
    SetIntValue(self, Value, Verify=True)
```

```
        Parameters
```

- **Value** (*int64\_t*) –
- **Verify** (*bool*) –
- **Value** (*SetIntValue* (*self*),) –
- **Value** –

```
    thisown
```

```
        The membership flag
```

---

```

class PySpin.IEnumerationT_AcquisitionModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AcquisitionModeEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT< AcquisitionModeEnums > *) –

    GetEntry (self, Value) → IEnumEntry
        Parameters Value (enum Spinnaker::AcquisitionModeEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::AcquisitionModeEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

:param GetValue(self, Verify=False) -> Spinnaker::AcquisitionModeEnums:

        Parameters Verify (bool) –

:param GetValue(self) -> Spinnaker::AcquisitionModeEnums:

        Parameters self (Spinnaker::GenApi::IEnumerationT< AcquisitionModeEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::AcquisitionModeEnums) –
            • Verify (bool) –
            • Value (SetValue (self,) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_AcquisitionStatusSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AcquisitionStatusSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

```

---

- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (Spinnaker::GenApi::IEnumerationT< AcquisitionStatusSelectorEnums > \*)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters** **Value** (enum Spinnaker::AcquisitionStatusSelectorEnums *const*)-

**GetValue** (*self*, **Verify=False**, **IgnoreCache=False**) -> Spinnaker::AcquisitionStatusSelectorEnums

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param **GetValue**(*self*, **Verify=False**) -> Spinnaker::AcquisitionStatusSelectorEnums:

**Parameters** **Verify** (*bool*)-

:param **GetValue**(*self*) -> Spinnaker::AcquisitionStatusSelectorEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT< AcquisitionStatusSelectorEnums > \*)-

**SetValue** (*self*, *Value*, **Verify=True**)

**Parameters**

- **Value** (enum Spinnaker::AcquisitionStatusSelectorEnums)-
- **Verify** (*bool*)-
- **Value**) (**SetValue** (*self*,)-
- **Value** -

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_ActionUnconditionalModeEnums** (\*args, \*\*kwargs)

Bases: PySpin.**IEnumeration**, PySpin.**IEnumReference**

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ActionUnconditionalModeEnums)> class.

**GetCurrentEntry** (*self*, **Verify=False**, **IgnoreCache=False**) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (Spinnaker::GenApi::IEnumerationT< ActionUnconditionalModeEnums > \*)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

```

Parameters Value (enum Spinnaker::ActionUnconditionalModeEnums
const) -

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ActionUnconditionalModeEnums

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::ActionUnconditionalModeEnums:

Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::ActionUnconditionalModeEnums:

Parameters self (Spinnaker::GenApi::IEnumerationT<
ActionUnconditionalModeEnums > *) -

SetValue (self, Value, Verify=True)

Parameters
    • Value (enum Spinnaker::ActionUnconditionalModeEnums) -
    • Verify (bool) -
    • Value (SetValue (self,)) -
    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_AdcBitDepthEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AdcBitDepthEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False -> IEnumEntry (GetCurrentEntry (self,)) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT< AdcBitDepthEnums > *)
    -

GetEntry (self, Value) → IEnumEntry

Parameters Value (enum Spinnaker::AdcBitDepthEnums const) -

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::AdcBitDepthEnums

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::AdcBitDepthEnums:

```

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::AdcBitDepthEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< AdcBitDepthEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::AdcBitDepthEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_AutoAlgorithmSelectorEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AutoAlgorithmSelectorEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< AutoAlgorithmSelectorEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::AutoAlgorithmSelectorEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::AutoAlgorithmSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::AutoAlgorithmSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::AutoAlgorithmSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< AutoAlgorithmSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**



- **Value** (*enum Spinnaker::AutoAlgorithmSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_AutoExposureControlPriorityEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AutoExposureControlPriorityEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<AutoExposureControlPriorityEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::AutoExposureControlPriorityEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::AutoExposureControlPriorityEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::AutoExposureControlPriorityEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::AutoExposureControlPriorityEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<AutoExposureControlPriorityEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::AutoExposureControlPriorityEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_AutoExposureLightingModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AutoExposureLightingModeEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,)) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<AutoExposureLightingModeEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::AutoExposureLightingModeEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::AutoExposureLightingModeEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::AutoExposureLightingModeEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::AutoExposureLightingModeEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<AutoExposureLightingModeEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::AutoExposureLightingModeEnums) –
            • Verify (bool) –
            • Value (SetValue (self,)) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_AutoExposureMeteringModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(AutoExposureMeteringModeEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
```

- **IgnoreCache** (*bool*) –
- **Verify=False** -> **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- -> **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT* < *AutoExposureMeteringModeEnums* > \*) –

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::AutoExposureMeteringModeEnums* *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> **Spinnaker::AutoExposureMeteringModeEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> **Spinnaker::AutoExposureMeteringModeEnums**:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> **Spinnaker::AutoExposureMeteringModeEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT* < *AutoExposureMeteringModeEnums* > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::AutoExposureMeteringModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_AutoExposureTargetGreyValueAutoEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT* < (*AutoExposureTargetGreyValueAutoEnums*) > class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** -> **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- -> **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT* < *AutoExposureTargetGreyValueAutoEnums* > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::AutoExposureTargetGreyValueAutoEnums* *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::AutoExposureTargetGreyValueAutoEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::AutoExposureTargetGreyValueAutoEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::AutoExposureTargetGreyValueAutoEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<AutoExposureTargetGreyValueAutoEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::AutoExposureTargetGreyValueAutoEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_BalanceRatioSelectorEnums (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BalanceRatioSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** -> IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<BalanceRatioSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::BalanceRatioSelectorEnums* *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::BalanceRatioSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```

:param GetValue(self, Verify=False) -> Spinnaker::BalanceRatioSelectorEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::BalanceRatioSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        BalanceRatioSelectorEnums > *) -

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::BalanceRatioSelectorEnums) -

        • Verify (bool) -

        • Value) (SetValue (self,)) -

        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_BalanceWhiteAutoEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BalanceWhiteAutoEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

    Parameters

        • Verify (bool) -

        • IgnoreCache (bool) -

        • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -

        • Verify -

        • -> IEnumEntry (GetCurrentEntry (self)) -

        • self (Spinnaker::GenApi::IEnumerationT<
            BalanceWhiteAutoEnums > *) -

GetEntry (self, Value) -> IEnumEntry

    Parameters Value (enum Spinnaker::BalanceWhiteAutoEnums const) -

GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::BalanceWhiteAutoEnums

    Parameters

        • Verify (bool) -

        • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::BalanceWhiteAutoEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::BalanceWhiteAutoEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        BalanceWhiteAutoEnums > *) -

SetValue (self, Value, Verify=True)

    Parameters

```

- **Value** (*enum Spinnaker::BalanceWhiteAutoEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_BalanceWhiteAutoProfileEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BalanceWhiteAutoProfileEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<BalanceWhiteAutoProfileEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::BalanceWhiteAutoProfileEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::BalanceWhiteAutoProfileEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::BalanceWhiteAutoProfileEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::BalanceWhiteAutoProfileEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<BalanceWhiteAutoProfileEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::BalanceWhiteAutoProfileEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

---

```
class PySpin.IEnumerationT_BinningHorizontalModeEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BinningHorizontalModeEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (self,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (self)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<BinningHorizontalModeEnums > \**) –

```
GetEntry (self, Value) → IEnumEntry
```

```
    Parameters Value (enum Spinnaker::BinningHorizontalModeEnums const) –
```

```
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::BinningHorizontalModeEnums
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```
:param GetValue(self, Verify=False) -> Spinnaker::BinningHorizontalModeEnums:
```

```
    Parameters Verify (bool) –
```

```
:param GetValue(self) -> Spinnaker::BinningHorizontalModeEnums:
```

```
    Parameters self (Spinnaker::GenApi::IEnumerationT<BinningHorizontalModeEnums > *) –
```

```
SetValue (self, Value, Verify=True)
```

**Parameters**

- **Value** (*enum Spinnaker::BinningHorizontalModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (self,) –
- **Value** –

```
thisown
```

```
    The membership flag
```

```
class PySpin.IEnumerationT_BinningSelectorEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BinningSelectorEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*,) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< BinningSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters Value** (*enum Spinnaker::BinningSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::BinningSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → *Spinnaker::BinningSelectorEnums*:

**Parameters Verify** (*bool*) –

:param **GetValue**(*self*) → *Spinnaker::BinningSelectorEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT< BinningSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::BinningSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_BinningVerticalModeEnums* (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(BinningVerticalModeEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*,) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< BinningVerticalModeEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**



**Parameters** **Value** (*enum Spinnaker::BinningVerticalModeEnums const*) –  
**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::BinningVerticalModeEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::BinningVerticalModeEnums*:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> *Spinnaker::BinningVerticalModeEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<BinningVerticalModeEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::BinningVerticalModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_BlackLevelAutoBalanceEnums* (*\*args, \*\*kwargs*)  
 Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(BlackLevelAutoBalanceEnums)>* class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<BlackLevelAutoBalanceEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::BlackLevelAutoBalanceEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::BlackLevelAutoBalanceEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::BlackLevelAutoBalanceEnums*:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::BlackLevelAutoBalanceEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< BlackLevelAutoBalanceEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::BlackLevelAutoBalanceEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_BlackLevelAutoEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BlackLevelAutoEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< BlackLevelAutoEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::BlackLevelAutoEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::BlackLevelAutoEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::BlackLevelAutoEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::BlackLevelAutoEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< BlackLevelAutoEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::BlackLevelAutoEnums*) –

- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_BlackLevelSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BlackLevelSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT<BlackLevelSelectorEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::BlackLevelSelectorEnums const`) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::BlackLevelSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> `Spinnaker::BlackLevelSelectorEnums`:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> `Spinnaker::BlackLevelSelectorEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT<BlackLevelSelectorEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::BlackLevelSelectorEnums`) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_BsiFlatFieldCorrectionAutoEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BsiFlatFieldCorrectionAutoEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False) → IEnumEntry (GetCurrentEntry (self,)) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<
                BsiFlatFieldCorrectionAutoEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::BsiFlatFieldCorrectionAutoEnums
            const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::BsiFlatFieldCorrectionAutoEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::BsiFlatFieldCorrectionAutoEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::BsiFlatFieldCorrectionAutoEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<
                BsiFlatFieldCorrectionAutoEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::BsiFlatFieldCorrectionAutoEnums) –
            • Verify (bool) –
            • Value) (SetValue (self,)) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_BsiFlatFieldCorrectionGainSelectorEnums (*args,
                                                                    **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(BsiFlatFieldCorrectionGainSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
```

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<BsiFlatFieldCorrectionGainSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::BsiFlatFieldCorrectionGainSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::BsiFlatFieldCorrectionGainSelectorEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::BsiFlatFieldCorrectionGainSelectorEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::BsiFlatFieldCorrectionGainSelectorEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<BsiFlatFieldCorrectionGainSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::BsiFlatFieldCorrectionGainSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_ChunkBlackLevelSelectorEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(ChunkBlackLevelSelectorEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –

```
    • self (Spinnaker::GenApi::IEnumerationT<
      ChunkBlackLevelSelectorEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkBlackLevelSelectorEnums
      const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkBlackLevelSelectorEnums

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    :param GetValue(self, Verify=False) -> Spinnaker::ChunkBlackLevelSelectorEnums:

    Parameters Verify (bool) –

    :param GetValue(self) -> Spinnaker::ChunkBlackLevelSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
      ChunkBlackLevelSelectorEnums > *) –

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::ChunkBlackLevelSelectorEnums) –

    • Verify (bool) –

    • Value (SetValue (self,)) –

    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_ChunkCounterSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkCounterSelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    • Verify=False -> IEnumEntry (GetCurrentEntry (self,)) –

    • Verify –

    • -> IEnumEntry (GetCurrentEntry (self)) –

    • self (Spinnaker::GenApi::IEnumerationT<
      ChunkCounterSelectorEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkCounterSelectorEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkCounterSelectorEnums

    Parameters
```

---

```

    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::ChunkCounterSelectorEnums:

    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::ChunkCounterSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        ChunkCounterSelectorEnums > *) –
SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::ChunkCounterSelectorEnums) –
    • Verify (bool) –
    • Value (SetValue (self,)) –
    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_ChunkEncoderSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkEncoderSelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → IEnumEntry (GetCurrentEntry (self,)) –
    • Verify –
    • → IEnumEntry (GetCurrentEntry (self)) –
    • self (Spinnaker::GenApi::IEnumerationT<
        ChunkEncoderSelectorEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkEncoderSelectorEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkEncoderSelectorEnums

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::ChunkEncoderSelectorEnums:

    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::ChunkEncoderSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        ChunkEncoderSelectorEnums > *) –

```

---

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkEncoderSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ChunkEncoderStatusEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkEncoderStatusEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ChunkEncoderStatusEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters Value** (*enum Spinnaker::ChunkEncoderStatusEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::ChunkEncoderStatusEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> `Spinnaker::ChunkEncoderStatusEnums`:

**Parameters Verify** (*bool*) –

:param *GetValue*(*self*) -> `Spinnaker::ChunkEncoderStatusEnums`:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<ChunkEncoderStatusEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkEncoderStatusEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –



**thisown**

The membership flag

**class** PySpin.IEnumerationT\_ChunkExposureTimeSelectorEnums (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkExposureTimeSelectorEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (self,)) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (self)) –
- **self** (Spinnaker::GenApi::IEnumerationT<ChunkExposureTimeSelectorEnums > \*) –

**GetEntry** (self, Value) → IEnumEntry

**Parameters Value** (enum Spinnaker::ChunkExposureTimeSelectorEnums const) –

**GetValue** (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkExposureTimeSelectorEnums

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

:param GetValue(self, Verify=False) -> Spinnaker::ChunkExposureTimeSelectorEnums:

**Parameters Verify** (bool) –

:param GetValue(self) -> Spinnaker::ChunkExposureTimeSelectorEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<ChunkExposureTimeSelectorEnums > \*) –

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum Spinnaker::ChunkExposureTimeSelectorEnums) –
- **Verify** (bool) –
- **Value** (SetValue (self,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_ChunkGainSelectorEnums (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkGainSelectorEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ChunkGainSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry****Parameters** **Value** (*enum Spinnaker::ChunkGainSelectorEnums const*) –**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::ChunkGainSelectorEnums****Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::ChunkGainSelectorEnums**:**Parameters** **Verify** (*bool*) –:param **GetValue**(*self*) → **Spinnaker::ChunkGainSelectorEnums**:**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ChunkGainSelectorEnums > \**) –**SetValue** (*self*, *Value*, *Verify=True*)**Parameters**

- **Value** (*enum Spinnaker::ChunkGainSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_ChunkImageComponentEnums** (*\*args*, *\*\*kwargs*)Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(ChunkImageComponentEnums)>** class.**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry****Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –

---

```

    • self (Spinnaker::GenApi::IEnumerationT<
      ChunkImageComponentEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkImageComponentEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkImageComponentEnums

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    :param GetValue(self, Verify=False) -> Spinnaker::ChunkImageComponentEnums:

    Parameters Verify (bool) –

    :param GetValue(self) -> Spinnaker::ChunkImageComponentEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
      ChunkImageComponentEnums > *) –

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::ChunkImageComponentEnums) –

    • Verify (bool) –

    • Value (SetValue (self,)) –

    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_ChunkPixelFormatEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkPixelFormatEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) –

    • Verify –

    • -> IEnumEntry (GetCurrentEntry (self)) –

    • self (Spinnaker::GenApi::IEnumerationT<
      ChunkPixelFormatEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkPixelFormatEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkPixelFormatEnums

    Parameters

    • Verify (bool) –

```

---

- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ChunkPixelFormatEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ChunkPixelFormatEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< ChunkPixelFormatEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkPixelFormatEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** `PySpin.IEnumerationT_ChunkRegionIDEnums` (*\*args, \*\*kwargs*)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`  
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkRegionIDEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry(self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< ChunkRegionIDEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::ChunkRegionIDEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::ChunkRegionIDEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ChunkRegionIDEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ChunkRegionIDEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< ChunkRegionIDEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkRegionIDEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ChunkScan3dCoordinateReferenceSelectorEnums` (*\*args*,  
*\*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT&lt;(ChunkScan3dCoordinateReferenceSelectorEnums)&gt; class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry***Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateReferenceSelectorEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::ChunkScan3dCoordinateReferenceSelectorEnums*  
*const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::ChunkScan3dCoordinateReferenceSelectorEnums***Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue(self, Verify=False)* → *Spinnaker::ChunkScan3dCoordinateReferenceSelectorEnums*:**Parameters** **Verify** (*bool*) –:param *GetValue(self)* → *Spinnaker::ChunkScan3dCoordinateReferenceSelectorEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateReferenceSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)**Parameters**

- **Value** (*enum Spinnaker::ChunkScan3dCoordinateReferenceSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –

- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ChunkScan3dCoordinateSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkScan3dCoordinateSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (`GetCurrentEntry` (*self*,) –
- **Verify** –
- → `IEnumEntry` (`GetCurrentEntry` (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateSelectorEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::ChunkScan3dCoordinateSelectorEnums` *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::ChunkScan3dCoordinateSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::ChunkScan3dCoordinateSelectorEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::ChunkScan3dCoordinateSelectorEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateSelectorEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::ChunkScan3dCoordinateSelectorEnums`) –
- **Verify** (*bool*) –
- **Value** (`SetValue` (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ChunkScan3dCoordinateSystemEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkScan3dCoordinateSystemEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateSystemEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (enum Spinnaker::ChunkScan3dCoordinateSystemEnums *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::ChunkScan3dCoordinateSystemEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::ChunkScan3dCoordinateSystemEnums:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::ChunkScan3dCoordinateSystemEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateSystemEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (enum Spinnaker::ChunkScan3dCoordinateSystemEnums) –
- **Verify** (*bool*) –
- **Value** (SetValue (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_ChunkScan3dCoordinateSystemReferenceEnums (*\*args*,  
\*\**kwargs*)

Bases: PySpin.IEnumeration, PySpin.IEnumReference

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkScan3dCoordinateSystemReferenceEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*,) –

- **Verify** –
- **-> IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT* < *ChunkScan3dCoordinateSystemReferenceEnums* > \*) –

**GetEntry** (*self*, *Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::ChunkScan3dCoordinateSystemReferenceEnums* *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::ChunkScan3dCoordinateSystemReferenceEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> *Spinnaker::ChunkScan3dCoordinateSystemReferenceEnums*:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> *Spinnaker::ChunkScan3dCoordinateSystemReferenceEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT* < *ChunkScan3dCoordinateSystemReferenceEnums* > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkScan3dCoordinateSystemReferenceEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**  
The membership flag

**class** *PySpin.IEnumerationT\_ChunkScan3dCoordinateTransformSelectorEnums* (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT* <(*ChunkScan3dCoordinateTransformSelectorEnums*)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** -> **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- **-> IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT* < *ChunkScan3dCoordinateTransformSelectorEnums* > \*) –



**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::ChunkScan3dCoordinateTransformSelectorEnums* *const*) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::ChunkScan3dCoordinateTransformSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify*=False) -> Spinnaker::ChunkScan3dCoordinateTransformSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::ChunkScan3dCoordinateTransformSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ChunkScan3dCoordinateTransformSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify*=True)

**Parameters**

- **Value** (*enum Spinnaker::ChunkScan3dCoordinateTransformSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_ChunkScan3dDistanceUnitEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkScan3dDistanceUnitEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify**=False) -> IEnumEntry (GetCurrentEntry (*self*,)) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ChunkScan3dDistanceUnitEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::ChunkScan3dDistanceUnitEnums* *const*) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::ChunkScan3dDistanceUnitEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ChunkScan3dDistanceUnitEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ChunkScan3dDistanceUnitEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ChunkScan3dDistanceUnitEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkScan3dDistanceUnitEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** `PySpin.IEnumerationT_ChunkScan3dOutputModeEnums` (*\*args, \*\*kwargs*)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkScan3dOutputModeEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry(self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ChunkScan3dOutputModeEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::ChunkScan3dOutputModeEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::ChunkScan3dOutputModeEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ChunkScan3dOutputModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ChunkScan3dOutputModeEnums:

```

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        ChunkScan3dOutputModeEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::ChunkScan3dOutputModeEnums)-
        • Verify (bool)-
        • Value (SetValue (self,))-
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_ChunkSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkSelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-
        • Verify=False → IEnumEntry (GetCurrentEntry (self,))-
        • Verify -
        • → IEnumEntry (GetCurrentEntry (self))-
        • self (Spinnaker::GenApi::IEnumerationT< ChunkSelectorEnums >
            *)-

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkSelectorEnums const)-

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkSelectorEnums

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-

:param GetValue(self, Verify=False) -> Spinnaker::ChunkSelectorEnums:

    Parameters Verify (bool)-

:param GetValue(self) -> Spinnaker::ChunkSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        ChunkSelectorEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::ChunkSelectorEnums)-
        • Verify (bool)-
        • Value (SetValue (self,))-

```

- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ChunkSourceIDEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkSourceIDEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (`GetCurrentEntry` (*self*,) –
- **Verify** –
- → `IEnumEntry` (`GetCurrentEntry` (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT< ChunkSourceIDEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::ChunkSourceIDEnums const`) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::ChunkSourceIDEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::ChunkSourceIDEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::ChunkSourceIDEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT< ChunkSourceIDEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::ChunkSourceIDEnums`) –
- **Verify** (*bool*) –
- **Value** (`SetValue` (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ChunkTimerSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ChunkTimerSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ChunkTimerSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::ChunkTimerSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::ChunkTimerSelectorEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::ChunkTimerSelectorEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::ChunkTimerSelectorEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ChunkTimerSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ChunkTimerSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_ChunkTransferStreamIDEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(ChunkTransferStreamIDEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –

```
    • self (Spinnaker::GenApi::IEnumerationT<
      ChunkTransferStreamIDEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ChunkTransferStreamIDEnums const)
    –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ChunkTransferStreamIDEnums

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    :param GetValue(self, Verify=False) -> Spinnaker::ChunkTransferStreamIDEnums:

    Parameters Verify (bool) –

    :param GetValue(self) -> Spinnaker::ChunkTransferStreamIDEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
      ChunkTransferStreamIDEnums > *) –

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::ChunkTransferStreamIDEnums) –

    • Verify (bool) –

    • Value (SetValue (self,)) –

    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_ClConfigurationEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ClConfigurationEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    • Verify=False -> IEnumEntry (GetCurrentEntry (self,)) –

    • Verify –

    • -> IEnumEntry (GetCurrentEntry (self)) –

    • self (Spinnaker::GenApi::IEnumerationT< ClConfigurationEnums
      > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::ClConfigurationEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ClConfigurationEnums

    Parameters
```

---

```

    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::ClConfigurationEnums:
    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::ClConfigurationEnums:
    Parameters self (Spinnaker::GenApi::IEnumerationT<ClConfigurationEnums > *) –
SetValue (self, Value, Verify=True)
    Parameters
    • Value (enum Spinnaker::ClConfigurationEnums) –
    • Verify (bool) –
    • Value (SetValue(self,)) –
    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_ClTimeSlotsCountEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ClTimeSlotsCountEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
    Parameters
    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → IEnumEntry (GetCurrentEntry(self,)) –
    • Verify –
    • → IEnumEntry (GetCurrentEntry(self)) –
    • self (Spinnaker::GenApi::IEnumerationT<ClTimeSlotsCountEnums > *) –
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::ClTimeSlotsCountEnums const) –
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::ClTimeSlotsCountEnums
    Parameters
    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::ClTimeSlotsCountEnums:
    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::ClTimeSlotsCountEnums:
    Parameters self (Spinnaker::GenApi::IEnumerationT<ClTimeSlotsCountEnums > *) –

```

---

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ClTimeSlotsCountEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ColorTransformationSelectorEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ColorTransformationSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ColorTransformationSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters Value** (*enum Spinnaker::ColorTransformationSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::ColorTransformationSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> `Spinnaker::ColorTransformationSelectorEnums`:

**Parameters Verify** (*bool*) –

:param *GetValue*(*self*) -> `Spinnaker::ColorTransformationSelectorEnums`:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<ColorTransformationSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ColorTransformationSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –



**thisown**

The membership flag

```
class PySpin.IEnumerationT_ColorTransformationValueSelectorEnums (*args,  
                                                                    **kwargs)
```

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ColorTransformationValueSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

#### Parameters

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<ColorTransformationValueSelectorEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (*enum Spinnaker::ColorTransformationValueSelectorEnums* *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::ColorTransformationValueSelectorEnums

#### Parameters

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) → Spinnaker::ColorTransformationValueSelectorEnums:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) → Spinnaker::ColorTransformationValueSelectorEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<ColorTransformationValueSelectorEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

#### Parameters

- **Value** (*enum Spinnaker::ColorTransformationValueSelectorEnums*) –
- **Verify** (*bool*) –
- **Value**) (SetValue (*self*,) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_CounterEventActivationEnums (*args, **kwargs)
```

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CounterEventActivationEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*),) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<CounterEventActivationEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (enum Spinnaker::CounterEventActivationEnums *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::CounterEventActivationEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::CounterEventActivationEnums:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::CounterEventActivationEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<CounterEventActivationEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (enum Spinnaker::CounterEventActivationEnums) –
- **Verify** (*bool*) –
- **Value** (SetValue (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_CounterEventSourceEnums (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CounterEventSourceEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*),) –
- **Verify** –

- `-> IEnumEntry (GetCurrentEntry (self))-`
- **self** (*Spinnaker::GenApi::IEnumerationT<CounterEventSourceEnums > \**)-

**GetEntry** (*self*, *Value*)  $\rightarrow$  *IEnumEntry*

**Parameters Value** (*enum Spinnaker::CounterEventSourceEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*)  $\rightarrow$  *Spinnaker::CounterEventSourceEnums*

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param GetValue(*self*, *Verify=False*)  $\rightarrow$  *Spinnaker::CounterEventSourceEnums*:

**Parameters Verify** (*bool*)-

:param GetValue(*self*)  $\rightarrow$  *Spinnaker::CounterEventSourceEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<CounterEventSourceEnums > \**)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::CounterEventSourceEnums*)-
- **Verify** (*bool*)-
- **Value** (*SetValue (self,)*)-
- **Value** -

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_CounterResetActivationEnums* (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(CounterResetActivationEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*)  $\rightarrow$  *IEnumEntry*

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False**)  $\rightarrow$  *IEnumEntry (GetCurrentEntry (self,))-*
- **Verify** -
- `-> IEnumEntry (GetCurrentEntry (self))-`
- **self** (*Spinnaker::GenApi::IEnumerationT<CounterResetActivationEnums > \**)-

**GetEntry** (*self*, *Value*)  $\rightarrow$  *IEnumEntry*

**Parameters Value** (*enum Spinnaker::CounterResetActivationEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*)  $\rightarrow$  *Spinnaker::CounterResetActivationEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::CounterResetActivationEnums:

**Parameters Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::CounterResetActivationEnums:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<CounterResetActivationEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::CounterResetActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_CounterResetSourceEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CounterResetSourceEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<CounterResetSourceEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters Value** (*enum Spinnaker::CounterResetSourceEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::CounterResetSourceEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::CounterResetSourceEnums:

**Parameters Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::CounterResetSourceEnums:

```

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        CounterResetSourceEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::CounterResetSourceEnums)-
        • Verify (bool)-
        • Value (SetValue (self,))-
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_CounterSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CounterSelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-
        • Verify=False → IEnumEntry (GetCurrentEntry (self,))-
        • Verify -
        • → IEnumEntry (GetCurrentEntry (self))-
        • self (Spinnaker::GenApi::IEnumerationT< CounterSelectorEnums
            > *)-

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::CounterSelectorEnums const)-

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::CounterSelectorEnums

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-

:param GetValue(self, Verify=False) -> Spinnaker::CounterSelectorEnums:

    Parameters Verify (bool)-

:param GetValue(self) -> Spinnaker::CounterSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        CounterSelectorEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::CounterSelectorEnums)-
        • Verify (bool)-
        • Value (SetValue (self,))-

```

- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_CounterStatusEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CounterStatusEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (`GetCurrentEntry` (*self*,) –
- **Verify** –
- → `IEnumEntry` (`GetCurrentEntry` (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT< CounterStatusEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::CounterStatusEnums const`) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::CounterStatusEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::CounterStatusEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::CounterStatusEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT< CounterStatusEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::CounterStatusEnums`) –
- **Verify** (*bool*) –
- **Value** (`SetValue` (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_CounterTriggerActivationEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CounterTriggerActivationEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<CounterTriggerActivationEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::CounterTriggerActivationEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::CounterTriggerActivationEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::CounterTriggerActivationEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::CounterTriggerActivationEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<CounterTriggerActivationEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::CounterTriggerActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_CounterTriggerSourceEnums** (*\*args, \*\*kwargs*)  
 Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(CounterTriggerSourceEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –

```
    • self (Spinnaker::GenApi::IEnumerationT<
      CounterTriggerSourceEnums > *)-
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::CounterTriggerSourceEnums const)-
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::CounterTriggerSourceEnums
Parameters
    • Verify (bool)-
    • IgnoreCache (bool)-
:param GetValue(self, Verify=False) -> Spinnaker::CounterTriggerSourceEnums:
Parameters Verify (bool)-
:param GetValue(self) -> Spinnaker::CounterTriggerSourceEnums:
Parameters self (Spinnaker::GenApi::IEnumerationT<
  CounterTriggerSourceEnums > *)-
SetValue (self, Value, Verify=True)
Parameters
    • Value (enum Spinnaker::CounterTriggerSourceEnums)-
    • Verify (bool)-
    • Value (SetValue (self,))-
    • Value -
thisown
    The membership flag
class PySpin.IEnumerationT_CxpConnectionTestModeEnums (*args, **kwargs)
  Bases: PySpin.IEnumeration, PySpin.IEnumReference
  Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CxpConnectionTestModeEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
Parameters
    • Verify (bool)-
    • IgnoreCache (bool)-
    • Verify=False -> IEnumEntry (GetCurrentEntry (self,))-
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self))-
    • self (Spinnaker::GenApi::IEnumerationT<
      CxpConnectionTestModeEnums > *)-
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::CxpConnectionTestModeEnums const)
    -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::CxpConnectionTestModeEnums
Parameters
```



---

```

    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::CxpConnectionTestModeEnums:

    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::CxpConnectionTestModeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<CxpConnectionTestModeEnums > *) –
SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::CxpConnectionTestModeEnums) –
    • Verify (bool) –
    • Value (SetValue(self,)) –
    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_CxpLinkConfigurationEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CxpLinkConfigurationEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → IEnumEntry (GetCurrentEntry(self,)) –
    • Verify –
    • → IEnumEntry (GetCurrentEntry(self)) –
    • self (Spinnaker::GenApi::IEnumerationT<CxpLinkConfigurationEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::CxpLinkConfigurationEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::CxpLinkConfigurationEnums

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::CxpLinkConfigurationEnums:

    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::CxpLinkConfigurationEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<CxpLinkConfigurationEnums > *) –

```

---

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::CxpLinkConfigurationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_CxpLinkConfigurationPreferredEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CxpLinkConfigurationPreferredEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry (GetCurrentEntry (self,))` –
- **Verify** –
- → `IEnumEntry (GetCurrentEntry (self))` –
- **self** (*Spinnaker::GenApi::IEnumerationT<CxpLinkConfigurationPreferredEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::CxpLinkConfigurationPreferredEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::CxpLinkConfigurationPreferredEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue (self, Verify=False)` -> `Spinnaker::CxpLinkConfigurationPreferredEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue (self)` -> `Spinnaker::CxpLinkConfigurationPreferredEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<CxpLinkConfigurationPreferredEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::CxpLinkConfigurationPreferredEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_CxpLinkConfigurationStatusEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CxpLinkConfigurationStatusEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (self,)) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (self)) –
- **self** (Spinnaker::GenApi::IEnumerationT<CxpLinkConfigurationStatusEnums > \*) –

**GetEntry** (self, Value) → IEnumEntry

**Parameters Value** (enum Spinnaker::CxpLinkConfigurationStatusEnums const) –

**GetValue** (self, Verify=False, IgnoreCache=False) → Spinnaker::CxpLinkConfigurationStatusEnums

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

:param GetValue(self, Verify=False) -> Spinnaker::CxpLinkConfigurationStatusEnums:

**Parameters Verify** (bool) –

:param GetValue(self) -> Spinnaker::CxpLinkConfigurationStatusEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<CxpLinkConfigurationStatusEnums > \*) –

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum Spinnaker::CxpLinkConfigurationStatusEnums) –
- **Verify** (bool) –
- **Value** (SetValue (self,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_CxpPoCxpStatusEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(CxpPoCxpStatusEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< CxpPoCxpStatusEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry****Parameters** **Value** (*enum Spinnaker::CxpPoCxpStatusEnums const*) –**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::CxpPoCxpStatusEnums****Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::CxpPoCxpStatusEnums**:**Parameters** **Verify** (*bool*) –:param **GetValue**(*self*) → **Spinnaker::CxpPoCxpStatusEnums**:**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< CxpPoCxpStatusEnums > \**) –**SetValue** (*self*, *Value*, *Verify=True*)**Parameters**

- **Value** (*enum Spinnaker::CxpPoCxpStatusEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_DecimationHorizontalModeEnums** (*\*args, \*\*kwargs*)Bases: *PySpin.IEnumeration, PySpin.IEnumReference*Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(DecimationHorizontalModeEnums)>** class.**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry****Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –

---

```

    • self (Spinnaker::GenApi::IEnumerationT<
      DecimationHorizontalModeEnums > *)-

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::DecimationHorizontalModeEnums
      const)-

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DecimationHorizontalModeEnums

    Parameters

    • Verify (bool)-

    • IgnoreCache (bool)-

    :param GetValue(self, Verify=False) -> Spinnaker::DecimationHorizontalModeEnums:

    Parameters Verify (bool)-

    :param GetValue(self) -> Spinnaker::DecimationHorizontalModeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
      DecimationHorizontalModeEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::DecimationHorizontalModeEnums)-

    • Verify (bool)-

    • Value (SetValue (self,))-

    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_DecimationSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DecimationSelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool)-

    • IgnoreCache (bool)-

    • Verify=False -> IEnumEntry (GetCurrentEntry (self,))-

    • Verify -

    • -> IEnumEntry (GetCurrentEntry (self))-

    • self (Spinnaker::GenApi::IEnumerationT<
      DecimationSelectorEnums > *)-

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::DecimationSelectorEnums const)-

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DecimationSelectorEnums

    Parameters

```

---

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::DecimationSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::DecimationSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<DecimationSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DecimationSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** `PySpin.IEnumerationT_DecimationVerticalModeEnums` (*\*args, \*\*kwargs*)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`  
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DecimationVerticalModeEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<DecimationVerticalModeEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::DecimationVerticalModeEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::DecimationVerticalModeEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::DecimationVerticalModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::DecimationVerticalModeEnums:

```

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        DecimationVerticalModeEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::DecimationVerticalModeEnums)-
        • Verify (bool)-
        • Value (SetValue (self,))-
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_DeinterlacingEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeinterlacingEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-
        • Verify=False → IEnumEntry (GetCurrentEntry (self,))-
        • Verify -
        • → IEnumEntry (GetCurrentEntry (self))-
        • self (Spinnaker::GenApi::IEnumerationT< DeinterlacingEnums >
            *)-

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::DeinterlacingEnums const)-

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeinterlacingEnums

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-

:param GetValue(self, Verify=False) -> Spinnaker::DeinterlacingEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::DeinterlacingEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        DeinterlacingEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::DeinterlacingEnums)-
        • Verify (bool)-
        • Value (SetValue (self,))-

```

- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_DeviceAccessStatusEnum(*args, **kwargs)`

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceAccessStatusEnum)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (`GetCurrentEntry` (*self*,) –
- **Verify** –
- → `IEnumEntry` (`GetCurrentEntry` (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT<DeviceAccessStatusEnum > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::DeviceAccessStatusEnum const`) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::DeviceAccessStatusEnum`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::DeviceAccessStatusEnum`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::DeviceAccessStatusEnum`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT<DeviceAccessStatusEnum > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::DeviceAccessStatusEnum`) –
- **Verify** (*bool*) –
- **Value** (`SetValue` (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_DeviceCharacterSetEnums(*args, **kwargs)`

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceCharacterSetEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`



**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<DeviceCharacterSetEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::DeviceCharacterSetEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::DeviceCharacterSetEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::DeviceCharacterSetEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::DeviceCharacterSetEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<DeviceCharacterSetEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceCharacterSetEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_DeviceClockSelectorEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(DeviceClockSelectorEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –

```
    • self (Spinnaker::GenApi::IEnumerationT<
      DeviceClockSelectorEnums > *)-
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::DeviceClockSelectorEnums const)-
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeviceClockSelectorEnums
Parameters
    • Verify (bool)-
    • IgnoreCache (bool)-
:param GetValue(self, Verify=False) -> Spinnaker::DeviceClockSelectorEnums:
    Parameters Verify (bool)-
:param GetValue(self) -> Spinnaker::DeviceClockSelectorEnums:
    Parameters self (Spinnaker::GenApi::IEnumerationT<
      DeviceClockSelectorEnums > *)-
SetValue (self, Value, Verify=True)
Parameters
    • Value (enum Spinnaker::DeviceClockSelectorEnums)-
    • Verify (bool)-
    • Value (SetValue(self,))-
    • Value -
thisown
    The membership flag
class PySpin.IEnumerationT_DeviceConnectionStatusEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceConnectionStatusEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
Parameters
    • Verify (bool)-
    • IgnoreCache (bool)-
    • Verify=False -> IEnumEntry (GetCurrentEntry(self,))-
    • Verify -
    • -> IEnumEntry (GetCurrentEntry(self))-
    • self (Spinnaker::GenApi::IEnumerationT<
      DeviceConnectionStatusEnums > *)-
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::DeviceConnectionStatusEnums
      const)-
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeviceConnectionStatusEnums
Parameters
```

---

```

    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::DeviceConnectionStatusEnums:
    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::DeviceConnectionStatusEnums:
    Parameters self (Spinnaker::GenApi::IEnumerationT<
        DeviceConnectionStatusEnums > *) –
SetValue (self, Value, Verify=True)
    Parameters
    • Value (enum Spinnaker::DeviceConnectionStatusEnums) –
    • Verify (bool) –
    • Value (SetValue(self,)) –
    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_DeviceCurrentSpeedEnum (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceCurrentSpeedEnum)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
    Parameters
    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → IEnumEntry (GetCurrentEntry(self,)) –
    • Verify –
    • → IEnumEntry (GetCurrentEntry(self)) –
    • self (Spinnaker::GenApi::IEnumerationT<
        DeviceCurrentSpeedEnum > *) –
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::DeviceCurrentSpeedEnum const) –
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeviceCurrentSpeedEnum
    Parameters
    • Verify (bool) –
    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::DeviceCurrentSpeedEnum:
    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::DeviceCurrentSpeedEnum:
    Parameters self (Spinnaker::GenApi::IEnumerationT<
        DeviceCurrentSpeedEnum > *) –

```

---

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceCurrentSpeedEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_DeviceEndiannessMechanismEnum` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceEndiannessMechanismEnum)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<DeviceEndiannessMechanismEnum > \**) –

**GetEntry** (*self*, *Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::DeviceEndiannessMechanismEnum* *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::DeviceEndiannessMechanismEnum*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> *Spinnaker::DeviceEndiannessMechanismEnum*:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> *Spinnaker::DeviceEndiannessMechanismEnum*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<DeviceEndiannessMechanismEnum > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceEndiannessMechanismEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_DeviceIndicatorModeEnums** (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceIndicatorModeEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –
- **Verify=False** → **IEnumEntry** ([GetCurrentEntry](#) (self,)) –
- **Verify** –
- → **IEnumEntry** ([GetCurrentEntry](#) (self)) –
- **self** ([Spinnaker::GenApi::IEnumerationT<DeviceIndicatorModeEnums > \\*](#)) –

**GetEntry** (self, Value) → IEnumEntry

**Parameters** **Value** (enum [Spinnaker::DeviceIndicatorModeEnums](#) const) –

**GetValue** (self, Verify=False, IgnoreCache=False) → [Spinnaker::DeviceIndicatorModeEnums](#)

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

:param [GetValue](#)(self, Verify=False) -> [Spinnaker::DeviceIndicatorModeEnums](#):

**Parameters** **Verify** (bool) –

:param [GetValue](#)(self) -> [Spinnaker::DeviceIndicatorModeEnums](#):

**Parameters** **self** ([Spinnaker::GenApi::IEnumerationT<DeviceIndicatorModeEnums > \\*](#)) –

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum [Spinnaker::DeviceIndicatorModeEnums](#)) –
- **Verify** (bool) –
- **Value** ([SetValue](#) (self,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_DeviceLinkHeartbeatModeEnums** (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceLinkHeartbeatModeEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<DeviceLinkHeartbeatModeEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::DeviceLinkHeartbeatModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::DeviceLinkHeartbeatModeEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::DeviceLinkHeartbeatModeEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::DeviceLinkHeartbeatModeEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<DeviceLinkHeartbeatModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceLinkHeartbeatModeEnums*) –
- **Verify** (*bool*) –
- **Value**) (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_DeviceLinkThroughputLimitModeEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(DeviceLinkThroughputLimitModeEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –

---

```

    • self (Spinnaker::GenApi::IEnumerationT<
      DeviceLinkThroughputLimitModeEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::DeviceLinkThroughputLimitModeEnums
      const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeviceLinkThroughputLimitModeEnums

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    :param GetValue(self, Verify=False) -> Spinnaker::DeviceLinkThroughputLimitModeEnums:

    Parameters Verify (bool) –

    :param GetValue(self) -> Spinnaker::DeviceLinkThroughputLimitModeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
      DeviceLinkThroughputLimitModeEnums > *) –

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::DeviceLinkThroughputLimitModeEnums) –

    • Verify (bool) –

    • Value (SetValue(self,)) –

    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_DevicePowerSupplySelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference

    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DevicePowerSupplySelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    • Verify=False -> IEnumEntry (GetCurrentEntry(self,)) –

    • Verify –

    • -> IEnumEntry (GetCurrentEntry(self)) –

    • self (Spinnaker::GenApi::IEnumerationT<
      DevicePowerSupplySelectorEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::DevicePowerSupplySelectorEnums
      const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DevicePowerSupplySelectorEnums

```

---

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::DevicePowerSupplySelectorEnums:

**Parameters Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::DevicePowerSupplySelectorEnums:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<DevicePowerSupplySelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DevicePowerSupplySelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_DeviceRegistersEndiannessEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceRegistersEndiannessEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<DeviceRegistersEndiannessEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters Value** (*enum Spinnaker::DeviceRegistersEndiannessEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::DeviceRegistersEndiannessEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::DeviceRegistersEndiannessEnums:

**Parameters Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::DeviceRegistersEndiannessEnums:



```

Parameters self (Spinnaker::GenApi::IEnumerationT<
    DeviceRegistersEndiannessEnums > *) -

SetValue (self, Value, Verify=True)

Parameters
    • Value (enum Spinnaker::DeviceRegistersEndiannessEnums) -
    • Verify (bool) -
    • Value (SetValue (self,)) -
    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_DeviceScanTypeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceScanTypeEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False → IEnumEntry (GetCurrentEntry (self,)) -
    • Verify -
    • → IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT< DeviceScanTypeEnums
        > *) -

GetEntry (self, Value) → IEnumEntry

Parameters Value (enum Spinnaker::DeviceScanTypeEnums const) -

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeviceScanTypeEnums

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::DeviceScanTypeEnums:

Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::DeviceScanTypeEnums:

Parameters self (Spinnaker::GenApi::IEnumerationT<
    DeviceScanTypeEnums > *) -

SetValue (self, Value, Verify=True)

Parameters
    • Value (enum Spinnaker::DeviceScanTypeEnums) -
    • Verify (bool) -
    • Value (SetValue (self,)) -

```

- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_DeviceSerialPortBaudRateEnums` (\*args, \*\*kwargs)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceSerialPortBaudRateEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (`GetCurrentEntry` (*self*),) –
- **Verify** –
- → `IEnumEntry` (`GetCurrentEntry` (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT<DeviceSerialPortBaudRateEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::DeviceSerialPortBaudRateEnums`  
*const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::DeviceSerialPortBaudRateEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::DeviceSerialPortBaudRateEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::DeviceSerialPortBaudRateEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT<DeviceSerialPortBaudRateEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::DeviceSerialPortBaudRateEnums`) –
- **Verify** (*bool*) –
- **Value** (`SetValue` (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_DeviceSerialPortSelectorEnums` (\*args, \*\*kwargs)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceSerialPortSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<DeviceSerialPortSelectorEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (enum Spinnaker::DeviceSerialPortSelectorEnums *const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::DeviceSerialPortSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::DeviceSerialPortSelectorEnums:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::DeviceSerialPortSelectorEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<DeviceSerialPortSelectorEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (enum Spinnaker::DeviceSerialPortSelectorEnums) –
- **Verify** (*bool*) –
- **Value**) (SetValue (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_DeviceStreamChannelEndiannessEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceStreamChannelEndiannessEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –

```
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT<
      DeviceStreamChannelEndiannessEnums > *) -
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::DeviceStreamChannelEndiannessEnums
      const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::DeviceStreamChannelEndiannessEnums
    Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    :param GetValue(self, Verify=False) -> Spinnaker::DeviceStreamChannelEndiannessEnums:
    Parameters Verify (bool) -
    :param GetValue(self) -> Spinnaker::DeviceStreamChannelEndiannessEnums:
    Parameters self (Spinnaker::GenApi::IEnumerationT<
      DeviceStreamChannelEndiannessEnums > *) -
SetValue (self, Value, Verify=True)
    Parameters
    • Value (enum Spinnaker::DeviceStreamChannelEndiannessEnums) -
    • Verify (bool) -
    • Value (SetValue (self,)) -
    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_DeviceStreamChannelTypeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceStreamChannelTypeEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
    Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT<
      DeviceStreamChannelTypeEnums > *) -
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::DeviceStreamChannelTypeEnums
      const) -
```

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::DeviceStreamChannelTypeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::DeviceStreamChannelTypeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::DeviceStreamChannelTypeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< DeviceStreamChannelTypeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceStreamChannelTypeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_DeviceTLTypeEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceTLTypeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< DeviceTLTypeEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::DeviceTLTypeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::DeviceTLTypeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::DeviceTLTypeEnums:

**Parameters** **Verify** (*bool*) –

```
:param GetValue(self) -> Spinnaker::DeviceTLTypeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        DeviceTLTypeEnums > *) -

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::DeviceTLTypeEnums) -
        • Verify (bool) -
        • Value (SetValue (self,)) -
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_DeviceTapGeometryEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceTapGeometryEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

        Parameters

            • Verify (bool) -
            • IgnoreCache (bool) -
            • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -
            • Verify -
            • -> IEnumEntry (GetCurrentEntry (self)) -
            • self (Spinnaker::GenApi::IEnumerationT<
                DeviceTapGeometryEnums > *) -

    GetEntry (self, Value) -> IEnumEntry

        Parameters Value (enum Spinnaker::DeviceTapGeometryEnums const) -

    GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::DeviceTapGeometryEnums

        Parameters

            • Verify (bool) -
            • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::DeviceTapGeometryEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::DeviceTapGeometryEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        DeviceTapGeometryEnums > *) -

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::DeviceTapGeometryEnums) -
        • Verify (bool) -
```

- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_DeviceTemperatureSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceTemperatureSelectorEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<DeviceTemperatureSelectorEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::DeviceTemperatureSelectorEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::DeviceTemperatureSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::DeviceTemperatureSelectorEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::DeviceTemperatureSelectorEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<DeviceTemperatureSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceTemperatureSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_DeviceTypeEnum(\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceTypeEnum)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< DeviceTypeEnum > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::DeviceTypeEnum const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::DeviceTypeEnum

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> Spinnaker::DeviceTypeEnum:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> Spinnaker::DeviceTypeEnum:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< DeviceTypeEnum > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::DeviceTypeEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_DeviceTypeEnums(\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(DeviceTypeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –



---

```

    • Verify=False) -> IEnumEntry (GetCurrentEntry (self,) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT< DeviceTypeEnums > *) -

GetEntry (self, Value) -> IEnumEntry

    Parameters Value (enum Spinnaker::DeviceTypeEnums const) -

GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::DeviceTypeEnums

    Parameters

    • Verify (bool) -
    • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::DeviceTypeEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::DeviceTypeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT< DeviceTypeEnums
    > *) -

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::DeviceTypeEnums) -
    • Verify (bool) -
    • Value (SetValue (self,) -
    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_EncoderModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference

    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EncoderModeEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

    Parameters

    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False) -> IEnumEntry (GetCurrentEntry (self,) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT< EncoderModeEnums > *)
    -

GetEntry (self, Value) -> IEnumEntry

    Parameters Value (enum Spinnaker::EncoderModeEnums const) -

```

---

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::EncoderModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::EncoderModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::EncoderModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< EncoderModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::EncoderModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_EncoderOutputModeEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EncoderOutputModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry (self,)*) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< EncoderOutputModeEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::EncoderOutputModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::EncoderOutputModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::EncoderOutputModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::EncoderOutputModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<EncoderOutputModeEnums > \**) -

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum *Spinnaker::EncoderOutputModeEnums*) -
- **Verify** (bool) -
- **Value** (SetValue (self,)) -
- **Value** -

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_EncoderResetActivationEnums** (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EncoderResetActivationEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (bool) -
- **IgnoreCache** (bool) -
- **Verify=False** → **IEnumEntry** (GetCurrentEntry (self,)) -
- **Verify** -
- → **IEnumEntry** (GetCurrentEntry (self)) -
- **self** (*Spinnaker::GenApi::IEnumerationT<EncoderResetActivationEnums > \**) -

**GetEntry** (self, Value) → IEnumEntry

**Parameters** **Value** (enum *Spinnaker::EncoderResetActivationEnums* const) -

**GetValue** (self, Verify=False, IgnoreCache=False) → Spinnaker::EncoderResetActivationEnums

**Parameters**

- **Verify** (bool) -
- **IgnoreCache** (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::EncoderResetActivationEnums:

**Parameters** **Verify** (bool) -

:param GetValue(self) -> Spinnaker::EncoderResetActivationEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<EncoderResetActivationEnums > \**) -

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum *Spinnaker::EncoderResetActivationEnums*) -

- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_EncoderResetSourceEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<EncoderResetSourceEnums> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<EncoderResetSourceEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::EncoderResetSourceEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::EncoderResetSourceEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::EncoderResetSourceEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::EncoderResetSourceEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<EncoderResetSourceEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::EncoderResetSourceEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

---

```
class PySpin.IEnumerationT_EncoderSelectorEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EncoderSelectorEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (self,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (self)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< EncoderSelectorEnums > \**) –

```
GetEntry (self, Value) → IEnumEntry
```

```
    Parameters Value (enum Spinnaker::EncoderSelectorEnums const) –
```

```
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::EncoderSelectorEnums
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```
:param GetValue(self, Verify=False) -> Spinnaker::EncoderSelectorEnums:
```

```
    Parameters Verify (bool) –
```

```
:param GetValue(self) -> Spinnaker::EncoderSelectorEnums:
```

```
    Parameters self (Spinnaker::GenApi::IEnumerationT< EncoderSelectorEnums > *) –
```

```
SetValue (self, Value, Verify=True)
```

**Parameters**

- **Value** (*enum Spinnaker::EncoderSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (self,) –
- **Value** –

```
thisown
```

```
    The membership flag
```

```
class PySpin.IEnumerationT_EncoderSourceAEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EncoderSourceAEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< EncoderSourceAEnums*  
> \*)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters Value** (*enum Spinnaker::EncoderSourceAEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> *Spinnaker::EncoderSourceAEnums*

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param **GetValue**(*self*, *Verify=False*) -> *Spinnaker::EncoderSourceAEnums*:

**Parameters Verify** (*bool*)-

:param **GetValue**(*self*) -> *Spinnaker::EncoderSourceAEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<*  
*EncoderSourceAEnums > \**)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::EncoderSourceAEnums*)-
- **Verify** (*bool*)-
- **Value**) (**SetValue** (*self*,)-
- **Value** -

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_EncoderSourceBEnums* (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(EncoderSourceBEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< EncoderSourceBEnums*  
> \*)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters Value** (*enum Spinnaker::EncoderSourceBEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::EncoderSourceBEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::EncoderSourceBEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::EncoderSourceBEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT< EncoderSourceBEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::EncoderSourceBEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_EncoderStatusEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EncoderStatusEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** -> IEnumEntry (GetCurrentEntry (*self*,)) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT< EncoderStatusEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::EncoderStatusEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::EncoderStatusEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::EncoderStatusEnums:

**Parameters** **Verify** (*bool*) –

```
:param GetValue(self) -> Spinnaker::EncoderStatusEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        EncoderStatusEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::EncoderStatusEnums)-
        • Verify (bool)-
        • Value) (SetValue (self,))-
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_EventNotificationEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EventNotificationEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

        Parameters

            • Verify (bool)-
            • IgnoreCache (bool)-
            • Verify=False) -> IEnumEntry (GetCurrentEntry (self,))-
            • Verify -
            • -> IEnumEntry (GetCurrentEntry (self))-
            • self (Spinnaker::GenApi::IEnumerationT<
                EventNotificationEnums > *)-

    GetEntry (self, Value) -> IEnumEntry

        Parameters Value (enum Spinnaker::EventNotificationEnums const)-

    GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::EventNotificationEnums

        Parameters

            • Verify (bool)-
            • IgnoreCache (bool)-

:param GetValue(self, Verify=False) -> Spinnaker::EventNotificationEnums:

    Parameters Verify (bool)-

:param GetValue(self) -> Spinnaker::EventNotificationEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        EventNotificationEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::EventNotificationEnums)-
        • Verify (bool)-
```



```

        • Value (SetValue (self,)) –
        • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_EventSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference

    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(EventSelectorEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters

            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,)) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT< EventSelectorEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::EventSelectorEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::EventSelectorEnums

        Parameters

            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::EventSelectorEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::EventSelectorEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT< EventSelectorEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters

            • Value (enum Spinnaker::EventSelectorEnums) –
            • Verify (bool) –
            • Value (SetValue (self,)) –
            • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_ExposureActiveModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference

    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ExposureActiveModeEnums)> class.

```

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<ExposureActiveModeEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (*enum Spinnaker::ExposureActiveModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::ExposureActiveModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::ExposureActiveModeEnums:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::ExposureActiveModeEnums:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<ExposureActiveModeEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ExposureActiveModeEnums*) –
- **Verify** (*bool*) –
- **Value** (SetValue (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_ExposureAutoEnums (\*args, \*\*kwargs)

Bases: PySpin.IEnumeration, PySpin.IEnumReference

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ExposureAutoEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –

- `-> IEnumEntry (GetCurrentEntry (self))-`
- `self (Spinnaker::GenApi::IEnumerationT< ExposureAutoEnums > *)-`

**GetEntry** (*self*, *Value*)  $\rightarrow$  *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::ExposureAutoEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*)  $\rightarrow$  *Spinnaker::ExposureAutoEnums*

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param GetValue(*self*, *Verify=False*)  $\rightarrow$  *Spinnaker::ExposureAutoEnums*:

**Parameters** **Verify** (*bool*)-

:param GetValue(*self*)  $\rightarrow$  *Spinnaker::ExposureAutoEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< ExposureAutoEnums > \**)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ExposureAutoEnums*)-
- **Verify** (*bool*)-
- **Value** (*SetValue (self,)*)-
- **Value** -

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_ExposureModeEnums* (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(ExposureModeEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*)  $\rightarrow$  *IEnumEntry*

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False**)  $\rightarrow$  *IEnumEntry (GetCurrentEntry (self,))-*
- **Verify** -
- `-> IEnumEntry (GetCurrentEntry (self))-`
- `self (Spinnaker::GenApi::IEnumerationT< ExposureModeEnums > *)-`

**GetEntry** (*self*, *Value*)  $\rightarrow$  *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::ExposureModeEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*)  $\rightarrow$  *Spinnaker::ExposureModeEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ExposureModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ExposureModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ExposureModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ExposureModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** `PySpin.IEnumerationT_ExposureTimeModeEnums` (*\*args, \*\*kwargs*)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`  
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ExposureTimeModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ExposureTimeModeEnums > \**) –

**GetEntry** (*self*, *Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::ExposureTimeModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::ExposureTimeModeEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ExposureTimeModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ExposureTimeModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ExposureTimeModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify*=*True*)

**Parameters**

- **Value** (*enum Spinnaker::ExposureTimeModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ExposureTimeSelectorEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ExposureTimeSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=*False*, *IgnoreCache*=*False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ExposureTimeSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → *IEnumEntry*

**Parameters Value** (*enum Spinnaker::ExposureTimeSelectorEnums const*) –

**GetValue** (*self*, *Verify*=*False*, *IgnoreCache*=*False*) → *Spinnaker::ExposureTimeSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify*=*False*) -> *Spinnaker::ExposureTimeSelectorEnums*:

**Parameters Verify** (*bool*) –

:param *GetValue*(*self*) -> *Spinnaker::ExposureTimeSelectorEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<ExposureTimeSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify*=*True*)

**Parameters**

- **Value** (*enum Spinnaker::ExposureTimeSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_FileOpenModeEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(FileOpenModeEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (self,)) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (self)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< FileOpenModeEnums > \**) –

**GetEntry** (self, Value) → IEnumEntry

**Parameters** **Value** (enum *Spinnaker::FileOpenModeEnums* const) –

**GetValue** (self, Verify=False, IgnoreCache=False) → Spinnaker::FileOpenModeEnums

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

:param *GetValue*(self, Verify=False) -> Spinnaker::FileOpenModeEnums:

**Parameters** **Verify** (bool) –

:param *GetValue*(self) -> Spinnaker::FileOpenModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< FileOpenModeEnums > \**) –

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum *Spinnaker::FileOpenModeEnums*) –
- **Verify** (bool) –
- **Value** (*SetValue* (self,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_FileOperationSelectorEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(FileOperationSelectorEnums)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*,) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<FileOperationSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::FileOperationSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::FileOperationSelectorEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::FileOperationSelectorEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) -> **Spinnaker::FileOperationSelectorEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<FileOperationSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::FileOperationSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_FileOperationStatusEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(FileOperationStatusEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*,) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –

```
    • self (Spinnaker::GenApi::IEnumerationT<
      FileOperationStatusEnums > *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::FileOperationStatusEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::FileOperationStatusEnums

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    :param GetValue(self, Verify=False) -> Spinnaker::FileOperationStatusEnums:

    Parameters Verify (bool) –

    :param GetValue(self) -> Spinnaker::FileOperationStatusEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
      FileOperationStatusEnums > *) –

SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::FileOperationStatusEnums) –

    • Verify (bool) –

    • Value (SetValue(self,)) –

    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_FileSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(FileSelectorEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –

    • IgnoreCache (bool) –

    • Verify=False -> IEnumEntry (GetCurrentEntry(self,)) –

    • Verify –

    • -> IEnumEntry (GetCurrentEntry(self)) –

    • self (Spinnaker::GenApi::IEnumerationT< FileSelectorEnums >
      *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::FileSelectorEnums const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::FileSelectorEnums

    Parameters

    • Verify (bool) –
```



---

```

    • IgnoreCache (bool) –
:param GetValue(self, Verify=False) -> Spinnaker::FileSelectorEnums:

    Parameters Verify (bool) –
:param GetValue(self) -> Spinnaker::FileSelectorEnums:

    Parameters self                                     (Spinnaker::GenApi::IEnumerationT<
        FileSelectorEnums > *) –
SetValue (self, Value, Verify=True)

    Parameters

    • Value (enum Spinnaker::FileSelectorEnums) –
    • Verify (bool) –
    • Value (SetValue (self,)) –
    • Value –

thisown
    The membership flag

class PySpin.IEnumerationT_GUIXMLLocationEnum (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GUIXMLLocationEnum)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → IEnumEntry (GetCurrentEntry (self,)) –
    • Verify –
    • → IEnumEntry (GetCurrentEntry (self)) –
    • self (Spinnaker::GenApi::IEnumerationT< GUIXMLLocationEnum >
        *) –

GetEntry (self, Value) → IEnumEntry

    Parameters Value (enum Spinnaker::GUIXMLLocationEnum const) –

GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::GUIXMLLocationEnum

    Parameters

    • Verify (bool) –
    • IgnoreCache (bool) –

:param GetValue(self, Verify=False) -> Spinnaker::GUIXMLLocationEnum:

    Parameters Verify (bool) –

:param GetValue(self) -> Spinnaker::GUIXMLLocationEnum:

    Parameters self                                     (Spinnaker::GenApi::IEnumerationT<
        GUIXMLLocationEnum > *) –

SetValue (self, Value, Verify=True)

```

**Parameters**

- **Value** (*enum Spinnaker::GUIXMLLocationEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_GainAutoBalanceEnums** (\*args, \*\*kwargs)Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT&lt;(GainAutoBalanceEnums)&gt; class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry***Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< GainAutoBalanceEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry***Parameters Value** (*enum Spinnaker::GainAutoBalanceEnums const*) –**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::GainAutoBalanceEnums***Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::GainAutoBalanceEnums*:**Parameters Verify** (*bool*) –:param GetValue(*self*) -> *Spinnaker::GainAutoBalanceEnums*:**Parameters self** (*Spinnaker::GenApi::IEnumerationT< GainAutoBalanceEnums > \**) –**SetValue** (*self, Value, Verify=True*)**Parameters**

- **Value** (*enum Spinnaker::GainAutoBalanceEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

---

```
class PySpin.IEnumerationT_GainAutoEnums (*args, **kwargs)
```

```
Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GainAutoEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (self,)) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (self)) –
- **self** (Spinnaker::GenApi::IEnumerationT< GainAutoEnums > \*) –

```
GetEntry (self, Value) → IEnumEntry
```

```
Parameters Value (enum Spinnaker::GainAutoEnums const) –
```

```
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::GainAutoEnums
```

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

```
:param GetValue(self, Verify=False) -> Spinnaker::GainAutoEnums:
```

```
Parameters Verify (bool) –
```

```
:param GetValue(self) -> Spinnaker::GainAutoEnums:
```

```
Parameters self (Spinnaker::GenApi::IEnumerationT< GainAutoEnums >  
*) –
```

```
SetValue (self, Value, Verify=True)
```

**Parameters**

- **Value** (enum Spinnaker::GainAutoEnums) –
- **Verify** (bool) –
- **Value** (**SetValue** (self,)) –
- **Value** –

```
thisown
```

```
The membership flag
```

```
class PySpin.IEnumerationT_GainSelectorEnums (*args, **kwargs)
```

```
Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GainSelectorEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< GainSelectorEnums > \**)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters Value** (*enum Spinnaker::GainSelectorEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> **Spinnaker::GainSelectorEnums**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::GainSelectorEnums**:

**Parameters Verify** (*bool*)-

:param **GetValue**(*self*) -> **Spinnaker::GainSelectorEnums**:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT< GainSelectorEnums > \**)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GainSelectorEnums*)-
- **Verify** (*bool*)-
- **Value** (**SetValue** (*self*,)-
- **Value** -

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_GenICamXMLLocationEnum** (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(GenICamXMLLocationEnum)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< GenICamXMLLocationEnum > \**)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters Value** (*enum Spinnaker::GenICamXMLLocationEnum const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::GenICamXMLLocationEnum

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::GenICamXMLLocationEnum:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::GenICamXMLLocationEnum:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT< GenICamXMLLocationEnum > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GenICamXMLLocationEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_GevCCPEnum** (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevCCPEnum)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< GevCCPEnum > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (*enum Spinnaker::GevCCPEnum const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::GevCCPEnum

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::GevCCPEnum:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::GevCCPEnum:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< GevCCPEnum > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevCCPEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** `PySpin.IEnumerationT_GevCCPEnums` (*\*args, \*\*kwargs*)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`  
Proxy of C++ `Spinnaker::GenApi::IEnumerationT<(GevCCPEnums)>` class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< GevCCPEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::GevCCPEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::GevCCPEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::GevCCPEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::GevCCPEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< GevCCPEnums > \**) –

–

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevCCPEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_GevCurrentPhysicalLinkConfigurationEnums (*args,  
                                                                    **kwargs)
```

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevCurrentPhysicalLinkConfigurationEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<GevCurrentPhysicalLinkConfigurationEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::GevCurrentPhysicalLinkConfigurationEnums  
const) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::GevCurrentPhysicalLinkConfigurationEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) → Spinnaker::GevCurrentPhysicalLinkConfigurationEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) → Spinnaker::GevCurrentPhysicalLinkConfigurationEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<GevCurrentPhysicalLinkConfigurationEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (enum Spinnaker::GevCurrentPhysicalLinkConfigurationEnums)  
–
- **Verify** (*bool*) –
- **Value**) (SetValue (*self*,) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_GevGVCPEExtendedStatusCodesSelectorEnums (*args,  
                                                                    **kwargs)
```

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevGVCPEExtendedStatusCodesSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*),) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<GevGVCPEExtendedStatusCodesSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (*enum Spinnaker::GevGVCPEExtendedStatusCodesSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::GevGVCPEExtendedStatusCodesSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::GevGVCPEExtendedStatusCodesSelectorEnums:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::GevGVCPEExtendedStatusCodesSelectorEnums:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<GevGVCPEExtendedStatusCodesSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevGVCPEExtendedStatusCodesSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_GevGVSPExtendedIDModeEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevGVSPExtendedIDModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*),) –



- **Verify** –
- `-> IEnumEntry (GetCurrentEntry (self))` –
- **self** (*Spinnaker::GenApi::IEnumerationT<GevGVSPExtendedIDModeEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::GevGVSPExtendedIDModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::GevGVSPExtendedIDModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::GevGVSPExtendedIDModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::GevGVSPExtendedIDModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<GevGVSPExtendedIDModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevGVSPExtendedIDModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_GevIEEE1588ClockAccuracyEnums (*\*args, \*\*kwargs*)  
Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevIEEE1588ClockAccuracyEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry (GetCurrentEntry (self,))` –
- **Verify** –
- `-> IEnumEntry (GetCurrentEntry (self))` –
- **self** (*Spinnaker::GenApi::IEnumerationT<GevIEEE1588ClockAccuracyEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters Value** (*enum Spinnaker::GevIEEE1588ClockAccuracyEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::GevIEEE1588ClockAccuracyEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::GevIEEE1588ClockAccuracyEnums*:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> *Spinnaker::GevIEEE1588ClockAccuracyEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT< GevIEEE1588ClockAccuracyEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevIEEE1588ClockAccuracyEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** *PySpin.IEnumerationT\_GevIEEE1588ModeEnums* (*\*args, \*\*kwargs*)  
Bases: *PySpin.IEnumeration, PySpin.IEnumReference*  
Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(GevIEEE1588ModeEnums)>* class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< GevIEEE1588ModeEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters Value** (*enum Spinnaker::GevIEEE1588ModeEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::GevIEEE1588ModeEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::GevIEEE1588ModeEnums*:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::GevIEEE1588ModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<GevIEEE1588ModeEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevIEEE1588ModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_GevIEEE1588StatusEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevIEEE1588StatusEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<GevIEEE1588StatusEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::GevIEEE1588StatusEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::GevIEEE1588StatusEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::GevIEEE1588StatusEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::GevIEEE1588StatusEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<GevIEEE1588StatusEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevIEEE1588StatusEnums*) –

- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_GevIPConfigurationStatusEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevIPConfigurationStatusEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT<GevIPConfigurationStatusEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::GevIPConfigurationStatusEnums`  
*const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::GevIPConfigurationStatusEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> `Spinnaker::GevIPConfigurationStatusEnums`:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> `Spinnaker::GevIPConfigurationStatusEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT<GevIPConfigurationStatusEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::GevIPConfigurationStatusEnums`) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

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```

class PySpin.IEnumerationT_GevPhysicalLinkConfigurationEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevPhysicalLinkConfigurationEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,)) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<GevPhysicalLinkConfigurationEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::GevPhysicalLinkConfigurationEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::GevPhysicalLinkConfigurationEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::GevPhysicalLinkConfigurationEnums:

            Parameters Verify (bool) –

            :param GetValue(self) -> Spinnaker::GevPhysicalLinkConfigurationEnums:

                Parameters self (Spinnaker::GenApi::IEnumerationT<GevPhysicalLinkConfigurationEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::GevPhysicalLinkConfigurationEnums) –
            • Verify (bool) –
            • Value (SetValue (self,)) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_GevSupportedOptionSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(GevSupportedOptionSelectorEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –

```

---

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*),) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<GevSupportedOptionSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::GevSupportedOptionSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::GevSupportedOptionSelectorEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> **Spinnaker::GevSupportedOptionSelectorEnums**:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> **Spinnaker::GevSupportedOptionSelectorEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<GevSupportedOptionSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::GevSupportedOptionSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_ImageComponentSelectorEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<ImageComponentSelectorEnums>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*),) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ImageComponentSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum *Spinnaker::ImageComponentSelectorEnums* const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::ImageComponentSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify*=False) -> Spinnaker::ImageComponentSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::ImageComponentSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT*<*ImageComponentSelectorEnums* > \*) –

**SetValue** (*self*, *Value*, *Verify*=True)

**Parameters**

- **Value** (enum *Spinnaker::ImageComponentSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.*IEnumerationT\_ImageCompressionJPEGFormatOptionEnums* (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<ImageCompressionJPEGFormatOptionEnums> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** -> **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- -> **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT*<*ImageCompressionJPEGFormatOptionEnums* > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum *Spinnaker::ImageCompressionJPEGFormatOptionEnums* const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::ImageCompressionJPEGFormatOptionEnums

**Parameters**

- **Verify** (*bool*) –

- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ImageCompressionJPEGFormatOptionEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ImageCompressionJPEGFormatOptionEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ImageCompressionJPEGFormatOptionEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ImageCompressionJPEGFormatOptionEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** PySpin.**IEnumerationT\_ImageCompressionModeEnums** (*\*args, \*\*kwargs*)  
Bases: *PySpin.IEnumeration, PySpin.IEnumReference*  
Proxy of C++ Spinnaker::GenApi::IEnumerationT<ImageCompressionModeEnums> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry(self,)*) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ImageCompressionModeEnums > \**) –

**GetEntry** (*self, Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::ImageCompressionModeEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → Spinnaker::ImageCompressionModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::ImageCompressionModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::ImageCompressionModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ImageCompressionModeEnums > \**) –



**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ImageCompressionModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_ImageCompressionRateOptionEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(ImageCompressionRateOptionEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<ImageCompressionRateOptionEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::ImageCompressionRateOptionEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::ImageCompressionRateOptionEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::ImageCompressionRateOptionEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::ImageCompressionRateOptionEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<ImageCompressionRateOptionEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::ImageCompressionRateOptionEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_LUTSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LUTSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (`GetCurrentEntry` (*self*,) –
- **Verify** –
- → `IEnumEntry` (`GetCurrentEntry` (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT< LUTSelectorEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::LUTSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::LUTSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::LUTSelectorEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::LUTSelectorEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT< LUTSelectorEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::LUTSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (`SetValue` (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_LineFormatEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LineFormatEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< LineFormatEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::LineFormatEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::LineFormatEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) → *Spinnaker::LineFormatEnums*:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) → *Spinnaker::LineFormatEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< LineFormatEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::LineFormatEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_LineInputFilterSelectorEnums* (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(LineInputFilterSelectorEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< LineInputFilterSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::LineInputFilterSelectorEnums  
const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::LineInputFilterSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify*=False) -> Spinnaker::LineInputFilterSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::LineInputFilterSelectorEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<  
LineInputFilterSelectorEnums > \*) –

**SetValue** (*self*, *Value*, *Verify*=True)

**Parameters**

- **Value** (enum Spinnaker::LineInputFilterSelectorEnums) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_LineModeEnums (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LineModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify**=False) -> IEnumEntry (GetCurrentEntry (*self*,)) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT< LineModeEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::LineModeEnums const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::LineModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```

:param GetValue(self, Verify=False) -> Spinnaker::LineModeEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::LineModeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT< LineModeEnums >
        *) -

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::LineModeEnums) -

        • Verify (bool) -

        • Value) (SetValue (self,)) -

        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_LineSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LineSelectorEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

        Parameters

            • Verify (bool) -

            • IgnoreCache (bool) -

            • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -

            • Verify -

            • -> IEnumEntry (GetCurrentEntry (self)) -

            • self (Spinnaker::GenApi::IEnumerationT< LineSelectorEnums >
                *) -

    GetEntry (self, Value) -> IEnumEntry

        Parameters Value (enum Spinnaker::LineSelectorEnums const) -

    GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::LineSelectorEnums

        Parameters

            • Verify (bool) -

            • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::LineSelectorEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::LineSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        LineSelectorEnums > *) -

    SetValue (self, Value, Verify=True)

        Parameters

```

- **Value** (*enum Spinnaker::LineSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_LineSourceEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LineSourceEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< LineSourceEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::LineSourceEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::LineSourceEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::LineSourceEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::LineSourceEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< LineSourceEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::LineSourceEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

---

```
class PySpin.IEnumerationT_LogicBlockLUTInputActivationEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LogicBlockLUTInputActivationEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (self,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (self)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockLUTInputActivationEnums > \**) –

```
GetEntry (self, Value) → IEnumEntry
```

**Parameters** **Value** (*enum Spinnaker::LogicBlockLUTInputActivationEnums const*) –

```
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::LogicBlockLUTInputActivationEnums
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```
:param GetValue(self, Verify=False) -> Spinnaker::LogicBlockLUTInputActivationEnums:
```

**Parameters** **Verify** (*bool*) –

```
:param GetValue(self) -> Spinnaker::LogicBlockLUTInputActivationEnums:
```

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockLUTInputActivationEnums > \**) –

```
SetValue (self, Value, Verify=True)
```

**Parameters**

- **Value** (*enum Spinnaker::LogicBlockLUTInputActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (self,) –
- **Value** –

```
thisown
```

The membership flag

```
class PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LogicBlockLUTInputSelectorEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockLUTInputSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters Value** (*enum Spinnaker::LogicBlockLUTInputSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::LogicBlockLUTInputSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) → *Spinnaker::LogicBlockLUTInputSelectorEnums*:

**Parameters Verify** (*bool*) –

:param *GetValue*(*self*) → *Spinnaker::LogicBlockLUTInputSelectorEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockLUTInputSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::LogicBlockLUTInputSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_LogicBlockLUTInputSourceEnums* (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(LogicBlockLUTInputSourceEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockLUTInputSourceEnums > \**) –



**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::LogicBlockLUTInputSourceEnums  
const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::LogicBlockLUTInputSourceEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify*=False) -> Spinnaker::LogicBlockLUTInputSourceEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::LogicBlockLUTInputSourceEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<  
LogicBlockLUTInputSourceEnums > \*) –

**SetValue** (*self*, *Value*, *Verify*=True)

**Parameters**

- **Value** (enum Spinnaker::LogicBlockLUTInputSourceEnums) –
- **Verify** (*bool*) –
- **Value** (SetValue(*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_LogicBlockLUTSelectorEnums (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LogicBlockLUTSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify**=False) -> IEnumEntry (GetCurrentEntry(*self*,)) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry(*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<  
LogicBlockLUTSelectorEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::LogicBlockLUTSelectorEnums const)  
–

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::LogicBlockLUTSelectorEnums

**Parameters**

- **Verify** (*bool*) –

- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::LogicBlockLUTSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::LogicBlockLUTSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockLUTSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::LogicBlockLUTSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** `PySpin.IEnumerationT_LogicBlockSelectorEnums` (*\*args, \*\*kwargs*)  
Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`  
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(LogicBlockSelectorEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry(self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockSelectorEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::LogicBlockSelectorEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::LogicBlockSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::LogicBlockSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::LogicBlockSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<LogicBlockSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::LogicBlockSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_POEStatusEnum** (\*args, \*\*kwargs)Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT&lt;(POEStatusEnum)&gt; class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry***Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< POEStatusEnum > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry***Parameters** **Value** (*enum Spinnaker::POEStatusEnum const*) –**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::POEStatusEnum***Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue(self, Verify=False)* -> *Spinnaker::POEStatusEnum*:**Parameters** **Verify** (*bool*) –:param *GetValue(self)* -> *Spinnaker::POEStatusEnum*:**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< POEStatusEnum > \**) –**SetValue** (*self, Value, Verify=True*)**Parameters**

- **Value** (*enum Spinnaker::POEStatusEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_PixelColorFilterEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<PixelColorFilterEnums> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False) → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<PixelColorFilterEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::PixelColorFilterEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::PixelColorFilterEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::PixelColorFilterEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::PixelColorFilterEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<PixelColorFilterEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::PixelColorFilterEnums) –
            • Verify (bool) –
            • Value) (SetValue (self,) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_PixelFormatEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<PixelFormatEnums> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
```

- **Verify=False** -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< PixelFormatEnums > \**)

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::PixelFormatEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> **Spinnaker::PixelFormatEnums**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::PixelFormatEnums**:

**Parameters** **Verify** (*bool*)-

:param **GetValue**(*self*) -> **Spinnaker::PixelFormatEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< PixelFormatEnums > \**)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::PixelFormatEnums*)-
- **Verify** (*bool*)-
- **Value** (**SetValue** (*self*,)-
- **Value** -

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_PixelFormatInfoSelectorEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(PixelFormatInfoSelectorEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False** -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< PixelFormatInfoSelectorEnums > \**)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

```
Parameters Value (enum Spinnaker::PixelFormatInfoSelectorEnums
const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::PixelFormatInfoSelectorEnums
Parameters
• Verify (bool) -
• IgnoreCache (bool) -
:param GetValue(self, Verify=False) -> Spinnaker::PixelFormatInfoSelectorEnums:
Parameters Verify (bool) -
:param GetValue(self) -> Spinnaker::PixelFormatInfoSelectorEnums:
Parameters self (Spinnaker::GenApi::IEnumerationT<
PixelFormatInfoSelectorEnums > *) -
SetValue (self, Value, Verify=True)
Parameters
• Value (enum Spinnaker::PixelFormatInfoSelectorEnums) -
• Verify (bool) -
• Value (SetValue (self,)) -
• Value -
thisown
The membership flag
class PySpin.IEnumerationT_PixelSizeEnums (*args, **kwargs)
Bases: PySpin.IEnumeration, PySpin.IEnumReference
Proxy of C++ Spinnaker::GenApi::IEnumerationT<(PixelSizeEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
Parameters
• Verify (bool) -
• IgnoreCache (bool) -
• Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -
• Verify -
• -> IEnumEntry (GetCurrentEntry (self)) -
• self (Spinnaker::GenApi::IEnumerationT< PixelSizeEnums > *) -
GetEntry (self, Value) → IEnumEntry
Parameters Value (enum Spinnaker::PixelSizeEnums const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::PixelSizeEnums
Parameters
• Verify (bool) -
• IgnoreCache (bool) -
:param GetValue(self, Verify=False) -> Spinnaker::PixelSizeEnums:
```

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::PixelSizeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< PixelSizeEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::PixelSizeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_RegionDestinationEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(RegionDestinationEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry (self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< RegionDestinationEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::RegionDestinationEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::RegionDestinationEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::RegionDestinationEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::RegionDestinationEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< RegionDestinationEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::RegionDestinationEnums*) –

- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_RegionModeEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(RegionModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< RegionModeEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::RegionModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::RegionModeEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> `Spinnaker::RegionModeEnums`:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> `Spinnaker::RegionModeEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< RegionModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::RegionModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_RegionSelectorEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(RegionSelectorEnums)> class.



**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT< RegionSelectorEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::RegionSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::RegionSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::RegionSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::RegionSelectorEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT< RegionSelectorEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::RegionSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (SetValue (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_RgbTransformLightSourceEnums (\*args, \*\*kwargs)

Bases: PySpin.IEnumeration, PySpin.IEnumReference

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(RgbTransformLightSourceEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*,) –
- **Verify** –

```
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT<
      RgbTransformLightSourceEnums > *) -
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::RgbTransformLightSourceEnums
      const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::RgbTransformLightSourceEnums
    Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    :param GetValue(self, Verify=False) -> Spinnaker::RgbTransformLightSourceEnums:
    Parameters Verify (bool) -
    :param GetValue(self) -> Spinnaker::RgbTransformLightSourceEnums:
    Parameters self (Spinnaker::GenApi::IEnumerationT<
      RgbTransformLightSourceEnums > *) -
SetValue (self, Value, Verify=True)
    Parameters
    • Value (enum Spinnaker::RgbTransformLightSourceEnums) -
    • Verify (bool) -
    • Value (SetValue (self,)) -
    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_Scan3dCoordinateReferenceSelectorEnums (*args,
                                                                    **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(Scan3dCoordinateReferenceSelectorEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
    Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False -> IEnumEntry (GetCurrentEntry (self,)) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT<
      Scan3dCoordinateReferenceSelectorEnums > *) -
GetEntry (self, Value) → IEnumEntry
    Parameters Value (enum Spinnaker::Scan3dCoordinateReferenceSelectorEnums
      const) -
```

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::Scan3dCoordinateReferenceSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::Scan3dCoordinateReferenceSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::Scan3dCoordinateReferenceSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateReferenceSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::Scan3dCoordinateReferenceSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_Scan3dCoordinateSelectorEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(Scan3dCoordinateSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → **IEnumEntry** (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::Scan3dCoordinateSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::Scan3dCoordinateSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::Scan3dCoordinateSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::Scan3dCoordinateSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::Scan3dCoordinateSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_Scan3dCoordinateSystemEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(Scan3dCoordinateSystemEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSystemEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::Scan3dCoordinateSystemEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::Scan3dCoordinateSystemEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::Scan3dCoordinateSystemEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::Scan3dCoordinateSystemEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSystemEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::Scan3dCoordinateSystemEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_Scan3dCoordinateSystemReferenceEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSystemReferenceEnums> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSystemReferenceEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::Scan3dCoordinateSystemReferenceEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::Scan3dCoordinateSystemReferenceEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` → `Spinnaker::Scan3dCoordinateSystemReferenceEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` → `Spinnaker::Scan3dCoordinateSystemReferenceEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateSystemReferenceEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::Scan3dCoordinateSystemReferenceEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_Scan3dCoordinateTransformSelectorEnums (*args,  
                                                                    **kwargs)
```

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(Scan3dCoordinateTransformSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → IEnumEntry (GetCurrentEntry (*self*),) –
- **Verify** –
- → IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateTransformSelectorEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::Scan3dCoordinateTransformSelectorEnums *const*) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::Scan3dCoordinateTransformSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify*=False) -> Spinnaker::Scan3dCoordinateTransformSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::Scan3dCoordinateTransformSelectorEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<Scan3dCoordinateTransformSelectorEnums > \*) –

**SetValue** (*self*, *Value*, *Verify*=True)

**Parameters**

- **Value** (enum Spinnaker::Scan3dCoordinateTransformSelectorEnums) –
- **Verify** (*bool*) –
- **Value** (SetValue (*self*),) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_Scan3dDistanceUnitEnums (*args, **kwargs)
```

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(Scan3dDistanceUnitEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dDistanceUnitEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::Scan3dDistanceUnitEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::Scan3dDistanceUnitEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::Scan3dDistanceUnitEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) -> **Spinnaker::Scan3dDistanceUnitEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dDistanceUnitEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::Scan3dDistanceUnitEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_Scan3dOutputModeEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(Scan3dOutputModeEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<Scan3dOutputModeEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::Scan3dOutputModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::Scan3dOutputModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::Scan3dOutputModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::Scan3dOutputModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< Scan3dOutputModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::Scan3dOutputModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_SensorDigitizationTapsEnums (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SensorDigitizationTapsEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → IEnumEntry (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → IEnumEntry (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< SensorDigitizationTapsEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::SensorDigitizationTapsEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::SensorDigitizationTapsEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –



:param GetValue(self, Verify=False) -> Spinnaker::SensorDigitizationTapsEnums:

**Parameters** **Verify** (*bool*) -

:param GetValue(self) -> Spinnaker::SensorDigitizationTapsEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SensorDigitizationTapsEnums > \**) -

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SensorDigitizationTapsEnums*) -
- **Verify** (*bool*) -
- **Value** (*SetValue* (*self*,)) -
- **Value** -

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_SensorShutterModeEnums** (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SensorShutterModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry* (*self*,)) -
- **Verify** -
- → *IEnumEntry* (*GetCurrentEntry* (*self*)) -
- **self** (*Spinnaker::GenApi::IEnumerationT<SensorShutterModeEnums > \**) -

**GetEntry** (*self*, *Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::SensorShutterModeEnums const*) -

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::SensorShutterModeEnums*

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -

:param GetValue(self, Verify=False) -> Spinnaker::SensorShutterModeEnums:

**Parameters** **Verify** (*bool*) -

:param GetValue(self) -> Spinnaker::SensorShutterModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SensorShutterModeEnums > \**) -

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SensorShutterModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_SensorTapsEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SensorTapsEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< SensorTapsEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::SensorTapsEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::SensorTapsEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False) -> Spinnaker::SensorTapsEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self) -> Spinnaker::SensorTapsEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< SensorTapsEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SensorTapsEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

---

```

class PySpin.IEnumerationT_SequencerConfigurationModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SequencerConfigurationModeEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False) → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<
                SequencerConfigurationModeEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::SequencerConfigurationModeEnums
            const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::SequencerConfigurationModeEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::SequencerConfigurationModeEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::SequencerConfigurationModeEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<
                SequencerConfigurationModeEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::SequencerConfigurationModeEnums) –
            • Verify (bool) –
            • Value) (SetValue (self,) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_SequencerConfigurationValidEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SequencerConfigurationValidEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –

```

---

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< SequencerConfigurationValidEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::SequencerConfigurationValidEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::SequencerConfigurationValidEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::SequencerConfigurationValidEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::SequencerConfigurationValidEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< SequencerConfigurationValidEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SequencerConfigurationValidEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*),) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_SequencerFeatureSelectorEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(SequencerFeatureSelectorEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*),) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< SequencerFeatureSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::SequencerFeatureSelectorEnums  
const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::SequencerFeatureSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify*=False) -> Spinnaker::SequencerFeatureSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::SequencerFeatureSelectorEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<  
SequencerFeatureSelectorEnums > \*) –

**SetValue** (*self*, *Value*, *Verify*=True)

**Parameters**

- **Value** (enum Spinnaker::SequencerFeatureSelectorEnums) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_SequencerModeEnums (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SequencerModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify*=False, *IgnoreCache*=False) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** -> IEnumEntry (GetCurrentEntry (*self*,)) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT< SequencerModeEnums >  
\*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (enum Spinnaker::SequencerModeEnums const) –

**GetValue** (*self*, *Verify*=False, *IgnoreCache*=False) → Spinnaker::SequencerModeEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```
:param GetValue(self, Verify=False) -> Spinnaker::SequencerModeEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::SequencerModeEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        SequencerModeEnums > *) -

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::SequencerModeEnums) -

        • Verify (bool) -

        • Value (SetValue (self,)) -

        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_SequencerSetValidEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SequencerSetValidEnums)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

        Parameters

            • Verify (bool) -

            • IgnoreCache (bool) -

            • Verify=False -> IEnumEntry (GetCurrentEntry (self,)) -

            • Verify -

            • -> IEnumEntry (GetCurrentEntry (self)) -

            • self (Spinnaker::GenApi::IEnumerationT<
                SequencerSetValidEnums > *) -

    GetEntry (self, Value) -> IEnumEntry

        Parameters Value (enum Spinnaker::SequencerSetValidEnums const) -

    GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::SequencerSetValidEnums

        Parameters

            • Verify (bool) -

            • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::SequencerSetValidEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::SequencerSetValidEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        SequencerSetValidEnums > *) -

SetValue (self, Value, Verify=True)

    Parameters
```

- **Value** (*enum Spinnaker::SequencerSetValidEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_SequencerTriggerActivationEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SequencerTriggerActivationEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<SequencerTriggerActivationEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::SequencerTriggerActivationEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::SequencerTriggerActivationEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::SequencerTriggerActivationEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::SequencerTriggerActivationEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SequencerTriggerActivationEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SequencerTriggerActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_SequencerTriggerSourceEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SequencerTriggerSourceEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<SequencerTriggerSourceEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::SequencerTriggerSourceEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::SequencerTriggerSourceEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::SequencerTriggerSourceEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::SequencerTriggerSourceEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<SequencerTriggerSourceEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::SequencerTriggerSourceEnums) –
            • Verify (bool) –
            • Value (SetValue (self,) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_SerialPortBaudRateEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SerialPortBaudRateEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
```



- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*,) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortBaudRateEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::SerialPortBaudRateEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → **Spinnaker::SerialPortBaudRateEnums**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param **GetValue**(*self*, *Verify=False*) → **Spinnaker::SerialPortBaudRateEnums**:

**Parameters** **Verify** (*bool*) –

:param **GetValue**(*self*) → **Spinnaker::SerialPortBaudRateEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortBaudRateEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SerialPortBaudRateEnums*) –
- **Verify** (*bool*) –
- **Value** (**SetValue** (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_SerialPortParityEnums** (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(SerialPortParityEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (**GetCurrentEntry** (*self*,) –
- **Verify** –
- → **IEnumEntry** (**GetCurrentEntry** (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortParityEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

```
Parameters Value (enum Spinnaker::SerialPortParityEnums const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::SerialPortParityEnums

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
:param GetValue(self, Verify=False) -> Spinnaker::SerialPortParityEnums:

Parameters Verify (bool) -
:param GetValue(self) -> Spinnaker::SerialPortParityEnums:

Parameters self (Spinnaker::GenApi::IEnumerationT<
    SerialPortParityEnums > *) -
SetValue (self, Value, Verify=True)

Parameters
    • Value (enum Spinnaker::SerialPortParityEnums) -
    • Verify (bool) -
    • Value) (SetValue (self,)) -
    • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_SerialPortSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SerialPortSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT<
        SerialPortSelectorEnums > *) -
GetEntry (self, Value) → IEnumEntry

Parameters Value (enum Spinnaker::SerialPortSelectorEnums const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::SerialPortSelectorEnums

Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
:param GetValue(self, Verify=False) -> Spinnaker::SerialPortSelectorEnums:
```

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::SerialPortSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SerialPortSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_SerialPortSourceEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SerialPortSourceEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortSourceEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::SerialPortSourceEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::SerialPortSourceEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::SerialPortSourceEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::SerialPortSourceEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortSourceEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SerialPortSourceEnums*) –

- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_SerialPortStopBitsEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SerialPortStopBitsEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortStopBitsEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::SerialPortStopBitsEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::SerialPortStopBitsEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::SerialPortStopBitsEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::SerialPortStopBitsEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<SerialPortStopBitsEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SerialPortStopBitsEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

---

```
class PySpin.IEnumerationT_SoftwareSignalSelectorEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SoftwareSignalSelectorEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (self,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (self)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<SoftwareSignalSelectorEnums > \**) –

```
GetEntry (self, Value) → IEnumEntry
```

```
    Parameters Value (enum Spinnaker::SoftwareSignalSelectorEnums  
                    const) –
```

```
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::SoftwareSignalSelectorEnums
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```
:param GetValue(self, Verify=False) -> Spinnaker::SoftwareSignalSelectorEnums:
```

```
    Parameters Verify (bool) –
```

```
:param GetValue(self) -> Spinnaker::SoftwareSignalSelectorEnums:
```

```
    Parameters self (Spinnaker::GenApi::IEnumerationT<SoftwareSignalSelectorEnums > *) –
```

```
SetValue (self, Value, Verify=True)
```

**Parameters**

- **Value** (*enum Spinnaker::SoftwareSignalSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (self,) –
- **Value** –

```
thisown
```

```
    The membership flag
```

```
class PySpin.IEnumerationT_SourceSelectorEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(SourceSelectorEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< SourceSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters Value** (*enum Spinnaker::SourceSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::SourceSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) → *Spinnaker::SourceSelectorEnums*:

**Parameters Verify** (*bool*) –

:param *GetValue*(*self*) → *Spinnaker::SourceSelectorEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT< SourceSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::SourceSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_StreamBufferHandlingModeEnum* (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(StreamBufferHandlingModeEnum)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< StreamBufferHandlingModeEnum > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters Value** (enum Spinnaker::StreamBufferHandlingModeEnum const) –

**GetValue** (self, Verify=False, IgnoreCache=False) → Spinnaker::StreamBufferHandlingModeEnum

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

:param GetValue(self, Verify=False) -> Spinnaker::StreamBufferHandlingModeEnum:

**Parameters Verify** (bool) –

:param GetValue(self) -> Spinnaker::StreamBufferHandlingModeEnum:

**Parameters self** (Spinnaker::GenApi::IEnumerationT<StreamBufferHandlingModeEnum > \*) –

**SetValue** (self, Value, Verify=True)

**Parameters**

- **Value** (enum Spinnaker::StreamBufferHandlingModeEnum) –
- **Verify** (bool) –
- **Value** (SetValue(self,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IEnumerationT\_StreamDefaultBufferCountModeEnum (\*args, \*\*kwargs)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(StreamDefaultBufferCountModeEnum)> class.

**GetCurrentEntry** (self, Verify=False, IgnoreCache=False) → IEnumEntry

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –
- **Verify=False** -> IEnumEntry (GetCurrentEntry(self,)) –
- **Verify** –
- -> IEnumEntry (GetCurrentEntry(self)) –
- **self** (Spinnaker::GenApi::IEnumerationT<StreamDefaultBufferCountModeEnum > \*) –

**GetEntry** (self, Value) → IEnumEntry

**Parameters Value** (enum Spinnaker::StreamDefaultBufferCountModeEnum const) –

**GetValue** (self, Verify=False, IgnoreCache=False) → Spinnaker::StreamDefaultBufferCountModeEnum

**Parameters**

- **Verify** (bool) –
- **IgnoreCache** (bool) –

```
:param GetValue(self, Verify=False) -> Spinnaker::StreamDefaultBufferCountModeEnum:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::StreamDefaultBufferCountModeEnum:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        StreamDefaultBufferCountModeEnum > *) -

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::StreamDefaultBufferCountModeEnum) -
        • Verify (bool) -
        • Value (SetValue (self,)) -
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_StreamTypeEnum (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(StreamTypeEnum)> class.

    GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

        Parameters

            • Verify (bool) -
            • IgnoreCache (bool) -
            • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -
            • Verify -
            • -> IEnumEntry (GetCurrentEntry (self)) -
            • self (Spinnaker::GenApi::IEnumerationT< StreamTypeEnum > *) -

    GetEntry (self, Value) -> IEnumEntry

        Parameters Value (enum Spinnaker::StreamTypeEnum const) -

    GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::StreamTypeEnum

        Parameters

            • Verify (bool) -
            • IgnoreCache (bool) -

:param GetValue(self, Verify=False) -> Spinnaker::StreamTypeEnum:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::StreamTypeEnum:

    Parameters self (Spinnaker::GenApi::IEnumerationT< StreamTypeEnum >
        *) -

SetValue (self, Value, Verify=True)

    Parameters
```



- **Value** (*enum Spinnaker::StreamTypeEnum*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TestPatternEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TestPatternEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< TestPatternEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::TestPatternEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::TestPatternEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::TestPatternEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::TestPatternEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< TestPatternEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TestPatternEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_TestPatternGeneratorSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TestPatternGeneratorSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<TestPatternGeneratorSelectorEnums > *) –
    GetEntry (self, Value) → IEnumEntry
        Parameters Value (enum Spinnaker::TestPatternGeneratorSelectorEnums const) –
    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::TestPatternGeneratorSelectorEnums
        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
        :param GetValue(self, Verify=False) -> Spinnaker::TestPatternGeneratorSelectorEnums:
            Parameters Verify (bool) –
        :param GetValue(self) -> Spinnaker::TestPatternGeneratorSelectorEnums:
            Parameters self (Spinnaker::GenApi::IEnumerationT<TestPatternGeneratorSelectorEnums > *) –
    SetValue (self, Value, Verify=True)
        Parameters
            • Value (enum Spinnaker::TestPatternGeneratorSelectorEnums) –
            • Verify (bool) –
            • Value (SetValue (self,) –
            • Value –
    thisown
        The membership flag
class PySpin.IEnumerationT_TimerSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TimerSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
        Parameters
            • Verify (bool) –
```

- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< TimerSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::TimerSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::TimerSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) → *Spinnaker::TimerSelectorEnums*:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) → *Spinnaker::TimerSelectorEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< TimerSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TimerSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_TimerStatusEnums* (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(TimerStatusEnums)>* class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → **IEnumEntry**

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< TimerStatusEnums > \**) –

**GetEntry** (*self*, *Value*) → **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::TimerStatusEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::TimerStatusEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::TimerStatusEnums*:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> *Spinnaker::TimerStatusEnums*:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< TimerStatusEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TimerStatusEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**  
The membership flag

**class** *PySpin.IEnumerationT\_TimerTriggerActivationEnums* (*\*args, \*\*kwargs*)  
Bases: *PySpin.IEnumeration, PySpin.IEnumReference*  
Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(TimerTriggerActivationEnums)>* class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT< TimerTriggerActivationEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::TimerTriggerActivationEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::TimerTriggerActivationEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::TimerTriggerActivationEnums*:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::TimerTriggerActivationEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TimerTriggerActivationEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TimerTriggerActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TimerTriggerSourceEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TimerTriggerSourceEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<TimerTriggerSourceEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::TimerTriggerSourceEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::TimerTriggerSourceEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::TimerTriggerSourceEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::TimerTriggerSourceEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TimerTriggerSourceEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TimerTriggerSourceEnums*) –

- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TransferComponentSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferComponentSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferComponentSelectorEnums > \**) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::TransferComponentSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::TransferComponentSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param *GetValue*(*self*, *Verify=False*) -> `Spinnaker::TransferComponentSelectorEnums`:

**Parameters** **Verify** (*bool*) –

:param *GetValue*(*self*) -> `Spinnaker::TransferComponentSelectorEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TransferComponentSelectorEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TransferComponentSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

---

```
class PySpin.IEnumerationT_TransferControlModeEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferControlModeEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **IEnumEntry** (*GetCurrentEntry* (self,) –
- **Verify** –
- → **IEnumEntry** (*GetCurrentEntry* (self)) –
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferControlModeEnums > \**) –

```
GetEntry (self, Value) → IEnumEntry
```

```
    Parameters Value (enum Spinnaker::TransferControlModeEnums const) –
```

```
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::TransferControlModeEnums
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

```
:param GetValue(self, Verify=False) -> Spinnaker::TransferControlModeEnums:
```

```
    Parameters Verify (bool) –
```

```
:param GetValue(self) -> Spinnaker::TransferControlModeEnums:
```

```
    Parameters self (Spinnaker::GenApi::IEnumerationT<TransferControlModeEnums > *) –
```

```
SetValue (self, Value, Verify=True)
```

**Parameters**

- **Value** (*enum Spinnaker::TransferControlModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (self,) –
- **Value** –

```
thisown
```

```
    The membership flag
```

```
class PySpin.IEnumerationT_TransferOperationModeEnums (*args, **kwargs)
```

```
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
```

```
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferOperationModeEnums)> class.
```

```
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
```

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (Spinnaker::GenApi::IEnumerationT<TransferOperationModeEnums > \*)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters** **Value** (enum Spinnaker::TransferOperationModeEnums const)  
-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> Spinnaker::TransferOperationModeEnums

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -

:param **GetValue**(*self*, *Verify=False*) -> Spinnaker::TransferOperationModeEnums:

**Parameters** **Verify** (*bool*) -

:param **GetValue**(*self*) -> Spinnaker::TransferOperationModeEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<TransferOperationModeEnums > \*)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (enum Spinnaker::TransferOperationModeEnums) -
- **Verify** (*bool*) -
- **Value**) (**SetValue** (*self*,)-
- **Value** -

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_TransferQueueModeEnums** (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferQueueModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -
- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (Spinnaker::GenApi::IEnumerationT<TransferQueueModeEnums > \*)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**



**Parameters Value** (*enum Spinnaker::TransferQueueModeEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::TransferQueueModeEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::TransferQueueModeEnums*:

**Parameters Verify** (*bool*) –

:param GetValue(*self*) -> *Spinnaker::TransferQueueModeEnums*:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT<TransferQueueModeEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TransferQueueModeEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** *PySpin.IEnumerationT\_TransferSelectorEnums* (*\*args, \*\*kwargs*)

Bases: *PySpin.IEnumeration, PySpin.IEnumReference*

Proxy of C++ *Spinnaker::GenApi::IEnumerationT<(TransferSelectorEnums)>* class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry(self,)*) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferSelectorEnums > \**) –

**GetEntry** (*self, Value*) → *IEnumEntry*

**Parameters Value** (*enum Spinnaker::TransferSelectorEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → *Spinnaker::TransferSelectorEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self, Verify=False*) -> *Spinnaker::TransferSelectorEnums*:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::TransferSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TransferSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TransferSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue(self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TransferStatusSelectorEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferStatusSelectorEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry(self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry(self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferStatusSelectorEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::TransferStatusSelectorEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::TransferStatusSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::TransferStatusSelectorEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::TransferStatusSelectorEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TransferStatusSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TransferStatusSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TransferTriggerActivationEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferTriggerActivationEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferTriggerActivationEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::TransferTriggerActivationEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::TransferTriggerActivationEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::TransferTriggerActivationEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::TransferTriggerActivationEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TransferTriggerActivationEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TransferTriggerActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_TransferTriggerModeEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferTriggerModeEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT<TransferTriggerModeEnums > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::TransferTriggerModeEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::TransferTriggerModeEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::TransferTriggerModeEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::TransferTriggerModeEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<TransferTriggerModeEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::TransferTriggerModeEnums) –
            • Verify (bool) –
            • Value (SetValue (self,) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_TransferTriggerSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TransferTriggerSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
```

- **Verify=False** -> **IEnumEntry** (**GetCurrentEntry** (*self*,)) -
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*)) -
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferTriggerSelectorEnums > \**) -

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::TransferTriggerSelectorEnums const*) -

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> **Spinnaker::TransferTriggerSelectorEnums**

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::TransferTriggerSelectorEnums**:

**Parameters** **Verify** (*bool*) -

:param **GetValue**(*self*) -> **Spinnaker::TransferTriggerSelectorEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<TransferTriggerSelectorEnums > \**) -

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TransferTriggerSelectorEnums*) -
- **Verify** (*bool*) -
- **Value** (**SetValue** (*self*,)) -
- **Value** -

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_TransferTriggerSourceEnums** (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(TransferTriggerSourceEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -
- **Verify=False** -> **IEnumEntry** (**GetCurrentEntry** (*self*,)) -
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*)) -
- **self** (*Spinnaker::GenApi::IEnumerationT<TransferTriggerSourceEnums > \**) -

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

```
Parameters Value (enum Spinnaker::TransferTriggerSourceEnums const)
-
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::TransferTriggerSourceEnums
Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
:param GetValue(self, Verify=False) -> Spinnaker::TransferTriggerSourceEnums:
Parameters Verify (bool) -
:param GetValue(self) -> Spinnaker::TransferTriggerSourceEnums:
Parameters self (Spinnaker::GenApi::IEnumerationT<
    TransferTriggerSourceEnums > *) -
SetValue (self, Value, Verify=True)
Parameters
    • Value (enum Spinnaker::TransferTriggerSourceEnums) -
    • Verify (bool) -
    • Value) (SetValue (self,)) -
    • Value -
thisown
    The membership flag
class PySpin.IEnumerationT_TriggerActivationEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TriggerActivationEnums)> class.
GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
    • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)) -
    • Verify -
    • -> IEnumEntry (GetCurrentEntry (self)) -
    • self (Spinnaker::GenApi::IEnumerationT<
        TriggerActivationEnums > *) -
GetEntry (self, Value) → IEnumEntry
Parameters Value (enum Spinnaker::TriggerActivationEnums const) -
GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::TriggerActivationEnums
Parameters
    • Verify (bool) -
    • IgnoreCache (bool) -
:param GetValue(self, Verify=False) -> Spinnaker::TriggerActivationEnums:
```

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::TriggerActivationEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< TriggerActivationEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TriggerActivationEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TriggerModeEnums` (*\*args, \*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TriggerModeEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → *IEnumEntry*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → *IEnumEntry* (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → *IEnumEntry* (*GetCurrentEntry* (*self*)) –
- **self** (*Spinnaker::GenApi::IEnumerationT< TriggerModeEnums > \**) –

**GetEntry** (*self*, *Value*) → *IEnumEntry*

**Parameters** **Value** (*enum Spinnaker::TriggerModeEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → *Spinnaker::TriggerModeEnums*

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(self, Verify=False) -> Spinnaker::TriggerModeEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(self) -> Spinnaker::TriggerModeEnums:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT< TriggerModeEnums > \**) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TriggerModeEnums*) –

- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_TriggerOverlapEnums` (*\*args*, *\*\*kwargs*)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TriggerOverlapEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry* (*self*,) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry* (*self*)) –
- **self** (`Spinnaker::GenApi::IEnumerationT< TriggerOverlapEnums > *`) –

**GetEntry** (*self*, *Value*) → `IEnumEntry`

**Parameters** **Value** (`enum Spinnaker::TriggerOverlapEnums const`) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → `Spinnaker::TriggerOverlapEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue`(*self*, *Verify=False*) -> `Spinnaker::TriggerOverlapEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue`(*self*) -> `Spinnaker::TriggerOverlapEnums`:

**Parameters** **self** (`Spinnaker::GenApi::IEnumerationT< TriggerOverlapEnums > *`) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (`enum Spinnaker::TriggerOverlapEnums`) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag



---

```

class PySpin.IEnumerationT_TriggerSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TriggerSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False → IEnumEntry (GetCurrentEntry (self,) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT< TriggerSelectorEnums
              > *) –

    GetEntry (self, Value) → IEnumEntry

        Parameters Value (enum Spinnaker::TriggerSelectorEnums const) –

    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::TriggerSelectorEnums

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

        :param GetValue(self, Verify=False) -> Spinnaker::TriggerSelectorEnums:

            Parameters Verify (bool) –

        :param GetValue(self) -> Spinnaker::TriggerSelectorEnums:

            Parameters self (Spinnaker::GenApi::IEnumerationT<
              TriggerSelectorEnums > *) –

    SetValue (self, Value, Verify=True)

        Parameters
            • Value (enum Spinnaker::TriggerSelectorEnums) –
            • Verify (bool) –
            • Value (SetValue (self,) –
            • Value –

    thisown
        The membership flag

class PySpin.IEnumerationT_TriggerSourceEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(TriggerSourceEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry

        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –

```

---

- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< TriggerSourceEnums > \**)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters Value** (*enum Spinnaker::TriggerSourceEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> **Spinnaker::TriggerSourceEnums**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::TriggerSourceEnums**:

**Parameters Verify** (*bool*)-

:param **GetValue**(*self*) -> **Spinnaker::TriggerSourceEnums**:

**Parameters self** (*Spinnaker::GenApi::IEnumerationT< TriggerSourceEnums > \**)-

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::TriggerSourceEnums*)-
- **Verify** (*bool*)-
- **Value**) (**SetValue** (*self*,)-
- **Value** -

**thisown**

The membership flag

**class** **PySpin.IEnumerationT\_U3VCurrentSpeedEnums** (\*args, \*\*kwargs)

Bases: *PySpin.IEnumeration*, *PySpin.IEnumReference*

Proxy of C++ **Spinnaker::GenApi::IEnumerationT<(U3VCurrentSpeedEnums)>** class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) -> **IEnumEntry**

**Parameters**

- **Verify** (*bool*)-
- **IgnoreCache** (*bool*)-
- **Verify=False**) -> **IEnumEntry** (**GetCurrentEntry** (*self*,)-
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*))-
- **self** (*Spinnaker::GenApi::IEnumerationT< U3VCurrentSpeedEnums > \**)-

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters Value** (*enum Spinnaker::U3VCurrentSpeedEnums const*)-

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::U3VCurrentSpeedEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::U3VCurrentSpeedEnums:

**Parameters** **Verify** (*bool*) –

:param GetValue(*self*) -> Spinnaker::U3VCurrentSpeedEnums:

**Parameters** **self** (Spinnaker::GenApi::IEnumerationT<U3VCurrentSpeedEnums > \*) –

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::U3VCurrentSpeedEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.**IEnumerationT\_UserOutputSelectorEnums** (*\*args*, *\*\*kwargs*)

Bases: [PySpin.IEnumeration](#), [PySpin.IEnumReference](#)

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(UserOutputSelectorEnums)> class.

**GetCurrentEntry** (*self*, *Verify=False*, *IgnoreCache=False*) → IEnumEntry

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False**) → IEnumEntry (*GetCurrentEntry* (*self*,)) –
- **Verify** –
- → IEnumEntry (*GetCurrentEntry* (*self*)) –
- **self** (Spinnaker::GenApi::IEnumerationT<UserOutputSelectorEnums > \*) –

**GetEntry** (*self*, *Value*) → IEnumEntry

**Parameters** **Value** (*enum Spinnaker::UserOutputSelectorEnums const*) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → Spinnaker::UserOutputSelectorEnums

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param GetValue(*self*, *Verify=False*) -> Spinnaker::UserOutputSelectorEnums:

**Parameters** **Verify** (*bool*) –

```
:param GetValue(self) -> Spinnaker::UserOutputSelectorEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        UserOutputSelectorEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::UserOutputSelectorEnums)-
        • Verify (bool)-
        • Value) (SetValue (self,)-
        • Value -

thisown
    The membership flag

class PySpin.IEnumerationT_UserSetDefaultEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(UserSetDefaultEnums)> class.

GetCurrentEntry (self, Verify=False, IgnoreCache=False) -> IEnumEntry

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-
        • Verify=False) -> IEnumEntry (GetCurrentEntry (self,)-
        • Verify -
        • -> IEnumEntry (GetCurrentEntry (self))-
        • self (Spinnaker::GenApi::IEnumerationT< UserSetDefaultEnums
            > *)-

GetEntry (self, Value) -> IEnumEntry

    Parameters Value (enum Spinnaker::UserSetDefaultEnums const)-

GetValue (self, Verify=False, IgnoreCache=False) -> Spinnaker::UserSetDefaultEnums

    Parameters

        • Verify (bool)-
        • IgnoreCache (bool)-

:param GetValue(self, Verify=False) -> Spinnaker::UserSetDefaultEnums:

    Parameters Verify (bool) -

:param GetValue(self) -> Spinnaker::UserSetDefaultEnums:

    Parameters self (Spinnaker::GenApi::IEnumerationT<
        UserSetDefaultEnums > *)-

SetValue (self, Value, Verify=True)

    Parameters

        • Value (enum Spinnaker::UserSetDefaultEnums)-
        • Verify (bool)-
```

- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

**class** `PySpin.IEnumerationT_UserSetFeatureSelectorEnums` (\*args, \*\*kwargs)

Bases: `PySpin.IEnumeration`, `PySpin.IEnumReference`

Proxy of C++ Spinnaker::GenApi::IEnumerationT<(UserSetFeatureSelectorEnums)> class.

**GetCurrentEntry** (*self, Verify=False, IgnoreCache=False*) → `IEnumEntry`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `IEnumEntry` (*GetCurrentEntry (self,)*) –
- **Verify** –
- → `IEnumEntry` (*GetCurrentEntry (self)*) –
- **self** (*Spinnaker::GenApi::IEnumerationT<UserSetFeatureSelectorEnums > \**) –

**GetEntry** (*self, Value*) → `IEnumEntry`

**Parameters** **Value** (*enum Spinnaker::UserSetFeatureSelectorEnums const*) –

**GetValue** (*self, Verify=False, IgnoreCache=False*) → `Spinnaker::UserSetFeatureSelectorEnums`

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –

:param `GetValue(self, Verify=False)` -> `Spinnaker::UserSetFeatureSelectorEnums`:

**Parameters** **Verify** (*bool*) –

:param `GetValue(self)` -> `Spinnaker::UserSetFeatureSelectorEnums`:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT<UserSetFeatureSelectorEnums > \**) –

**SetValue** (*self, Value, Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::UserSetFeatureSelectorEnums*) –
- **Verify** (*bool*) –
- **Value** (*SetValue (self,)*) –
- **Value** –

**thisown**

The membership flag

```
class PySpin.IEnumerationT_UserSetSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(UserSetSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
            • Verify=False) → IEnumEntry (GetCurrentEntry (self,)) –
            • Verify –
            • → IEnumEntry (GetCurrentEntry (self)) –
            • self (Spinnaker::GenApi::IEnumerationT< UserSetSelectorEnums
              > *) –
    GetEntry (self, Value) → IEnumEntry
        Parameters Value (enum Spinnaker::UserSetSelectorEnums const) –
    GetValue (self, Verify=False, IgnoreCache=False) → Spinnaker::UserSetSelectorEnums
        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
        :param GetValue(self, Verify=False) -> Spinnaker::UserSetSelectorEnums:
            Parameters Verify (bool) –
        :param GetValue(self) -> Spinnaker::UserSetSelectorEnums:
            Parameters self (Spinnaker::GenApi::IEnumerationT<
              UserSetSelectorEnums > *) –
    SetValue (self, Value, Verify=True)
        Parameters
            • Value (enum Spinnaker::UserSetSelectorEnums) –
            • Verify (bool) –
            • Value) (SetValue (self,)) –
            • Value –
    thisown
        The membership flag
class PySpin.IEnumerationT_WhiteClipSelectorEnums (*args, **kwargs)
    Bases: PySpin.IEnumeration, PySpin.IEnumReference
    Proxy of C++ Spinnaker::GenApi::IEnumerationT<(WhiteClipSelectorEnums)> class.
    GetCurrentEntry (self, Verify=False, IgnoreCache=False) → IEnumEntry
        Parameters
            • Verify (bool) –
            • IgnoreCache (bool) –
```

- **Verify=False** -> **IEnumEntry** (**GetCurrentEntry** (*self*,)) -
- **Verify** -
- -> **IEnumEntry** (**GetCurrentEntry** (*self*)) -
- **self** (*Spinnaker::GenApi::IEnumerationT* < *WhiteClipSelectorEnums* > \*) -

**GetEntry** (*self*, *Value*) -> **IEnumEntry**

**Parameters** **Value** (*enum Spinnaker::WhiteClipSelectorEnums const*) -

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) -> **Spinnaker::WhiteClipSelectorEnums**

**Parameters**

- **Verify** (*bool*) -
- **IgnoreCache** (*bool*) -

:param **GetValue**(*self*, *Verify=False*) -> **Spinnaker::WhiteClipSelectorEnums**:

**Parameters** **Verify** (*bool*) -

:param **GetValue**(*self*) -> **Spinnaker::WhiteClipSelectorEnums**:

**Parameters** **self** (*Spinnaker::GenApi::IEnumerationT* < *WhiteClipSelectorEnums* > \*) -

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (*enum Spinnaker::WhiteClipSelectorEnums*) -
- **Verify** (*bool*) -
- **Value** (**SetValue** (*self*,)) -
- **Value** -

**thisown**

The membership flag

**class** **PySpin.IFloat** (\*args, \*\*kwargs)

Bases: *PySpin.IValue*

Proxy of C++ **Spinnaker::GenApi::IFloat** class.

**GetDisplayNotation** (*self*) -> **Spinnaker::GenApi::EDisplayNotation**

**Parameters** **self** (*Spinnaker::GenApi::IFloat const* \*) -

**GetDisplayPrecision** (*self*) -> **int64\_t**

**Parameters** **self** (*Spinnaker::GenApi::IFloat const* \*) -

**GetInc** (*self*) -> **double**

**Parameters** **self** (*Spinnaker::GenApi::IFloat* \*) -

**GetIncMode** (*self*) -> **Spinnaker::GenApi::EIncMode**

**Parameters** **self** (*Spinnaker::GenApi::IFloat* \*) -

**GetListOfValidValues** (*self*, *bounded=True*) -> **double\_autovector\_t**

**Parameters**

- **bounded** (*bool*) –
- **-> double\_autovector\_t** (*GetListOfValidValues* (*self*)) –
- **self** (*Spinnaker::GenApi::IFloat \**) –

**GetMax** (*self*) → double

Parameters **self** (*Spinnaker::GenApi::IFloat \**) –

**GetMin** (*self*) → double

Parameters **self** (*Spinnaker::GenApi::IFloat \**) –

**GetRepresentation** (*self*) → *Spinnaker::GenApi::ERepresentation*

Parameters **self** (*Spinnaker::GenApi::IFloat \**) –

**GetUnit** (*self*) → *gcstring*

Parameters **self** (*Spinnaker::GenApi::IFloat const \**) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → double

Parameters

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → **double** (*GetValue* (*self*,)) –
- **Verify** –
- **-> double** (*GetValue* (*self*)) –
- **self** (*Spinnaker::GenApi::IFloat \**) –

**HasInc** (*self*) → bool

Parameters **self** (*Spinnaker::GenApi::IFloat \**) –

**ImposeMax** (*self*, *Value*)

Parameters **Value** (*double*) –

**ImposeMin** (*self*, *Value*)

Parameters **Value** (*double*) –

**SetValue** (*self*, *Value*, *Verify=True*)

Parameters

- **Value** (*double*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,)) –
- **Value** –

**thisown**  
The membership flag

**class** *PySpin.IImage* (*\*args*, *\*\*kwargs*)  
Bases: *object*  
Proxy of C++ *Spinnaker::IImage* class.

**CalculateStatistics** (*self*, *pStatistics*)



```

    Parameters pStatistics (Spinnaker::ImageStatistics &) -
CheckCRC (self) → bool
    Parameters self (Spinnaker::IImage const *) -
Convert (self, format, algorithm) → ImagePtr
    Parameters
        • format (enum Spinnaker::PixelFormatEnums) -
        • algorithm (enum Spinnaker::ColorProcessingAlgorithm) -
        • format → ImagePtr (Convert (self,) -
        • format -
DeepCopy (self, pSrcImage)
    Parameters pSrcImage (Spinnaker::ImagePtr const) -
GetBitsPerPixel (self) → size_t
    Parameters self (Spinnaker::IImage const *) -
GetBufferSize (self) → size_t
    Parameters self (Spinnaker::IImage const *) -
GetChunkData (self) → ChunkData
    Parameters self (Spinnaker::IImage const *) -
GetChunkLayoutId (self) → uint64_t
    Parameters self (Spinnaker::IImage const *) -
GetColorProcessing (self) → Spinnaker::ColorProcessingAlgorithm
    Parameters self (Spinnaker::IImage const *) -
GetData (self)
    GetData(self) -> PyObject *
    Parameters self (Spinnaker::IImage *) -
GetFrameID (self) → uint64_t
    Parameters self (Spinnaker::IImage const *) -
GetHeight (self) → size_t
    Parameters self (Spinnaker::IImage const *) -
GetID (self) → uint64_t
    Parameters self (Spinnaker::IImage const *) -
GetImageSize (self) → size_t
    Parameters self (Spinnaker::IImage const *) -
GetImageStatus (self) → Spinnaker::ImageStatus
    Parameters self (Spinnaker::IImage const *) -
GetNDArray (self) → PyObject *
    Parameters self (Spinnaker::IImage *) -

```

```
GetNumChannels (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetPayloadType (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetPixelFormat (self) → Spinnaker::PixelFormatEnums
    Parameters self (Spinnaker::IImage const *) –
GetPixelFormatIntType (self) → Spinnaker::PixelFormatIntType
    Parameters self (Spinnaker::IImage const *) –
GetPixelFormatName (self) → gcstring
    Parameters self (Spinnaker::IImage const *) –
GetPrivateData (self) → void *
    Parameters self (Spinnaker::IImage const *) –
GetStride (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetTLPayloadType (self) → Spinnaker::PayloadTypeInfoIDs
    Parameters self (Spinnaker::IImage const *) –
GetTLPixelFormat (self) → uint64_t
    Parameters self (Spinnaker::IImage const *) –
GetTLPixelFormatNamespace (self) → Spinnaker::PixelFormatNamespaceID
    Parameters self (Spinnaker::IImage const *) –
GetTimeStamp (self) → uint64_t
    Parameters self (Spinnaker::IImage const *) –
GetValidPayloadSize (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetWidth (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetXOffset (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetXPadding (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetYOffset (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
GetYPadding (self) → size_t
    Parameters self (Spinnaker::IImage const *) –
HasCRC (self) → bool
    Parameters self (Spinnaker::IImage const *) –
```

**IsInUse** (*self*) → bool

Parameters **self** (*Spinnaker::IImage \**) –

**IsIncomplete** (*self*) → bool

Parameters **self** (*Spinnaker::IImage const \**) –

**Release** (*self*)

Parameters **self** (*Spinnaker::IImage \**) –

**ResetImage** (*self, width, height, offsetX, offsetY, pixelFormat*)

Parameters

- **width** (*size\_t*) –
- **height** (*size\_t*) –
- **offsetX** (*size\_t*) –
- **offsetY** (*size\_t*) –
- **pixelFormat** (*enum Spinnaker::PixelFormatEnums*) –
- **width, height, offsetX, offsetY, pixelFormat, pData**  
(*ResetImage (self,)*) –
- **width** –
- **height** –
- **offsetX** –
- **offsetY** –
- **pixelFormat** –
- **pData** (*void \**) –

**Save** (*self, pFilename, format*)

Parameters

- **pFilename** (*char const \**) –
- **format** (*enum Spinnaker::ImageFileFormat*) –
- **pFilename** (*Save (self,)*) –
- **pFilename** –
- **pFilename, pOption** (*Save (self,)*) –
- **pFilename** –
- **pOption** (*Spinnaker::BMPOption &*) –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –
- **pFilename, pOption** –
- **pFilename** –
- **pOption** –

- **pFilename**, **pOption**) –
- **pFilename** –
- **pOption** –
- **pFilename**, **pOption**) –
- **pFilename** –
- **pOption** –
- **pFilename**, **pOption**) –
- **pFilename** –
- **pOption** –
- **pFilename**, **pOption**) –
- **pFilename** –
- **pOption** –

**thisown**  
The membership flag

**class** `PySpin.IImageEvent` (\*args, \*\*kwargs)  
Bases: `PySpin.Event`  
Proxy of C++ Spinnaker::IImageEvent class.

**OnImageEvent** (self, image)  
**Parameters** **image** (`Spinnaker::ImagePtr`) –

**thisown**  
The membership flag

**class** `PySpin.IInteger` (\*args, \*\*kwargs)  
Bases: `PySpin.IValue`  
Proxy of C++ Spinnaker::GenApi::IInteger class.

**GetInc** (self) → `int64_t`  
**Parameters** **self** (`Spinnaker::GenApi::IInteger *`) –

**GetIncMode** (self) → `Spinnaker::GenApi::EIncMode`  
**Parameters** **self** (`Spinnaker::GenApi::IInteger *`) –

**GetListOfValidValues** (self, bounded=True) → `int64_autovector_t`  
**Parameters**

- **bounded** (`bool`) –
- → `int64_autovector_t` (`GetListOfValidValues` (self)) –
- **self** (`Spinnaker::GenApi::IInteger *`) –

**GetMax** (self) → `int64_t`  
**Parameters** **self** (`Spinnaker::GenApi::IInteger *`) –

**GetMin** (self) → `int64_t`  
**Parameters** **self** (`Spinnaker::GenApi::IInteger *`) –

**GetRepresentation** (*self*) → Spinnaker::GenApi::ERepresentation

Parameters **self** (*Spinnaker::GenApi::IInteger \**) –

**GetUnit** (*self*) → gcstring

Parameters **self** (*Spinnaker::GenApi::IInteger \**) –

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → int64\_t

Parameters

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → int64\_t (*GetValue* (*self*,) –
- **Verify** –
- → int64\_t (*GetValue* (*self*)) –
- **self** (*Spinnaker::GenApi::IInteger \**) –

**ImposeMax** (*self*, *Value*)

Parameters **Value** (*int64\_t*) –

**ImposeMin** (*self*, *Value*)

Parameters **Value** (*int64\_t*) –

**SetValue** (*self*, *Value*, *Verify=True*)

Parameters

- **Value** (*int64\_t*) –
- **Verify** (*bool*) –
- **Value** (*SetValue* (*self*,) –
- **Value** –

**thisown**

The membership flag

**class** PySpin.IInterfaceEvent (*\*args*, *\*\*kwargs*)

Bases: *PySpin.IArrivalEvent*, *PySpin.IRemovalEvent*

Proxy of C++ Spinnaker::IInterfaceEvent class.

**OnDeviceArrival** (*self*, *serialNumber*)

Parameters **serialNumber** (*uint64\_t*) –

**OnDeviceRemoval** (*self*, *serialNumber*)

Parameters **serialNumber** (*uint64\_t*) –

**thisown**

The membership flag

**class** PySpin.ILoggingEvent (*\*args*, *\*\*kwargs*)

Bases: *PySpin.Event*

Proxy of C++ Spinnaker::ILoggingEvent class.

**OnLogEvent** (*self*, *eventPtr*)

**Parameters** `eventPtr` (`Spinnaker::LoggingEventDataPtr`) –

**thisown**  
The membership flag

**class** `PySpin.INode` (`*args, **kwargs`)  
Bases: `PySpin.ISelector`, `PySpin.IReference`  
Proxy of C++ `Spinnaker::GenApi::INode` class.

**DeregisterCallback** (`self, hCallback`) → `bool`  
**Parameters** `hCallback` (`Spinnaker::GenApi::CallbackHandleType`) –

**GetAlias** (`self`) → `INode`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetCachingMode** (`self`) → `Spinnaker::GenApi::ECachingMode`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetCastAlias** (`self`) → `INode`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetChildren** (`self, Children, LinkType`)  
**Parameters**

- **Children** (`Spinnaker::GenApi::NodeList_t &`) –
- **LinkType** (`enum Spinnaker::GenApi::ELinkType`) –
- **Children** (`GetChildren(self,)`) –
- **Children** –

**GetDescription** (`self`) → `gcstring`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetDeviceName** (`self`) → `gcstring`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetDisplayName** (`self`) → `gcstring`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetDocuURL** (`self`) → `gcstring`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetEventID** (`self`) → `gcstring`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

**GetName** (`self, FullQualified=False`) → `gcstring`  
**Parameters**

- **FullQualified** (`bool`) –
- → `gcstring` (`GetName(self)`) –
- **self** (`Spinnaker::GenApi::INode const *`) –

**GetNamespace** (`self`) → `Spinnaker::GenApi::ENamespace`  
**Parameters** `self` (`Spinnaker::GenApi::INode const *`) –

```

GetNodeMap (self) → INodeMap
    Parameters self (Spinnaker::GenApi::INode const *) –

GetParents (self, Parents)
    Parameters Parents (Spinnaker::GenApi::NodeList_t &) –

GetPollingTime (self) → int64_t
    Parameters self (Spinnaker::GenApi::INode const *) –

GetPrincipalInterfaceType (self) → Spinnaker::GenApi::EInterfaceType
    Parameters self (Spinnaker::GenApi::INode const *) –

GetProperty (self, PropertyName, ValueStr, AttributeStr) → bool
    Parameters
        • PropertyName (Spinnaker::GenICam::gcstring const &) –
        • ValueStr (Spinnaker::GenICam::gcstring &) –
        • AttributeStr (Spinnaker::GenICam::gcstring &) –

GetPropertyNames (self)
    Parameters self (Spinnaker::GenApi::INode const *) –

GetToolTip (self) → gcstring
    Parameters self (Spinnaker::GenApi::INode const *) –

GetVisibility (self) → Spinnaker::GenApi::EVisibility
    Parameters self (Spinnaker::GenApi::INode const *) –

ImposeAccessMode (self, ImposedAccessMode)
    Parameters ImposedAccessMode (enum Spinnaker::GenApi::EAccessMode) –

ImposeVisibility (self, ImposedVisibility)
    Parameters ImposedVisibility (enum Spinnaker::GenApi::EVisibility) –

InvalidateNode (self)
    Parameters self (Spinnaker::GenApi::INode *) –

IsAccessModeCacheable (self) → Spinnaker::GenApi::EYesNo
    Parameters self (Spinnaker::GenApi::INode const *) –

IsCachable (self) → bool
    Parameters self (Spinnaker::GenApi::INode const *) –

IsDeprecated (self) → bool
    Parameters self (Spinnaker::GenApi::INode const *) –

IsFeature (self) → bool
    Parameters self (Spinnaker::GenApi::INode const *) –

IsStreamable (self) → bool
    Parameters self (Spinnaker::GenApi::INode const *) –

RegisterCallback (self, pCallback) → Spinnaker::GenApi::CallbackHandleType

```

**Parameters** `pCallback` (`Spinnaker::GenApi::CNodeCallback *`) –

**thisown**  
The membership flag

**class** `PySpin.INodeMap` (`*args, **kwargs`)  
Bases: `object`  
Proxy of C++ `Spinnaker::GenApi::INodeMap` class.

**Connect** (`self, pPort, PortName`) → `bool`

**Parameters**

- `pPort` (`IPort *`) –
- `PortName` (`Spinnaker::GenICam::gcstring const &`) –
- `pPort` → `bool` (`Connect(self,)`) –
- `pPort` –

**GetDeviceName** (`self`) → `gcstring`

**Parameters** `self` (`Spinnaker::GenApi::INodeMap *`) –

**GetNode** (`self, Name`) → `INode`

**Parameters** `Name` (`Spinnaker::GenICam::gcstring const &`) –

**GetNodes** (`self`)

**Parameters** `self` (`Spinnaker::GenApi::INodeMap const *`) –

**GetNumNodes** (`self`) → `uint64_t`

**Parameters** `self` (`Spinnaker::GenApi::INodeMap const *`) –

**InvalidateNodes** (`self`)

**Parameters** `self` (`Spinnaker::GenApi::INodeMap const *`) –

**Poll** (`self, ElapsedTime`)

**Parameters** `ElapsedTime` (`int64_t`) –

**thisown**  
The membership flag

**class** `PySpin.INodeMapDyn` (`*args, **kwargs`)  
Bases: `PySpin.INodeMap`  
Proxy of C++ `Spinnaker::GenApi::INodeMapDyn` class.

**ClearAllNodes** (`self`)

**Parameters** `self` (`Spinnaker::GenApi::INodeMapDyn *`) –

**ExtractIndependentSubtree** (`self, XMLData, InjectXMLData, SubTreeRootNodeName, ExtractedSubtree`)

**Parameters**

- `XMLData` (`Spinnaker::GenICam::gcstring const &`) –
- `InjectXMLData` (`Spinnaker::GenICam::gcstring const &`) –
- `SubTreeRootNodeName` (`Spinnaker::GenICam::gcstring const &`) –
- `ExtractedSubtree` (`Spinnaker::GenICam::gcstring &`) –



**GetSupportedSchemaVersions** (*self*)

Parameters **self** (*Spinnaker::GenApi::INodeMapDyn \**)–

**LoadXMLFromFile** (*self, FileName*)

Parameters **FileName** (*Spinnaker::GenICam::gcstring const &*)–

**LoadXMLFromFileInject** (*self, TargetFileName, InjectFileName*)

Parameters

- **TargetFileName** (*Spinnaker::GenICam::gcstring const &*)–
- **InjectFileName** (*Spinnaker::GenICam::gcstring const &*)–

**LoadXMLFromString** (*self, XMLData*)

Parameters **XMLData** (*Spinnaker::GenICam::gcstring const &*)–

**LoadXMLFromStringInject** (*self, TargetXMLData, InjectXMLData*)

Parameters

- **TargetXMLData** (*Spinnaker::GenICam::gcstring const &*)–
- **InjectXMLData** (*Spinnaker::GenICam::gcstring const &*)–

**LoadXMLFromZIPData** (*self, zipData, zipSize*)

Parameters

- **zipData** (*void const \**)–
- **zipSize** (*size\_t*)–

**LoadXMLFromZIPFile** (*self, ZipFileName*)

Parameters **ZipFileName** (*Spinnaker::GenICam::gcstring const &*)–

**MergeXMLFiles** (*self, TargetFileName, InjectedFileName, OutputFileName*)

Parameters

- **TargetFileName** (*Spinnaker::GenICam::gcstring const &*)–
- **InjectedFileName** (*Spinnaker::GenICam::gcstring const &*)–
- **OutputFileName** (*Spinnaker::GenICam::gcstring const &*)–

**PreprocessXMLFromFile** (*self, XMLFileName, StyleSheetFileName, OutputFileName, XMLValidation*)

Parameters

- **XMLFileName** (*Spinnaker::GenICam::gcstring const &*)–
- **StyleSheetFileName** (*Spinnaker::GenICam::gcstring const &*)–
- **OutputFileName** (*Spinnaker::GenICam::gcstring const &*)–
- **XMLValidation** (*uint32\_t const*)–
- **XMLFileName, StyleSheetFileName, OutputFileName**  
(*PreprocessXMLFromFile* (*self,*)–
- **XMLFileName** –
- **StyleSheetFileName** –
- **OutputFileName** –

**PreprocessXMLFromZIPFile** (*self*, *XMLFileName*, *StyleSheetFileName*, *OutputFileName*, *XMLValidation*)

**Parameters**

- **XMLFileName** (*Spinnaker::GenICam::gcstring const &*) –
- **StyleSheetFileName** (*Spinnaker::GenICam::gcstring const &*) –
- **OutputFileName** (*Spinnaker::GenICam::gcstring const &*) –
- **XMLValidation** (*uint32\_t const*) –
- **XMLFileName, StyleSheetFileName, OutputFileName** (*PreprocessXMLFromZIPFile (self,)*) –
- **XMLFileName** –
- **StyleSheetFileName** –
- **OutputFileName** –

**thisown**

The membership flag

**class** `PySpin.IPersistScript` (*\*args, \*\*kwargs*)

Bases: `object`

Proxy of C++ `Spinnaker::GenApi::IPersistScript` class.

**PersistFeature** (*self*, *item*)

**Parameters** *item* (*Spinnaker::GenApi::IValue &*) –

**SetInfo** (*self*, *Info*)

**Parameters** *Info* (*Spinnaker::GenICam::gcstring &*) –

**thisown**

The membership flag

**class** `PySpin.IReference` (*\*args, \*\*kwargs*)

Bases: `object`

Proxy of C++ `Spinnaker::GenApi::IReference` class.

**SetReference** (*self*, *pBase*)

**Parameters** *pBase* (*INode \**) –

**thisown**

The membership flag

**class** `PySpin.IRegister` (*\*args, \*\*kwargs*)

Bases: `PySpin.IValue`

Proxy of C++ `Spinnaker::GenApi::IRegister` class.

**Get** (*self*, *pBuffer*, *Verify=False*, *IgnoreCache=False*)

**Parameters**

- **pBuffer** (*uint8\_t \**) –
- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **pBuffer, Verify=False** (*Get (self,)*) –

- **pBuffer** –
- **Verify** –
- **pBuffer** (*Get (self,)*) –
- **pBuffer** –

Gets a NumPy array representing the contents of the register, as 8-bit unsigned ints.

**pBuffer**: The number of bytes to retrieve

**Verify**: Enables Range verification (default = false). The AccessMode is always checked

**IgnoreCache**: If true the value is read ignoring any caches (default = false)

**GetAddress** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::IRegister \**) –

**GetLength** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::IRegister \**) –

**Set** (*self, pBuffer, Verify=True*)

**Parameters**

- **pBuffer** (*uint8\_t const \**) –
- **Verify** (*bool*) –
- **pBuffer** (*Set (self,)*) –
- **pBuffer** –

Set the register's contents with the contents (as 8-bit unsigned ints) of the given array.

**pBuffer**: The NumPy array containing the data to set

**Verify**: Enables AccessMode and Range verification (default = true)

**thisown**

The membership flag

**class** **PySpin.IRemovalEvent** (*\*args, \*\*kwargs*)

Bases: *PySpin.Event*

Proxy of C++ Spinnaker::IRemovalEvent class.

**OnDeviceRemoval** (*self, serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

**thisown**

The membership flag

**class** **PySpin.ISelector** (*\*args, \*\*kwargs*)

Bases: *PySpin.IBase*

Proxy of C++ Spinnaker::GenApi::ISelector class.

**GetSelectedFeatures** (*self, arg2*)

**Parameters** **arg2** (*FeatureList\_t &*) –

**GetSelectingFeatures** (*self, arg2*)

**Parameters** **arg2** (*FeatureList\_t &*) –

```
IsSelector (self) → bool
    Parameters self (Spinnaker::GenApi::ISelector const *) –
thisown
    The membership flag
class PySpin.ISelectorDigit (*args, **kwargs)
    Bases: object
    Proxy of C++ Spinnaker::GenApi::ISelectorDigit class.
GetSelectorList (self, Incremental=False)
    Parameters
        • Incremental (bool) –
        • GetSelectorList (self) –
        • self (Spinnaker::GenApi::ISelectorDigit *) –
Restore (self)
    Parameters self (Spinnaker::GenApi::ISelectorDigit *) –
SetFirst (self) → bool
    Parameters self (Spinnaker::GenApi::ISelectorDigit *) –
SetNext (self, Tick=True) → bool
    Parameters
        • Tick (bool) –
        • → bool (SetNext (self)) –
        • self (Spinnaker::GenApi::ISelectorDigit *) –
ToString (self) → gcstring
    Parameters self (Spinnaker::GenApi::ISelectorDigit *) –
thisown
    The membership flag
class PySpin.IString (*args, **kwargs)
    Bases: PySpin.IValue
    Proxy of C++ Spinnaker::GenApi::IString class.
GetMaxLength (self) → int64_t
    Parameters self (Spinnaker::GenApi::IString *) –
GetValue (self, Verify=False, IgnoreCache=False) → gcstring
    Parameters
        • Verify (bool) –
        • IgnoreCache (bool) –
        • Verify=False → gcstring (GetValue (self,)) –
        • Verify –
        • → gcstring (GetValue (self)) –
```

---

```

    • self (Spinnaker::GenApi::IString *) –
SetValue (self, Value, Verify=True)

    Parameters
    • Value (Spinnaker::GenICam::gcstring const &) –
    • Verify (bool) –
    • Value (SetValue (self,)) –
    • Value –

thisown
    The membership flag

class PySpin.ISystem (*args, **kwargs)
    Bases: object
    Proxy of C++ Spinnaker::ISystem class.

GetCameras (self, updateInterfaces=True, updateCameras=True) → CameraList

    Parameters
    • updateInterfaces (bool) –
    • updateCameras (bool) –
    • updateInterfaces=True → CameraList (GetCameras (self,)) –
    • updateInterfaces –
    • → CameraList (GetCameras (self)) –
    • self (Spinnaker::ISystem *) –

GetInterfaces (self, updateInterface=True) → InterfaceList

    Parameters
    • updateInterface (bool) –
    • → InterfaceList (GetInterfaces (self)) –
    • self (Spinnaker::ISystem *) –

GetLoggingEventPriorityLevel (self) → Spinnaker::SpinnakerLogLevel

    Parameters self (Spinnaker::ISystem *) –

IsInUse (self) → bool

    Parameters self (Spinnaker::ISystem *) –

RegisterInterfaceEvent (self, evtToRegister, updateInterface=True)

    Parameters
    • evtToRegister (Spinnaker::Event &) –
    • updateInterface (bool) –
    • evtToRegister (RegisterInterfaceEvent (self,)) –
    • evtToRegister –

RegisterLoggingEvent (self, handler)

    Parameters handler (Spinnaker::LoggingEvent &) –

```

---

**ReleaseInstance** (*self*)

Parameters **self** (*Spinnaker::ISystem \**) –

**SendActionCommand** (*self, deviceKey, groupKey, groupMask, actionTime=0, pResultSize=None, results=0*)

Parameters

- **deviceKey** (*unsigned int*) –
- **groupKey** (*unsigned int*) –
- **groupMask** (*unsigned int*) –
- **actionTime** (*unsigned long long*) –
- **pResultSize** (*unsigned int \**) –
- **results** (*Spinnaker::ActionCommandResult []*) –
- **deviceKey, groupKey, groupMask, actionTime=0, pResultSize=None** (*SendActionCommand(self,)*) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **pResultSize** –
- **deviceKey, groupKey, groupMask, actionTime=0** (*SendActionCommand(self,)*) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **deviceKey, groupKey, groupMask** (*SendActionCommand(self,)*) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –

**SetLoggingEventPriorityLevel** (*self, level*)

Parameters **level** (*enum Spinnaker::SpinnakerLogLevel*) –

**UnregisterAllLoggingEvent** (*self*)

Parameters **self** (*Spinnaker::ISystem \**) –

**UnregisterInterfaceEvent** (*self, evtToUnregister*)

Parameters **evtToUnregister** (*Spinnaker::Event &*) –

**UnregisterLoggingEvent** (*self, handler*)

Parameters **handler** (*Spinnaker::LoggingEvent &*) –

**UpdateCameras** (*self, updateInterfaces=True*) → bool

**Parameters**

- **updateInterfaces** (*bool*) –
- **-> bool** (*UpdateCameras* (*self*)) –
- **self** (*Spinnaker::ISystem \**) –

**thisown**

The membership flag

**class** `PySpin.IValue` (*\*args, \*\*kwargs*)Bases: `PySpin.INode`

Proxy of C++ Spinnaker::GenApi::IValue class.

**FromString** (*self, ValueStr, Verify=True*)**Parameters**

- **ValueStr** (*Spinnaker::GenICam::gcstring const &*) –
- **Verify** (*bool*) –
- **ValueStr** (*FromString* (*self,*) –
- **ValueStr** –

**GetNode** (*self*) → `INode`**Parameters** **self** (*Spinnaker::GenApi::IValue \**) –**IsValueCacheValid** (*self*) → `bool`**Parameters** **self** (*Spinnaker::GenApi::IValue const \**) –**ToString** (*self, Verify=False, IgnoreCache=False*) → `gcstring`**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → `gcstring` (*ToString* (*self,*) –
- **Verify** –
- **-> gcstring** (*ToString* (*self*)) –
- **self** (*Spinnaker::GenApi::IValue \**) –

**thisown**

The membership flag

**class** `PySpin.Image` (*\*args, \*\*kwargs*)Bases: `PySpin.IImage`

The image object class.

C++ includes: `Image.h`**CalculateChannelStatistics** (*self, channel*) → `ChannelStatistics`**Parameters** **channel** (*enum Spinnaker::StatisticsChannel*) –Returns a `ChannelStatistics` instance for the current image on a given channel.

channel: Channel to generate statistics on.

**CheckCRC** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image const \**) –

bool Spinnaker::Image::CheckCRC() const

Checks if the computed checksum matches with chunk data's ImageCRC

Returns true if computed checksum matches with the chunk data's CRC and false otherwise.

**Convert** (*self, format, algorithm*) → ImagePtr

**Parameters**

- **format** (*enum Spinnaker::PixelFormatEnums*) –
- **algorithm** (*enum Spinnaker::ColorProcessingAlgorithm*) –
- **format** → **ImagePtr** (*Convert (self,)*) –
- **format** –

ImagePtr Spinnaker::Image::Convert(Spinnaker::PixelFormatEnums format, ColorProcessingAlgorithm algorithm=DEFAULT) const

Converts the current image buffer to the specified output pixel format and stores the result in the specified image. The destination image does not need to be configured in any way before the call is made.

See: PixelFormatEnums

format: Output format of the converted image.

algorithm: processing algorithm for producing the converted image

The converted image.

**static Create** () → ImagePtr

Create(image) → ImagePtr

**Parameters**

- **image** (*Spinnaker::ImagePtr const*) –
- **height, offsetX, offsetY, pixelFormat, pData** → **ImagePtr** (*Create (width,)*) –
- **width** (*size\_t*) –
- **height** (*size\_t*) –
- **offsetX** (*size\_t*) –
- **offsetY** (*size\_t*) –
- **pixelFormat** (*enum Spinnaker::PixelFormatEnums*) –
- **pData** (*void \**) –

Creates a new Image object, either using a default constructor, copied from another ImagePtr, or using width, height, offset\_x, offset\_y, pixel format, and a NumPy array containing 8-bit unsigned ints representing the image data (replaces the void\* pData argument).

**DeepCopy** (*self, pSrcImage*)

**Parameters** **pSrcImage** (*Spinnaker::ImagePtr const*) –



void Spinnaker::Image::DeepCopy(const ImagePtr pSrcImage)

Performs a deep copy of the Image. After this operation, the image contents and member variables will be the same. The Images will not share a buffer. The Image's current buffer will not be released.

pSrcImage: The Image to copy the data from.

**GetBitsPerPixel** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetBitsPerPixel() const

Gets the number of bits used per pixel in the image. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The number of bits used per pixel.

**GetBufferSize** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetBufferSize() const

Gets the size of the buffer associated with the image in bytes.

The size of the buffer, in bytes.

**GetChunkData** (*self*) → ChunkData

**Parameters** **self** (*Spinnaker::Image const \**) –

const ChunkData& Spinnaker::Image::GetChunkData() const

Returns a pointer to a chunk data interface. No ownership is transferred, the chunk data interface reference is valid until Image::Release() is called on this image.

ChunkData interface that provides access to image chunks.

**GetChunkLayoutId** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetChunkLayoutId() const

Returns the id of the chunk data layout.

uint64\_t value representing the id of the chunk data layout.

**GetColorProcessing** (*self*) → Spinnaker::ColorProcessingAlgorithm

**Parameters** **self** (*Spinnaker::Image const \**) –

ColorProcessingAlgorithm Spinnaker::Image::GetColorProcessing() const

Gets the algorithm used to produce the image.

See: Convert()

The color processing algorithm used to produce the image.

**static GetDefaultColorProcessing** () → Spinnaker::ColorProcessingAlgorithm

**GetFrameID** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetFrameID() const

Gets the frame ID for this image.

The frame ID.

**GetHeight** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetHeight() const

Gets the height of the image in pixels. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The height in pixels.

**GetID** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetID() const

Gets a unique ID for this image. Each image in a stream will have a unique ID to help identify it.

The 64 bit unique id for this image.

**GetImageSize** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetImageSize() const

Returns the size of the image

The image size in bytes.

**GetImageStatus** (*self*) → Spinnaker::ImageStatus

**Parameters** **self** (*Spinnaker::Image const \**) –

ImageStatus Spinnaker::Image::GetImageStatus() const

Returns data integrity status of the image returned from GetNextImage()

Returns whether image has any data integrity issues.

**static GetImageStatusDescription** (*status*) → char const \*

**Parameters** **status** (*enum Spinnaker::ImageStatus*) –

**GetNumChannels** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

**GetPayloadType** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetPayloadType() const

Gets the payload type that was transmitted. This is a device types specific value that identifies how the image was transmitted. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

Device types specific payload type.

**GetPixelFormat** (*self*) → Spinnaker::PixelFormatEnums

**Parameters** **self** (*Spinnaker::Image const \**) –

Spinnaker::PixelFormatEnums Spinnaker::Image::GetPixelFormat() const

Returns an enum value that represents the pixel format of this image. The enum can be used with the easy access GenICam features available through the Camera.h header file. This easy access enum can also be used in the Convert() function.

See: Convert()

enum value representing the PixelFormat.

**GetPixelFormatIntType** (*self*) → Spinnaker::PixelFormatIntType

**Parameters** **self** (*Spinnaker::Image const \**) –

**GetPixelFormatName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::Image const \**) –

GenICam::gcstring Spinnaker::Image::GetPixelFormatName() const

Returns a string value that represents this image's pixel format. The string is a valid SFNC name that maps to the underlying TL specific pixel format. This is the most generic way to identify the pixel format of the image.

string value representing the PixelFormat.

**GetPrivateData** (*self*) → void \*

**Parameters** **self** (*Spinnaker::Image const \**) –

void\* Spinnaker::Image::GetPrivateData() const

Gets a pointer to the user passed data associated with the image. This function is considered unsafe. The pointer returned could be invalidated if the buffer is released. The pointer may also be invalidated if the Image object is passed to Image::Release().

TODO: no way to set private data for image yet.

A pointer to the user passed data pointer.

**GetStride** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetStride() const

Gets the stride of the image in bytes. The stride of an image is how many bytes are in each row. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The stride in bytes.

**GetTLPayloadType** (*self*) → Spinnaker::PayloadTypeInfoIDs

**Parameters** **self** (*Spinnaker::Image const \**) –

PayloadTypeInfoIDs Spinnaker::Image::GetTLPayloadType() const

Gets the GenTL specific payload type that was transmitted. This is a Transport Layer specific value that identifies how the image was transmitted. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

Transport Layer specific payload type.

**GetTLPixelFormat** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetTLPixelFormat() const

Gets the pixel format of the image. This is a Transport Layer specific pixel format that identifies how the pixels in the image should be interpreted. To understand how to interpret this value it is necessary to know what the transport layer namespace is. This can be retrieved through a call to GetTLPixelFormatNamespace(). This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

See: GetTLPixelFormatNamespace()

Transport Layer specific pixel format.

**GetTLPixelFormatNamespace** (*self*) → Spinnaker::PixelFormatNamespaceID

**Parameters** *self* (*Spinnaker::Image const \**) –

PixelFormatNamespaceID Spinnaker::Image::GetTLPixelFormatNamespace() const

Returns an enum value that represents the namespace in which this image's TL specific pixel format resides. This information is important to properly interpret the value returned by GetTLPixelFormat()

See: GetTLPixelFormat()

enum value representing the PixelFormatNamespace.

**GetTimeStamp** (*self*) → uint64\_t

**Parameters** *self* (*Spinnaker::Image const \**) –

uint64\_t Spinnaker::Image::GetTimeStamp() const

Gets the time stamp for the image in nanoseconds.

The time stamp of the image.

**GetValidPayloadSize** (*self*) → size\_t

**Parameters** *self* (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetValidPayloadSize() const

Returns the size of valid data in the image payload. This is the actual amount of data read from the device. A user created image has a payload size of zero. GetBufferSize() returns the total size of bytes allocated for the image.

See: GetBufferSize()

size\_t value representing valid payload.

**GetWidth** (*self*) → size\_t

**Parameters** *self* (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetWidth() const

Gets the width of the image in pixels. This information is retrieved from the Transport Layer image format headers. It is retrieved on a per image basis.

The width in pixels.

**GetXOffset** (*self*) → size\_t

**Parameters** *self* (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetXOffset() const

Gets the ROI x offset in pixels for this image. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The x offset in pixels.

**GetXPadding** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetXPadding() const

Gets the x padding in bytes for this image. This is the number of bytes at the end of each line to facilitate alignment in buffers. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The x padding in bytes.

**GetYOffset** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetYOffset() const

Gets the ROI y offset in pixels for this image. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The y offset in pixels.

**GetYPadding** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::Image const \**) –

size\_t Spinnaker::Image::GetYPadding() const

Gets the y padding in bytes for this image. This is the number of bytes at the end of each image to facilitate alignment in buffers. This information is retrieved from the Transport Layer Image format headers. It is retrieved on a per image basis.

The y padding in bytes.

**HasCRC** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image const \**) –

bool Spinnaker::Image::HasCRC() const

Checks if the image contains ImageCRC checksum from chunk data

Returns true if image contains ImageCRC checksum from chunk data and false otherwise.

**IsInUse** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image \**) –

bool Spinnaker::Image::IsInUse()

Returns true if the image is still in use by the stream

Returns true if the image is in use and false otherwise.

**IsIncomplete** (*self*) → bool

**Parameters** **self** (*Spinnaker::Image const \**) –

bool Spinnaker::Image::IsIncomplete() const

Returns a boolean value indicating if this image was incomplete. An image is marked as incomplete if the transport layer received less data than it requested.

Returns true if image is incomplete, false otherwise.

**Release** (*self*)

**Parameters** **self** (*Spinnaker::Image \**) –

**void** *Spinnaker::Image::Release()*

**ResetImage** (*self, width, height, offsetX, offsetY, pixelFormat*)

**Parameters**

- **width** (*size\_t*) –
- **height** (*size\_t*) –
- **offsetX** (*size\_t*) –
- **offsetY** (*size\_t*) –
- **pixelFormat** (*enum Spinnaker::PixelFormatEnums*) –
- **width, height, offsetX, offsetY, pixelFormat, pData**  
(*ResetImage(self,)*) –
- **width** –
- **height** –
- **offsetX** –
- **offsetY** –
- **pixelFormat** –
- **pData** (*void \**) –

**void** *Spinnaker::Image::ResetImage(size\_t width, size\_t height, size\_t offsetX, size\_t offsetY, Spinnaker::PixelFormatEnums pixelFormat, void \*pData)*

Sets new dimensions of the image object.

**width**: The width of image in pixels to set.

**height**: The height of image in pixels to set.

**offsetX**: The x offset in pixels to set.

**offsetY**: The y offset in pixels to set.

**pixelFormat**: Pixel format to set.

**pData**: Pointer to the image buffer.

**Save** (*self, pFilename, format*)

**Parameters**

- **pFilename** (*char const \**) –
- **format** (*enum Spinnaker::ImageFileFormat*) –
- **pFilename** (*Save(self,)*) –
- **pFilename** –
- **pFilename, pOption** (*Save(self,)*) –
- **pFilename** –
- **pOption** (*Spinnaker::BMPOption &*) –
- **pFilename, pOption** –
- **pFilename** –

- `pOption` –
- `pFilename, pOption` –
- `pFilename` –
- `pOption` –
- `pFilename, pOption` –
- `pFilename` –
- `pOption` –
- `pFilename, pOption` –
- `pFilename` –
- `pOption` –
- `pFilename, pOption` –
- `pFilename` –
- `pOption` –
- `pFilename, pOption` –
- `pFilename` –
- `pOption` –

`void Spinnaker::Image::Save(const char *pFilename, BMPOption &pOption)`

Saves the image to the specified file name with the options specified.

`pFilename`: Filename to save image with.

`pOption`: Options to use while saving image.

**static** `SetDefaultColorProcessing` (*defaultMethod*)

**Parameters** `defaultMethod` (*enum Spinnaker::ColorProcessingAlgorithm*)

–

**thisown**

The membership flag

**class** `PySpin.ImageEvent`

Bases: `PySpin.IImageEvent`

A handler for capturing image arrival events.

C++ includes: `ImageEvent.h`

**OnImageEvent** (*self, image*)

**Parameters** `image` (*Spinnaker::ImagePtr*) –

virtual void `Spinnaker::ImageEvent::OnImageEvent(ImagePtr image)=0`

Image event callback

`image`: The `ImagePtr` object

**thisown**

The membership flag

```
class PySpin.ImagePtr (*args)
    Bases: PySpin._SWIG_ImgPtr
```

A reference tracked pointer to an image object. When the ImagePtr goes out of scope, it will trigger an auto release of the image from the stream.

C++ includes: ImagePtr.h

```
thisown
    The membership flag
```

```
PySpin.Image_Create (*args)
    Create() -> ImagePtr Create(image) -> ImagePtr
```

**Parameters**

- **image** (*Spinnaker::ImagePtr const*) -
- **height**, **offsetX**, **offsetY**, **pixelFormat**, **pData**) -> ImagePtr  
(*Image\_Create* (*width*,) -
- **width** (*size\_t*) -
- **height** (*size\_t*) -
- **offsetX** (*size\_t*) -
- **offsetY** (*size\_t*) -
- **pixelFormat** (*enum Spinnaker::PixelFormatEnums*) -
- **pData** (*void \**) -

Creates a new Image object, either using a default constructor, copied from another ImagePtr, or using width, height, offset\_x, offset\_y, pixel format, and a NumPy array containing 8-bit unsigned ints representing the image data (replaces the void\* pData argument).

```
PySpin.Image_GetDefaultColorProcessing() -> Spinnaker::ColorProcessingAlgorithm
```

```
PySpin.Image_GetImageStatusDescription (status) -> char const *
```

**Parameters** **status** (*enum Spinnaker::ImageStatus*) -

```
PySpin.Image_SetDefaultColorProcessing (defaultMethod)
```

**Parameters** **defaultMethod** (*enum Spinnaker::ColorProcessingAlgorithm*) -

```
class PySpin.IntRegNode (*args, **kwargs)
    Bases: PySpin.IntegerNode, PySpin.RegisterNode
```

Interface for string properties.

C++ includes: IntRegNode.h

```
SetReference (self, pBase)
```

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) -

virtual void Spinnaker::GenApi::IntRegNode::SetReference(INode \*pBase)

overload SetReference for Value

```
thisown
    The membership flag
```

```
class PySpin.IntegerNode (*args, **kwargs)
    Bases: PySpin.IInteger, PySpin.ValueNode
```



Interface for string properties.

C++ includes: IntegerNode.h

**GetFloatAlias** (*self*) → IFloat

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –  
virtual IFloat\* Spinnaker::GenApi::IntegerNode::GetFloatAlias()  
gets the interface of an alias node.

**GetInc** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –  
virtual int64\_t Spinnaker::GenApi::IntegerNode::GetInc()  
Get increment

**GetIncMode** (*self*) → Spinnaker::GenApi::EIncMode

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –  
virtual EIncMode Spinnaker::GenApi::IntegerNode::GetIncMode()  
Get increment mode

**GetListOfValidValues** (*self*, *bounded=True*) → int64\_autovector\_t

**Parameters**

- **bounded** (*bool*) –
- **-> int64\_autovector\_t** (*GetListOfValidValues (self)*) –
- **self** (*Spinnaker::GenApi::IntegerNode \**) –

virtual int64\_autovector\_t Spinnaker::GenApi::IntegerNode::GetListOfValidValues(bool bounded=true)  
Get list of valid value

**GetMax** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –  
virtual int64\_t Spinnaker::GenApi::IntegerNode::GetMax()  
Get maximum value allowed

**GetMin** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –  
virtual int64\_t Spinnaker::GenApi::IntegerNode::GetMin()  
Get minimum value allowed

**GetRepresentation** (*self*) → Spinnaker::GenApi::ERepresentation

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –  
virtual ERepresentation Spinnaker::GenApi::IntegerNode::GetRepresentation()  
Get recommended representation

**GetUnit** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::IntegerNode \**) –

virtual GenICam::gcstring Spinnaker::GenApi::IntegerNode::GetUnit()

Get the physical unit name

**GetValue** (*self*, *Verify=False*, *IgnoreCache=False*) → int64\_t

**Parameters**

- **Verify** (*bool*) –
- **IgnoreCache** (*bool*) –
- **Verify=False** → int64\_t (GetValue (*self*,) –
- **Verify** –
- → int64\_t (GetValue (*self*)) –
- **self** (Spinnaker::GenApi::IntegerNode \*) –

virtual int64\_t Spinnaker::GenApi::IntegerNode::GetValue(bool Verify=false, bool IgnoreCache=false)

Get node value

Verify: Enables Range verification (default = false). The AccessMode is always checked

IgnoreCache: If true the value is read ignoring any caches (default = false)

The value read

**ImposeMax** (*self*, *Value*)

**Parameters Value** (int64\_t) –

virtual void Spinnaker::GenApi::IntegerNode::ImposeMax(int64\_t Value)

Restrict maximum value

**ImposeMin** (*self*, *Value*)

**Parameters Value** (int64\_t) –

virtual void Spinnaker::GenApi::IntegerNode::ImposeMin(int64\_t Value)

Restrict minimum value

**SetReference** (*self*, *pBase*)

**Parameters pBase** (Spinnaker::GenApi::INode \*) –

virtual void Spinnaker::GenApi::IntegerNode::SetReference(INode \*pBase)

overload SetReference for Integer

**SetValue** (*self*, *Value*, *Verify=True*)

**Parameters**

- **Value** (int64\_t) –
- **Verify** (*bool*) –
- **Value** (SetValue (*self*,) –
- **Value** –

virtual void Spinnaker::GenApi::IntegerNode::SetValue(int64\_t Value, bool Verify=true)

Set node value

Value: The value to set

Verify: Enables AccessMode and Range verification (default = true)

**thisown**

The membership flag

**class** PySpin.**Interface** (\*args, \*\*kwargs)

Bases: object

An interface object which holds a list of cameras.

C++ includes: Interface.h

**GetCameras** (self, updateCameras=True) → CameraList

**Parameters**

- **updateCameras** (bool) –
- → **CameraList** (GetCameras (self)) –
- **self** (Spinnaker::Interface const \*) –

CameraList Spinnaker::Interface::GetCameras(bool updateCameras=true) const

Returns a list of cameras available on this interface. This call returns either usb3 vision or gige vision cameras depending on the underlying transport layer of this interface. The camera list object will reference count the cameras that it holds. It is important that the CameraList is destroyed or is cleared before System::ReleaseInstance() can be called or an InterfaceList that holds this interface can be cleared.

See: System::ReleaseInstance()

See: InterfaceList::Clear()

See: CameraList::Clear()

updateCameras: A flag used to issue an updateCameras() call internally before getting the camera list

An CameraList object that contains a list of cameras on this interface.

**GetTLNodeMap** (self) → INodeMap

**Parameters** **self** (Spinnaker::Interface const \*) –

GenApi::INodeMap& Spinnaker::Interface::GetTLNodeMap() const

Gets a nodeMap that is generated from a GenICam XML file for the GenTL interface Module.

A reference to a INodeMap object.

**IsInUse** (self) → bool

**Parameters** **self** (Spinnaker::Interface const \*) –

bool Spinnaker::Interface::IsInUse() const

Checks if the interface is in use by any camera objects

Returns true if the interface is in use and false otherwise.

**RegisterEvent** (self, evtToRegister)

**Parameters** **evtToRegister** (Spinnaker::Event &) –

void Spinnaker::Interface::RegisterEvent(Event &evtToRegister)

Registers an event for the interface

evtToRegister: The event to register for the interface

**SendActionCommand** (*self*, *deviceKey*, *groupKey*, *groupMask*, *actionTime*=0, *pResultSize*=None, *results*=0)

**Parameters**

- **deviceKey** (*unsigned int*) –
- **groupKey** (*unsigned int*) –
- **groupMask** (*unsigned int*) –
- **actionTime** (*unsigned long long*) –
- **pResultSize** (*unsigned int \**) –
- **results** (*Spinnaker::ActionCommandResult []*) –
- **deviceKey**, **groupKey**, **groupMask**, **actionTime**=0, **pResultSize**=None) (*SendActionCommand* (*self*,) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **pResultSize** –
- **deviceKey**, **groupKey**, **groupMask**, **actionTime**=0) (*SendActionCommand* (*self*,) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **deviceKey**, **groupKey**, **groupMask**) (*SendActionCommand* (*self*,) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –

void Spinnaker::Interface::SendActionCommand(unsigned int deviceKey, unsigned int groupKey, unsigned int groupMask, unsigned long long actionTime=0, unsigned int \*pResultSize=0, ActionCommandResult results[]=NULL) const

Broadcast an Action Command to all devices on interface

**deviceKey**: The Action Command's device key

**groupKey**: The Action Command's group key

**groupMask**: The Action Command's group mask

**actionTime**: (Optional) Time when to assert a future action. Zero means immediate action.

**pResultSize**: (Optional) The number of results in the results array. The value passed should be equal to the expected number of devices that acknowledge the command. Returns the number of received results.

**results**: (Optional) An Array with \*pResultSize elements to hold the action command result status. The buffer is filled starting from index 0. If received results are less than expected number of devices that acknowledge the command, remaining results are not changed. If received results are more than expected

number of devices that acknowledge the command, extra results are ignored and not appended to array. This parameter is ignored if pResultSize is 0. Thus this parameter can be NULL if pResultSize is 0 or NULL.

#### **TLInterface**

Interface\_TLInterface\_get(self) -> TransportLayerInterface

**Parameters** **self** (*Spinnaker::Interface \**) -

#### **UnregisterEvent** (*self, evtToUnregister*)

**Parameters** **evtToUnregister** (*Spinnaker::Event &*) -

void Spinnaker::Interface::UnregisterEvent(Event &evtToUnregister)

Unregisters an event for the interface

evtToUnregister: The event to unregister from the interface

#### **UpdateCameras** (*self*) → bool

**Parameters** **self** (*Spinnaker::Interface \**) -

bool Spinnaker::Interface::UpdateCameras()

Updates the list of cameras on this interface. This function needs to be called before any cameras can be discovered using GetCameras(). System::GetCameras() will automatically call this function for each interface it enumerates. If the list changed after the last time System::GetCameras() or UpdateCameras() was called then the return value will be true, otherwise it is false.

See: System::GetCameras()

See: GetCameras()

true if cameras changed on interface and false otherwise.

#### **thisown**

The membership flag

#### **class** PySpin.InterfaceEvent

Bases: *PySpin.IInterfaceEvent*

A handler to device arrival and removal events on all interfaces.

C++ includes: InterfaceEvent.h

#### **OnDeviceArrival** (*self, serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) -

virtual void Spinnaker::InterfaceEvent::OnDeviceArrival(uint64\_t serialNumber)=0

Device arrival event callback.

#### **OnDeviceRemoval** (*self, serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) -

virtual void Spinnaker::InterfaceEvent::OnDeviceRemoval(uint64\_t serialNumber)=0

Callback to the device removal event.

serialNumber: The serial number of the removed device

#### **thisown**

The membership flag

**class** PySpin.**InterfaceList** (\*args)

Bases: object

A list of the available interfaces on the system.

C++ includes: InterfaceList.h

**Clear** (self)

**Parameters** self (Spinnaker::InterfaceList \*) –

void Spinnaker::InterfaceList::Clear()

Clears the list of interfaces and destroys their corresponding objects. It is important to first make sure there are no referenced cameras still in use before calling Clear(). If a camera on any of the interfaces is still in use this function will throw an exception.

**GetByIndex** (self, index) → InterfacePtr

**Parameters** index (int) –

InterfacePtr Spinnaker::InterfaceList::GetByIndex(int index) const

Returns a pointer to an Interface object at the “index”.

index: The index at which to retrieve the Interface object

A pointer to an Interface object.

**GetSize** (self) → int

**Parameters** self (Spinnaker::InterfaceList const \*) –

int Spinnaker::InterfaceList::GetSize() const

Returns the size of the interface list. The size is the number of Interface objects stored in the list.

An integer that represents the list size.

**thisown**

The membership flag

**class** PySpin.**InterfacePtr** (\*args)

Bases: PySpin.\_SWIG\_IFacePtr

A reference tracked pointer to the interface object.

C++ includes: InterfacePtr.h

**thisown**

The membership flag

PySpin.**IsAvailable** (AccessMode) → bool

**Parameters**

- **AccessMode** (enum Spinnaker::GenApi::EAccessMode) –
- -> bool (IsAvailable(ptr)) –
- p (Spinnaker::GenApi::IBase const \*) –
- -> bool –
- r (Spinnaker::GenApi::IBase const &) –
- -> bool –

- **ptr** (*Spinnaker::GenApi::CPointer< Spinnaker::GenApi::IFloat, Spinnaker::GenApi::IBase > const &*) –
- -> **bool** –
- **ptr** –
- -> **bool** –
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- -> **bool** –
- **ptr** –
- -> **bool** –

**bool** Spinnaker::GenApi::IsAvailable(const Spinnaker::GenApi::CPointer< T, B > &ptr)

Checks if a node is Available

PySpin.**IsCacheable** (*CachingMode*) → **bool**

**Parameters** **CachingMode** (*enum Spinnaker::GenApi::ECachingMode*) –

**bool** Spinnaker::GenApi::IsCacheable(ECachingMode CachingMode)

Tests Cacheability

PySpin.**IsImplemented** (*AccessMode*) → **bool**

**Parameters**

- **AccessMode** (*enum Spinnaker::GenApi::EAccessMode*) –
- -> **bool** (*IsImplemented(ptr)*) –





- **p**(*Spinnaker::GenApi::IBase const \**) –
- **-> bool** –
- **r**(*Spinnaker::GenApi::IBase const &*) –
- **-> bool** –
- **ptr** (*Spinnaker::GenApi::CPointer< Spinnaker::GenApi::IFloat, Spinnaker::GenApi::IBase > const &*) –
- **-> bool** –
- **ptr** –
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- **-> bool** –
- **ptr** –
- **-> bool** –

bool Spinnaker::GenApi::IsReadable(const Spinnaker::GenApi::CPointer< T, B > &ptr)

Checks if a node is readable

PySpin.**IsVisible** (*Visibility, MaxVisiblity*) → bool

#### Parameters

- **Visibility** (*enum Spinnaker::GenApi::EVisibility*) –
- **MaxVisiblity** (*enum Spinnaker::GenApi::EVisibility*) –

```
bool Spinnaker::GenApi::IsVisible(EVisibility Visibility, EVisibility MaxVisibility)
```

Tests Visibility CAVE : this relies on the EVisibility enum's coding

`PySpin.IsWritable` (*AccessMode*)  $\rightarrow$  bool

## Parameters

- [illegible]

bool Spinnaker::GenApi::IsWritable(const Spinnaker::GenApi::CPointer< T, B > &ptr)

Checks if a node is Writable

**class** PySpin.**JPEGOption**

Bases: object

Options for saving JPEG image.

C++ includes: SpinnakerDefs.h

**progressive**

JPEGOption\_progressive\_get(self) -> bool

**Parameters** **self** (*Spinnaker::JPEGOption \**) –

**quality**

JPEGOption\_quality\_get(self) -> unsigned int

**Parameters** **self** (*Spinnaker::JPEGOption \**) –

**reserved**

JPEGOption\_reserved\_get(self) -> unsigned int [16]

**Parameters** **self** (*Spinnaker::JPEGOption \**) –

**thisown**

The membership flag

**class** PySpin.**JPG2Option**

Bases: object

Options for saving JPEG2000 image.

C++ includes: SpinnakerDefs.h

**quality**

JPG2Option\_quality\_get(self) -> unsigned int

**Parameters** **self** (*Spinnaker::JPG2Option \**) –

**reserved**

JPG2Option\_reserved\_get(self) -> unsigned int [16]

**Parameters** **self** (*Spinnaker::JPG2Option \**) –

**thisown**

The membership flag

**class** PySpin.**LoggingEvent**

Bases: *PySpin.ILoggingEvent*

An event handler for capturing the device logging event.

C++ includes: LoggingEvent.h

**OnLogEvent** (*self, eventPtr*)

**Parameters** **eventPtr** (*Spinnaker::LoggingEventDataPtr*) –

virtual void Spinnaker::LoggingEvent::OnLogEvent(LoggingEventDataPtr eventPtr)=0

The callback for the log event.

eventPtr: The logging event pointer

**thisown**

The membership flag

```
class PySpin.LoggingEventData (*args, **kwargs)
    Bases: object

    The LoggingEventData object.

    C++ includes: LoggingEventData.h

GetCategoryName (self) → char const *

        Parameters self (Spinnaker::LoggingEventData *) –
        const char* Spinnaker::LoggingEventData::GetCategoryName()
        Gets the logging event category name.
        The category name

GetLogMessage (self) → char const *

        Parameters self (Spinnaker::LoggingEventData *) –
        const char* Spinnaker::LoggingEventData::GetLogMessage()
        Gets the logging event message.
        The log message

GetNDC (self) → char const *

        Parameters self (Spinnaker::LoggingEventData *) –
        const char* Spinnaker::LoggingEventData::GetNDC()
        Gets the logging event's Nested Diagnostic Context (NDC).
        The log event's NDC

GetPriority (self) → int const

        Parameters self (Spinnaker::LoggingEventData *) –
        const int Spinnaker::LoggingEventData::GetPriority()
        Gets the logging event priority.
        The log priority

GetPriorityName (self) → char const *

        Parameters self (Spinnaker::LoggingEventData *) –
        const char* Spinnaker::LoggingEventData::GetPriorityName()
        Gets the logging event priority name.
        The priority name of the log

GetThreadName (self) → char const *

        Parameters self (Spinnaker::LoggingEventData *) –
        const char* Spinnaker::LoggingEventData::GetThreadName()
        Gets the logging event thread name.
        The thread name

GetTimestamp (self) → char const *

        Parameters self (Spinnaker::LoggingEventData *) –
```

const char\* Spinnaker::LoggingEventData::GetTimestamp()

Gets the logging event time stamp.

The time stamp of the log

**thisown**

The membership flag

**class** PySpin.**LoggingEventDataPtr** (\*args)

Bases: PySpin.\_SWIG\_LogPtr

A reference tracked pointer to the LoggingEvent object.

C++ includes: LoggingEventDataPtr.h

**thisown**

The membership flag

**class** PySpin.**MJPGOption**

Bases: object

Options for saving MJPG files.

C++ includes: SpinnakerDefs.h

**frameRate**

MJPGOption\_frameRate\_get(self) -> float

**Parameters** **self** (Spinnaker::MJPGOption \*) –

**quality**

MJPGOption\_quality\_get(self) -> unsigned int

**Parameters** **self** (Spinnaker::MJPGOption \*) –

**reserved**

MJPGOption\_reserved\_get(self) -> unsigned int [256]

**Parameters** **self** (Spinnaker::MJPGOption \*) –

**thisown**

The membership flag

**class** PySpin.**Node** (\*args, \*\*kwargs)

Bases: PySpin.INode

class common to all nodes

C++ includes: Node.h

**DeregisterCallback** (self, hCallback) → bool

**Parameters** **hCallback** (Spinnaker::GenApi::CallbackHandleType) –

virtual bool Spinnaker::GenApi::Node::DeregisterCallback(CallbackHandleType hCallback)

De register change callback Destroys CNodeCallback object true if the callback handle was valid

**GetAccessMode** (self) → Spinnaker::GenApi::EAccessMode

**Parameters** **self** (Spinnaker::GenApi::Node const \*) –

virtual EAccessMode Spinnaker::GenApi::Node::GetAccessMode() const

Base interface overrides.

Get the access mode of the node

**GetAlias** (*self*) → INode

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual INode\* Spinnaker::GenApi::Node::GetAlias() const

Retrieves the a node which describes the same feature in a different way

**GetCachingMode** (*self*) → Spinnaker::GenApi::ECachingMode

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual ECachingMode Spinnaker::GenApi::Node::GetCachingMode() const

Get Caching Mode

**GetCastAlias** (*self*) → INode

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual INode\* Spinnaker::GenApi::Node::GetCastAlias() const

Retrieves the a node which describes the same feature so that it can be casted

**GetChildren** (*self, LinkType*)

**Parameters**

- **LinkType** (*enum Spinnaker::GenApi::ELinkType*) –

- **GetChildren** (**self**) –

- **self** (*Spinnaker::GenApi::Node const \**) –

virtual void Spinnaker::GenApi::Node::GetChildren(GenApi::NodeList\_t &Children, ELinkType LinkType=ctReadingChildren) const

Get all nodes this node directly depends on.

Children: List of children nodes

LinkType: The link type

**GetDescription** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual GenICam::gcstring Spinnaker::GenApi::Node::GetDescription() const

Get a long description of the node

**GetDeviceName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual GenICam::gcstring Spinnaker::GenApi::Node::GetDeviceName() const

Get a name of the device

**GetDisplayName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual GenICam::gcstring Spinnaker::GenApi::Node::GetDisplayName() const

Get a name string for display

**GetDocuURL** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual GenICam::gcstring Spinnaker::GenApi::Node::GetDocuURL() const  
Gets a URL pointing to the documentation of that feature

**GetEventID** (*self*) → gcstring  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
virtual GenICam::gcstring Spinnaker::GenApi::Node::GetEventID() const  
Get the EventId of the node

**GetName** (*self*, *FullQualified=False*) → gcstring  
**Parameters**  
• **FullQualified** (*bool*) –  
• → **gcstring** (*GetName (self)*) –  
• **self** (*Spinnaker::GenApi::Node const \**) –  
virtual GenICam::gcstring Spinnaker::GenApi::Node::GetName(bool FullQualified=false) const  
Get node name

**GetNameSpace** (*self*) → Spinnaker::GenApi::ENamespace  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
virtual GenApi::ENamespace Spinnaker::GenApi::Node::GetNameSpace() const  
Get name space

**GetNodeHandle** (*self*) → std::shared\_ptr< Spinnaker::GenApi::Node::NodeImpl >  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
std::shared\_ptr<Node::NodeImpl> Spinnaker::GenApi::Node::GetNodeHandle() const  
Get Node handle

**GetNodeMap** (*self*) → INodeMap  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
virtual INodeMap\* Spinnaker::GenApi::Node::GetNodeMap() const  
Retrieves the central node map

**GetParents** (*self*)  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
virtual void Spinnaker::GenApi::Node::GetParents(GenApi::NodeList\_t &Parents) const  
Gets all nodes this node is directly depending on.  
Parents: List of parent nodes

**GetPollingTime** (*self*) → int64\_t  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
virtual int64\_t Spinnaker::GenApi::Node::GetPollingTime() const  
recommended polling time (for not cacheable nodes)

**GetPrincipalInterfaceType** (*self*) → Spinnaker::GenApi::EInterfaceType  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual EInterfaceType Spinnaker::GenApi::Node::GetPrincipalInterfaceType() const

Get the type of the main interface of a node

**GetProperty** (*self*, *PropertyName*, *ValueStr*, *AttributeStr*) → bool

**Parameters**

- **PropertyName** (*Spinnaker::GenICam::gcstring const &*) –
- **ValueStr** (*Spinnaker::GenICam::gcstring &*) –
- **AttributeStr** (*Spinnaker::GenICam::gcstring &*) –

virtual bool Spinnaker::GenApi::Node::GetProperty(const GenICam::gcstring &PropertyName, GenICam::gcstring &ValueStr, GenICam::gcstring &AttributeStr)

Retrieves a property plus an additional attribute by name. If a property has multiple values/attribute they come with Tabs as delimiters.

**GetPropertyNames** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual void Spinnaker::GenApi::Node::GetPropertyNames(GenICam::gcstring\_vector &PropertyNames) const

Returns a list of the names all properties set during initialization.

**GetSelectedFeatures** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual void Spinnaker::GenApi::Node::GetSelectedFeatures(FeatureList\_t &) const

retrieve the group of selected features

**GetSelectingFeatures** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual void Spinnaker::GenApi::Node::GetSelectingFeatures(FeatureList\_t &) const

retrieve the group of features selecting this node

**GetToolTip** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual GenICam::gcstring Spinnaker::GenApi::Node::GetToolTip() const

Get a short description of the node

**GetVisibility** (*self*) → Spinnaker::GenApi::EVisibility

**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –

virtual EVisibility Spinnaker::GenApi::Node::GetVisibility() const

Get the recommended visibility of the node

**ImposeAccessMode** (*self*, *ImposedAccessMode*)

**Parameters** **ImposedAccessMode** (*enum Spinnaker::GenApi::EAccessMode*) –

virtual void Spinnaker::GenApi::Node::ImposeAccessMode(EAccessMode ImposedAccessMode)

Imposes an access mode to the natural access mode of the node

**ImposeVisibility** (*self*, *ImposedVisibility*)



**Parameters** **ImposedVisibility** (*enum Spinnaker::GenApi::EVisibility*) –  
 virtual void Spinnaker::GenApi::Node::ImposeVisibility(EVisibility ImposedVisibility)  
 Imposes a visibility to the natural visibility of the node

**InvalidateNode** (*self*)  
**Parameters** **self** (*Spinnaker::GenApi::Node \**) –  
 virtual void Spinnaker::GenApi::Node::InvalidateNode()  
 Indicates that the node's value may have changed. Fires the callback on this and all dependent nodes

**IsAccessModeCacheable** (*self*) → Spinnaker::GenApi::EYesNo  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
 virtual EYesNo Spinnaker::GenApi::Node::IsAccessModeCacheable() const  
 True if the AccessMode can be cached

**IsCachable** (*self*) → bool  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
 virtual bool Spinnaker::GenApi::Node::IsCachable() const  
 Is the node value cacheable

**IsDeprecated** (*self*) → bool  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
 virtual bool Spinnaker::GenApi::Node::IsDeprecated() const  
 True if the node should not be used any more

**IsFeature** (*self*) → bool  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
 virtual bool Spinnaker::GenApi::Node::IsFeature() const  
 True if the node can be reached via category nodes from a category node named “Root”

**IsSelector** (*self*) → bool  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
 virtual bool Spinnaker::GenApi::Node::IsSelector() const  
 Selector interface overrides.  
 true if this feature selects a group of features

**IsStreamable** (*self*) → bool  
**Parameters** **self** (*Spinnaker::GenApi::Node const \**) –  
 virtual bool Spinnaker::GenApi::Node::IsStreamable() const  
 True if the node is streamable

**RegisterCallback** (*self, pCallback*) → Spinnaker::GenApi::CallbackHandleType  
**Parameters** **pCallback** (*Spinnaker::GenApi::CNodeCallback \**) –  
 virtual CallbackHandleType Spinnaker::GenApi::Node::RegisterCallback(CNodeCallback \*pCallback)  
 Register change callback Takes ownership of the CNodeCallback object

**SetNodeHandle** (*self*, *pNodeHandle*)

**Parameters** **pNodeHandle** (*std::shared\_ptr< Spinnaker::GenApi::Node::NodeImpl >*) –

void Spinnaker::GenApi::Node::SetNodeHandle(std::shared\_ptr< Node::NodeImpl > pNodeHandle)

Set Node handle

**SetNodeMap** (*self*, *pNodeMap*)

**Parameters** **pNodeMap** (*Spinnaker::GenApi::INodeMap \**) –

void Spinnaker::GenApi::Node::SetNodeMap(INodeMap \*pNodeMap)

**SetReference** (*self*, *pBase*)

**Parameters**

- **pBase** (*Spinnaker::GenApi::ISelector \**) –
- **pBase** (*SetReference (self,)*) –
- **pBase** –

virtual void Spinnaker::GenApi::Node::SetReference(ISelector \*pBase)

**thisown**

The membership flag

**class** PySpin.**NodeCallback**

Bases: object

Proxy of C++ NodeCallback class.

**CallbackFunction** (*self*, *node*)

**Parameters** **node** (*Spinnaker::GenApi::INode \**) –

Callback function used in node callbacks (see NodeMapCallback example for more details). Users should override this function when using node callbacks.

node: INode passed to the function during the callback.

**thisown**

The membership flag

**class** PySpin.**NodeMap** (\*args)

Bases: *PySpin.INodeMap*, *PySpin.IDeviceInfo*

Smart pointer template for NodeMaps with create function.

TCameraParams: The camera specific parameter class (auto generated from camera xml file)

C++ includes: NodeMap.h

**static** **ClearXMLCache** () → bool

**Connect** (*self*, *pPort*, *PortName*) → bool

**Parameters**

- **pPort** (*IPort \**) –
- **PortName** (*Spinnaker::GenICam::gcstring const &*) –
- **pPort** → bool (*Connect (self,)*) –
- **pPort** –

virtual bool Spinnaker::GenApi::NodeMap::Connect(IPort \*pPort) const

Connects a port to the standard port “Device”

**Destroy** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

void Spinnaker::GenApi::NodeMap::Destroy()

Destroys the node map

**GetDeviceName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetDeviceName()

Get device name

**GetDeviceVersion** (*self*, *Version*)

**Parameters** **Version** (*Spinnaker::GenICam::Version\_t &*) –

virtual void Spinnaker::GenApi::NodeMap::GetDeviceVersion(GenICam::Version\_t &Version)

Get the version of the device description file

**GetGenApiVersion** (*self*, *Version*, *Build*)

**Parameters**

• **Version** (*Spinnaker::GenICam::Version\_t &*) –

• **Build** (*uint16\_t &*) –

virtual void Spinnaker::GenApi::NodeMap::GetGenApiVersion(GenICam::Version\_t &Version, uint16\_t &Build)

Get the version of the DLL’s GenApi implementation

**GetModelName** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetModelName()

Get the model name

**GetNode** (*self*, *key*) → INode

**Parameters** **key** (*Spinnaker::GenICam::gcstring const &*) –

virtual INode\* Spinnaker::GenApi::NodeMap::GetNode(const GenICam::gcstring &key) const

Retrieves the node from the central map by name

**GetNodeMapHandle** (*self*) → void \*

**Parameters** **self** (*Spinnaker::GenApi::NodeMap const \**) –

void\* Spinnaker::GenApi::NodeMap::GetNodeMapHandle() const

**GetNodes** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::NodeMap const \**) –

virtual void Spinnaker::GenApi::NodeMap::GetNodes(NodeList\_t &Nodes) const

Retrieves all nodes in the node map

**GetNumNodes** (*self*) → uint64\_t

**Parameters** **self** (*Spinnaker::GenApi::NodeMap const \**) –

virtual uint64\_t Spinnaker::GenApi::NodeMap::GetNumNodes() const

Get the number of nodes in the map

**GetProductGuid** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetProductGuid()

Get the GUID describing the product

**GetSchemaVersion** (*self*, *Version*)

**Parameters** **Version** (*Spinnaker::GenICam::Version\_t &*) –

virtual void Spinnaker::GenApi::NodeMap::GetSchemaVersion(GenICam::Version\_t &Version)

Get the schema version number

**GetStandardNameSpace** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetStandardNameSpace()

Get the standard name space

**GetSupportedSchemaVersions** (*self*)

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

virtual void Spinnaker::GenApi::NodeMap::GetSupportedSchemaVersions(GenICam::gcstring\_vector &SchemaVersions)

! Loads an XML, checks it for correctness, applies a style-sheet and outputs it void PreprocessXMLFromFile(const GenICam::gcstring& XMLFileName, const GenICam::gcstring& StyleSheetFileName, const GenICam::gcstring& OutputFileName, const uint32\_t XMLValidation = xvDefault);

! Loads a Zipped XML, checks it for correctness, applies a style-sheet and outputs it void PreprocessXMLFromZipFile(const GenICam::gcstring& ZIPFileName, const GenICam::gcstring& StyleSheetFileName, const GenICam::gcstring& OutputFileName, const uint32\_t XMLValidation = xvDefault);

! Injects an XML file into a target file virtual void MergeXMLFiles( const GenICam::gcstring& TargetFileName, \*< Name of the target XML file to process const GenICam::gcstring& InjectedFileName, \*< Name of the Injected XML file to process const GenICam::gcstring& OutputFileName \*< Name of the output file );

! Extract independent subtree virtual void ExtractIndependentSubtree( const GenICam::gcstring& XMLData, \*< The XML data the subtree is extracted from. const GenICam::gcstring& InjectXMLData, \*< Optional XML data that is injected before extracting the subtree. No effect if an empty string is passed. const GenICam::gcstring& SubTreeRootNodeName,\*< The name of the node that represents the root of the subtree that shall be extracted. GenICam::gcstring& ExtractedSubtree \*< The returned extracted subtree as string. ); Gets a list of supported schema versions Each list entry is a string with the format “{Major}.{Minor}” were {Major} and {Minor} are integers Example: {“1.1”, “1.2”} indicates that the schema v1.1 and v1.2 are supported. The SubMinor version number is not given since it is for fully compatible bug fixes only

**GetToolTip** (*self*) → gcstring

**Parameters** **self** (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetToolTip()

Get tool tip

**GetVendorName** (*self*) → gcstring

**Parameters** *self* (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetVendorName()

Get the vendor name

**GetVersionGuid** (*self*) → gcstring

**Parameters** *self* (*Spinnaker::GenApi::NodeMap \**) –

virtual GenICam::gcstring Spinnaker::GenApi::NodeMap::GetVersionGuid()

Get the GUID describing the product version

**InvalidateNodes** (*self*)

**Parameters** *self* (*Spinnaker::GenApi::NodeMap const \**) –

virtual void Spinnaker::GenApi::NodeMap::InvalidateNodes() const

Invalidates all nodes

**LoadXMLFromFile** (*self*, *FileName*)

**Parameters** *FileName* (*Spinnaker::GenICam::gcstring*) –

void Spinnaker::GenApi::NodeMap::LoadXMLFromFile(GenICam::gcstring *FileName*)

! Creates the object from the default DLL ! note Can only be used if the class TCameraParams was auto generated from a specific camera xml file void LoadDLL(void);

! Creates the object from a DLL whose name is deduced from vendor and model name void LoadDLL(GenICam::gcstring *VendorName*, GenICam::gcstring *ModelName*);

! Creates the object from a DLL with given file name void LoadDLL(GenICam::gcstring *FileName*);  
Creates the object from a XML file with given file name

**LoadXMLFromFileInject** (*self*, *TargetFileName*, *InjectFileName*)

**Parameters**

• **TargetFileName** (*Spinnaker::GenICam::gcstring*) –

• **InjectFileName** (*Spinnaker::GenICam::gcstring*) –

void Spinnaker::GenApi::NodeMap::LoadXMLFromFileInject(GenICam::gcstring *TargetFileName*, GenICam::gcstring *InjectFileName*)

Creates the object from a XML target and an inject file with given file name

**LoadXMLFromString** (*self*, *XMLData*)

**Parameters** *XMLData* (*Spinnaker::GenICam::gcstring const &*) –

void Spinnaker::GenApi::NodeMap::LoadXMLFromString(const GenICam::gcstring &*XMLData*)

Creates the object from XML data given in a string

**LoadXMLFromStringInject** (*self*, *TargetXMLDataconst*, *InjectXMLData*)

**Parameters**

• **TargetXMLDataconst** (*Spinnaker::GenICam::gcstring const &*) –

- **InjectXMLData** (*Spinnaker::GenICam::gcstring const &*) –

void Spinnaker::GenApi::NodeMap::LoadXMLFromStringInject(const GenICam::gcstring &TargetXMLDataconst, const GenICam::gcstring &InjectXMLData)

Creates the object from XML data given in a string with injection

**LoadXMLFromZIPData** (*self, zipData, zipSize*)

**Parameters**

- **zipData** (*void const \**) –

- **zipSize** (*size\_t*) –

void Spinnaker::GenApi::NodeMap::LoadXMLFromZIPData(const void \*zipData, size\_t zipSize)

Creates the object from a ZIP'd XML file given in a string

**LoadXMLFromZIPFile** (*self, ZipFileName*)

**Parameters** **ZipFileName** (*Spinnaker::GenICam::gcstring*) –

void Spinnaker::GenApi::NodeMap::LoadXMLFromZIPFile(GenICam::gcstring ZipFileName)

Creates the object from a ZIP'd XML file with given file name

**Poll** (*self, ElapsedTime*)

**Parameters** **ElapsedTime** (*int64\_t*) –

virtual void Spinnaker::GenApi::NodeMap::Poll(int64\_t ElapsedTime)

Fires nodes which have a polling time

**thisown**

The membership flag

PySpin.**NodeMap\_ClearXMLCache** () → bool

**class** PySpin.**PGMOption**

Bases: object

Options for saving PGM images.

C++ includes: SpinnakerDefs.h

**binaryFile**

PGMOption\_binaryFile\_get(self) -> bool

**Parameters** **self** (*Spinnaker::PGMOption \**) –

**reserved**

PGMOption\_reserved\_get(self) -> unsigned int [16]

**Parameters** **self** (*Spinnaker::PGMOption \**) –

**thisown**

The membership flag

**class** PySpin.**PNGOption**

Bases: object

Options for saving PNG images.

C++ includes: SpinnakerDefs.h

**compressionLevel**

PNGOption\_compressionLevel\_get(self) -> unsigned int

```

        Parameters self (Spinnaker::PNGOption *)–
interlaced
    PNGOption_interlaced_get(self) -> bool

        Parameters self (Spinnaker::PNGOption *)–
reserved
    PNGOption_reserved_get(self) -> unsigned int [16]

        Parameters self (Spinnaker::PNGOption *)–
thisown
    The membership flag

```

**class** PySpin.PPMOption

Bases: object

Options for saving PPM images.

C++ includes: SpinnakerDefs.h

**binaryFile**

PPMOption\_binaryFile\_get(self) -> bool

**Parameters** **self** (*Spinnaker::PPMOption \**)–

**reserved**

PPMOption\_reserved\_get(self) -> unsigned int [16]

**Parameters** **self** (*Spinnaker::PPMOption \**)–

**thisown**

The membership flag

**class** PySpin.RegisterNode (\*args, \*\*kwargs)

Bases: *PySpin.IRegister*, *PySpin.ValueNode*

Interface for string properties.

C++ includes: RegisterNode.h

**Get** (*self, pBuffer, Verify=False, IgnoreCache=False*)

**Parameters**

- **pBuffer** (*uint8\_t \**)–
- **Verify** (*bool*)–
- **IgnoreCache** (*bool*)–
- **pBuffer, Verify=False** (*Get (self,)*)–
- **pBuffer** –
- **Verify** –
- **pBuffer** (*Get (self,)*)–
- **pBuffer** –

virtual void Spinnaker::GenApi::RegisterNode::Get(uint8\_t \*pBuffer, int64\_t Length, bool Verify=false, bool IgnoreCache=false)

Fills a buffer with the register's contents

pBuffer: The buffer receiving the data to read

Length: The number of bytes to retrieve

Verify: Enables Range verification (default = false). The AccessMode is always checked

IgnoreCache: If true the value is read ignoring any caches (default = false)

The value read

**GetAddress** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::RegisterNode \**) –

virtual int64\_t Spinnaker::GenApi::RegisterNode::GetAddress()

Retrieves the Address of the register

**GetLength** (*self*) → int64\_t

**Parameters** **self** (*Spinnaker::GenApi::RegisterNode \**) –

virtual int64\_t Spinnaker::GenApi::RegisterNode::GetLength()

Retrieves the Length of the register [Bytes]

**Set** (*self, pBuffer, Verify=True*)

**Parameters**

- **pBuffer** (*uint8\_t const \**) –
- **Verify** (*bool*) –
- **pBuffer** (*Set (self,)*) –
- **pBuffer** –

virtual void Spinnaker::GenApi::RegisterNode::Set(const uint8\_t \*pBuffer, int64\_t Length, bool Verify=true)

Set the register's contents

pBuffer: The buffer containing the data to set

Length: The number of bytes in pBuffer

Verify: Enables AccessMode and Range verification (default = true)

**SetReference** (*self, pBase*)

**Parameters** **pBase** (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::RegisterNode::SetReference(INode \*pBase)

overload SetReference for Register

**thisown**

The membership flag

PySpin.**RegisterNodeCallback** (*pNode, f*)

**Parameters**

- **pNode** (*Spinnaker::GenApi::INode \**) –
- **f** (*NodeCallback &*) –

**class** PySpin.**RemovalEvent**

Bases: *PySpin.IRemovalEvent*

An event handler for capturing the device removal event.



C++ includes: RemovalEvent.h

**OnDeviceRemoval** (*self*, *serialNumber*)

**Parameters** **serialNumber** (*uint64\_t*) –

virtual void Spinnaker::RemovalEvent::OnDeviceRemoval(uint64\_t serialNumber)=0

Device removal event callback.

serialNumber: The serial number of the device removed

**thisown**

The membership flag

**PySpin.ReplaceEnvironmentVariables** (*Buffer*, *ReplaceBlankBy20=False*)

**Parameters**

- **Buffer** (*Spinnaker::GenICam::gcstring &*) –
- **ReplaceBlankBy20** (*bool*) –
- **ReplaceEnvironmentVariables** (**Buffer**) –
- **Buffer** –

SPINNAKER\_API void Spinnaker::GenICam::ReplaceEnvironmentVariables(gcstring &Buffer, bool ReplaceBlankBy20=false)

Replaces in a string and replace ‘ ‘ with %20

**PySpin.SetGenICamCLProtocolFolder** (*path*)

**Parameters** **path** (*Spinnaker::GenICam::gcstring const &*) –

SPINNAKER\_API void Spinnaker::GenICam::SetGenICamCLProtocolFolder(const gcstring &path)

Stores the path of the CLProtocol folder

**PySpin.SetGenICamCacheFolder** (*path*)

**Parameters** **path** (*Spinnaker::GenICam::gcstring const &*) –

SPINNAKER\_API void Spinnaker::GenICam::SetGenICamCacheFolder(const gcstring &path)

Stores the path of the GenICam cache folder

**PySpin.SetGenICamLogConfig** (*path*)

**Parameters** **path** (*Spinnaker::GenICam::gcstring const &*) –

SPINNAKER\_API void Spinnaker::GenICam::SetGenICamLogConfig(const gcstring &path)

Stores the path of the GenICam logging properties file

**PySpin.SetMessageCallback** (*cb*)

Adds a callback to the updatator to handle messages from the updatator. Only gets called if the -P switch is present in the arguments passed to UpdateFirmware[Console]!

**Parameters** **cb** – Function to use as callback; this function must take exactly 1 argument.

**PySpin.SetProgressCallback** (*cb*)

Adds a callback to the updatator to represent update progress. Only gets called if the -P switch is present in the arguments passed to UpdateFirmware[Console]!

**Parameters** **cb** – Function to use as callback; this function must take exactly 4 arguments.

**PySpin.SpinUpdate\_SetMsgCallback** (*messageCallbackFunction*)

**Parameters** `messageCallbackFunction` (`SpinUpdate::UpdaterMessageCallback`)

–

`PySpin.SpinUpdate_SetProgCallback` (`progressCallbackFunction`)

**Parameters** `progressCallbackFunction` (`SpinUpdate::UpdaterProgressCallback`)

–

**class** `PySpin.StringNode` (`*args, **kwargs`)

Bases: `PySpin.IString`, `PySpin.ValueNode`

Interface for string properties.

C++ includes: `StringNode.h`

**GetMaxLength** (`self`) → `int64_t`

**Parameters** `self` (`Spinnaker::GenApi::StringNode *`) –

virtual `int64_t` `Spinnaker::GenApi::StringNode::GetMaxLength()`

Retrieves the maximum length of the string in bytes

**GetValue** (`self`, `Verify=False`, `IgnoreCache=False`) → `gcstring`

**Parameters**

- **Verify** (`bool`) –
- **IgnoreCache** (`bool`) –
- **Verify=False** → `gcstring` (`GetValue` (`self`),) –
- **Verify** –
- → `gcstring` (`GetValue` (`self`)) –
- **self** (`Spinnaker::GenApi::StringNode *`) –

virtual `GenICam::gcstring` `Spinnaker::GenApi::StringNode::GetValue`(`bool` `Verify=false`, `bool` `IgnoreCache=false`)

Get node value

Verify: Enables Range verification (default = false). The `AccessMode` is always checked

IgnoreCache: If true the value is read ignoring any caches (default = false)

The value read

**SetReference** (`self`, `pBase`)

**Parameters** `pBase` (`Spinnaker::GenApi::INode *`) –

virtual `void` `Spinnaker::GenApi::StringNode::SetReference`(`INode *``pBase`)

overload `SetReference` for `Value`

**SetValue** (`self`, `Value`, `Verify=True`)

**Parameters**

- **Value** (`Spinnaker::GenICam::gcstring const &`) –
- **Verify** (`bool`) –
- **Value**) (`SetValue` (`self`),) –
- **Value** –

virtual void Spinnaker::GenApi::StringNode::SetValue(const GenICam::gcstring &Value, bool Verify=true)

Set node value

Value: The value to set

Verify: Enables AccessMode and Range verification (default = true)

**thisown**

The membership flag

**class** PySpin.**StringRegNode** (\*args, \*\*kwargs)

Bases: *PySpin.StringNode*, *PySpin.RegisterNode*

Interface for string properties.

C++ includes: StringRegNode.h

**SetReference** (*self*, *pBase*)

**Parameters** *pBase* (*Spinnaker::GenApi::INode \**) –

virtual void Spinnaker::GenApi::StringRegNode::SetReference(INode \*pBase)

overload SetReference for Value

**thisown**

The membership flag

**class** PySpin.**System** (\*args, \*\*kwargs)

Bases: *PySpin.ISystem*

The system object is used to retrieve the list of interfaces and cameras available.

C++ includes: System.h

**GetCameras** (*self*, *updateInterfaces=True*, *updateCameras=True*) → CameraList

**Parameters**

- **updateInterfaces** (*bool*) –
- **updateCameras** (*bool*) –
- **updateInterfaces=True** → **CameraList** (*GetCameras* (*self*),) –
- **updateInterfaces** –
- → **CameraList** (*GetCameras* (*self*)) –
- **self** (*Spinnaker::System \**) –

CameraList Spinnaker::System::GetCameras(bool updateInterfaces=true, bool updateCameras=true)

Returns a list of cameras that are available on the system. This call returns both GigE Vision and Usb3 Vision cameras from all interfaces. The camera list object will reference count the cameras it returns. It is important that the camera list is destroyed or is cleared before calling system-> ReleaseInstance() or else the call to system-> ReleaseInstance() will result in an error message thrown that a reference to the camera is still held.

See: ReleaseInstance()

See: CameraList::Clear()

updateInterfaces: Determines whether or not updateInterfaceList() is called before getting cameras from available interfaces on the system

updateCameras: Determines whether or not UpdateCameras() is called before getting cameras from available interfaces on the system

An CameraList object that contains a list of all cameras.

**static** **GetInstance** () → SystemPtr

**GetInterfaces** (self, updateInterface=True) → InterfaceList

**Parameters**

- **updateInterface** (bool) –
- → **InterfaceList** (GetInterfaces (self)) –
- **self** (Spinnaker::System \*) –

InterfaceList Spinnaker::System::GetInterfaces(bool updateInterface=true)

Returns a list of interfaces available on the system. This call returns GigE and Usb2 and Usb3 interfaces.

updateInterface: Determines whether or not UpdateInterfaceList() is called before getting available interfaces

An InterfaceList object that contains a list of all interfaces.

**GetLoggingEventPriorityLevel** (self) → Spinnaker::SpinnakerLogLevel

**Parameters** **self** (Spinnaker::System \*) –

SpinnakerLogLevel Spinnaker::System::GetLoggingEventPriorityLevel()

Retrieves the current logging event priority level.

Spinnaker uses five levels of logging: Error - failures that are non- recoverable without user intervention.

Warning - failures that are recoverable without user intervention.

Notice - information about events such as camera arrival and removal, initialization and deinitialization, starting and stopping image acquisition, and feature modification.

Info - information about recurring events that are generated regularly such as information on individual images.

Debug - information that can be used to troubleshoot the system.

See: SpinnakerLogLevel

Level The threshold level

**IsInUse** (self) → bool

**Parameters** **self** (Spinnaker::System \*) –

bool Spinnaker::System::IsInUse()

Checks if the system is in use by any interface or camera objects.

Returns true if the system is in use and false otherwise.

**RegisterInterfaceEvent** (self, evtToRegister, updateInterface=True)

**Parameters**

- **evtToRegister** (Spinnaker::Event &) –
- **updateInterface** (bool) –
- **evtToRegister** (RegisterInterfaceEvent (self,)) –

- **evtToRegister** –

void Spinnaker::System::RegisterInterfaceEvent(Event &evtToRegister, bool updateInterface=true)

Registers events for all available interfaces that are found on the system

evtToRegister: The event to register for the available interfaces

updateInterface: Determines whether or not UpdateInterfaceList() is called before registering event for available interfaces on the system

**RegisterLoggingEvent** (*self*, *handler*)

**Parameters** **handler** (*Spinnaker::LoggingEvent &*) –

void Spinnaker::System::RegisterLoggingEvent(LoggingEvent &handler)

Registers a logging event.

handler: The logging event handler to register

**ReleaseInstance** (*self*)

**Parameters** **self** (*Spinnaker::System \**) –

void Spinnaker::System::ReleaseInstance()

This call releases the instance of the System Singleton for this process. After successfully releasing the System instance the pointer returned by GetInstance() will be invalid. Calling ReleaseInstance while a camera reference is still held will throw an error of type SPINNAKER\_ERR\_RESOURCE\_IN\_USE.

See: Error

See: GetInstance()

**SendActionCommand** (*self*, *deviceKey*, *groupKey*, *groupMask*, *actionTime=0*, *pResultSize=None*, *results=0*)

**Parameters**

- **deviceKey** (*unsigned int*) –
- **groupKey** (*unsigned int*) –
- **groupMask** (*unsigned int*) –
- **actionTime** (*unsigned long long*) –
- **pResultSize** (*unsigned int \**) –
- **results** (*Spinnaker::ActionCommandResult []*) –
- **deviceKey**, **groupKey**, **groupMask**, **actionTime=0**, **pResultSize=None** (*SendActionCommand(self,)*) –
- **deviceKey** –
- **groupKey** –
- **groupMask** –
- **actionTime** –
- **pResultSize** –
- **deviceKey**, **groupKey**, **groupMask**, **actionTime=0** (*SendActionCommand(self,)*) –
- **deviceKey** –

- **groupKey** –
- **groupMask** –
- **actionTime** –
- **deviceKey, groupKey, groupMask** (*SendActionCommand(self,)* –
- **deviceKey** –
- **groupKey** –
- **groupMask** –

void Spinnaker::System::SendActionCommand(unsigned int deviceKey, unsigned int groupKey, unsigned int groupMask, unsigned long long actionTime=0, unsigned int \*pResultSize=0, ActionCommandResult results[]=NULL)

Broadcast an Action Command to all devices on system

deviceKey: The Action Command's device key

groupKey: The Action Command's group key

groupMask: The Action Command's group mask

actionTime: (Optional) Time when to assert a future action. Zero means immediate action.

pResultSize: (Optional) The number of results in the results array. The value passed should be equal to the expected number of devices that acknowledge the command. Returns the number of received results.

results: (Optional) An Array with \*pResultSize elements to hold the action command result status. The buffer is filled starting from index 0. If received results are less than expected number of devices that acknowledge the command, remaining results are not changed. If received results are more than expected number of devices that acknowledge the command, extra results are ignored and not appended to array. This parameter is ignored if pResultSize is 0. Thus this parameter can be NULL if pResultSize is 0 or NULL.

**SetLoggingEventPriorityLevel** (*self, level*)

**Parameters** **level** (*enum Spinnaker::SpinnakerLogLevel*) –

void Spinnaker::System::SetLoggingEventPriorityLevel(SpinnakerLogLevel level)

Sets a threshold priority level for logging event. Logging events below such level will not trigger callbacks.

Spinnaker uses five levels of logging: Error - failures that are non- recoverable without user intervention.

Warning - failures that are recoverable without user intervention.

Notice - information about events such as camera arrival and removal, initialization and deinitialization, starting and stopping image acquisition, and feature modification.

Info - information about recurring events that are generated regularly such as information on individual images.

Debug - information that can be used to troubleshoot the system.

See: SpinnakerLogLevel

level: The threshold level

**UnregisterAllLoggingEvent** (*self*)

**Parameters** **self** (*Spinnaker::System \**) –

void Spinnaker::System::UnregisterAllLoggingEvent()

Unregisters all previously registered logging events.

**UnregisterInterfaceEvent** (*self*, *evtToUnregister*)

**Parameters** *evtToUnregister* (*Spinnaker::Event* &) –

void Spinnaker::System::UnregisterInterfaceEvent(Event &evtToUnregister)

Unregisters events for all available interfaces that are found on the system

*evtToUnregister*: The event to unregister from the available interfaces

**UnregisterLoggingEvent** (*self*, *handler*)

**Parameters** *handler* (*Spinnaker::LoggingEvent* &) –

void Spinnaker::System::UnregisterLoggingEvent(LoggingEvent &handler)

Unregisters a logging event.

*handler*: The logging event handler to unregister

**UpdateCameras** (*self*, *updateInterfaces=True*) → bool

**Parameters**

- **updateInterfaces** (*bool*) –
- → **bool** (*UpdateCameras* (*self*)) –
- **self** (*Spinnaker::System* \*) –

bool Spinnaker::System::UpdateCameras(bool updateInterfaces=true)

Updates the list of cameras on the system. Note that System::GetCameras() internally calls UpdateCameras() for each interface it enumerates. If the list changed between this call and the last time UpdateCameras was called then the return value will be true, otherwise it is false.

See: GetCameras()

*updateInterfaces*: Determines whether or not UpdateInterfaceList() is called before updating cameras for available interfaces on the system

True if cameras changed on interface and false otherwise.

**thisown**

The membership flag

**class** PySpin.**SystemPtr** (\*args)

Bases: PySpin.\_SWIG\_SysPtr

A reference tracked pointer to a system object.

C++ includes: SystemPtr.h

**thisown**

The membership flag

PySpin.**System\_GetInstance** () → SystemPtr

**class** PySpin.**TIFFOption**

Bases: object

Options for saving TIFF images.

C++ includes: SpinnakerDefs.h

**ADOBE\_DEFLATE** = 4

**CCITTFAX3** = 5

**CCITTFAX4** = 6

**DEFLATE** = 3

**JPEG** = 8

**LZW** = 7

**NONE** = 1

**PACKBITS** = 2

**compression**

TIFFOption\_compression\_get(self) -> Spinnaker::TIFFOption::CompressionMethod

**Parameters** **self** (*Spinnaker::TIFFOption \**) -

**reserved**

TIFFOption\_reserved\_get(self) -> unsigned int [16]

**Parameters** **self** (*Spinnaker::TIFFOption \**) -

**thisown**

The membership flag

PySpin.**ThrowBadAlloc**()

SPINNAKER\_API void Spinnaker::GenICam::ThrowBadAlloc()

PySpin.**Tokenize**(*str, delimiters*)

**Parameters**

- **str** (*Spinnaker::GenICam::gcstring const &*) -
- **delimiters** (*Spinnaker::GenICam::gcstring const &*) -
- **Tokenize(str)** -
- **str** -

SPINNAKER\_API void Spinnaker::GenICam::Tokenize(const gcstring &str, gcstring\_vector &tokens, const gcstring &delimiters=" ")

splits str input string into a list of tokens using the delimiter

**class** PySpin.**TransportLayerDevice** (*nodeMapTLDevice*)

Bases: object

Part of the QuickSpin API to provide access to camera information without having to first initialize the camera.

C++ includes: TransportLayerDevice.h

**DeviceAccessStatus**

TransportLayerDevice\_DeviceAccessStatus\_get(self) -> IEnumerationT\_DeviceAccessStatusEnum

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -

**DeviceCurrentSpeed**

TransportLayerDevice\_DeviceCurrentSpeed\_get(self) -> IEnumerationT\_DeviceCurrentSpeedEnum

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -

**DeviceDisplayName**

TransportLayerDevice\_DeviceDisplayName\_get(self) -> IString



```

    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceDriverVersion
    TransportLayerDevice_DeviceDriverVersion_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceEndianessMechanism
    TransportLayerDevice_DeviceEndianessMechanism_get(self) -> IEnumera-
    tionT_DeviceEndianessMechanismEnum
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceID
    TransportLayerDevice_DeviceID_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceInstanceId
    TransportLayerDevice_DeviceInstanceId_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceLinkSpeed
    TransportLayerDevice_DeviceLinkSpeed_get(self) -> IInteger
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceModelName
    TransportLayerDevice_DeviceModelName_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceMulticastMonitorMode
    TransportLayerDevice_DeviceMulticastMonitorMode_get(self) -> IBoolean
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceSerialNumber
    TransportLayerDevice_DeviceSerialNumber_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceType
    TransportLayerDevice_DeviceType_get(self) -> IEnumerationT_DeviceTypeEnum
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceUserID
    TransportLayerDevice_DeviceUserID_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceVendorName
    TransportLayerDevice_DeviceVendorName_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
DeviceVersion
    TransportLayerDevice_DeviceVersion_get(self) -> IString
    Parameters self (Spinnaker::TransportLayerDevice *)-
GUIXMLLocation
    TransportLayerDevice_GUIXMLLocation_get(self) -> IEnumerationT_GUIXMLLocationEnum
    Parameters self (Spinnaker::TransportLayerDevice *)-

```

**GUIXMLPath**

TransportLayerDevice\_GUIXMLPath\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GenICamXMLLocation**

TransportLayerDevice\_GenICamXMLLocation\_get(self) -&gt; IEnumerationT\_GenICamXMLLocationEnum

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GenICamXMLPath**

TransportLayerDevice\_GenICamXMLPath\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevCCP**

TransportLayerDevice\_GevCCP\_get(self) -&gt; IEnumerationT\_GevCCPEnum

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceDiscoverMaximumPacketSize**

TransportLayerDevice\_GevDeviceDiscoverMaximumPacketSize\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceGateway**

TransportLayerDevice\_GevDeviceGateway\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceIPAddress**

TransportLayerDevice\_GevDeviceIPAddress\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceMACAddress**

TransportLayerDevice\_GevDeviceMACAddress\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceMaximumPacketSize**

TransportLayerDevice\_GevDeviceMaximumPacketSize\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceMaximumRetryCount**

TransportLayerDevice\_GevDeviceMaximumRetryCount\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceModeIsBigEndian**

TransportLayerDevice\_GevDeviceModeIsBigEndian\_get(self) -&gt; IBoolean

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDevicePort**

TransportLayerDevice\_GevDevicePort\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevDeviceReadAndWriteTimeout**

TransportLayerDevice\_GevDeviceReadAndWriteTimeout\_get(self) -&gt; IInteger

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -

**GevDeviceSubnetMask**

TransportLayerDevice\_GevDeviceSubnetMask\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevVersionMajor**

TransportLayerDevice\_GevVersionMajor\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**GevVersionMinor**

TransportLayerDevice\_GevVersionMinor\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::TransportLayerDevice \**) -**thisown**

The membership flag

**class** PySpin.TransportLayerInterface (*nodeMapTLDevice*)

Bases: object

Part of the QuickSpin API to provide access to camera information without having to first initialize the camera.

C++ includes: TransportLayerInterface.h

**ActionCommand**

TransportLayerInterface\_ActionCommand\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**AutoForceIP**

TransportLayerInterface\_AutoForceIP\_get(self) -&gt; ICommand

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceAccessStatus**

TransportLayerInterface\_DeviceAccessStatus\_get(self) -&gt; IEnumerationT\_DeviceAccessStatusEnum

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceCount**

TransportLayerInterface\_DeviceCount\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceID**

TransportLayerInterface\_DeviceID\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceModelName**

TransportLayerInterface\_DeviceModelName\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceSelector**

TransportLayerInterface\_DeviceSelector\_get(self) -&gt; Integer

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceUnlock**

TransportLayerInterface\_DeviceUnlock\_get(self) -&gt; IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -**DeviceUpdateList**

TransportLayerInterface\_DeviceUpdateList\_get(self) -&gt; ICommand

```
    Parameters self (Spinnaker::TransportLayerInterface *) –  
DeviceVendorName  
    TransportLayerInterface_DeviceVendorName_get(self) -> IString  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevActionDeviceKey  
    TransportLayerInterface_GevActionDeviceKey_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevActionGroupKey  
    TransportLayerInterface_GevActionGroupKey_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevActionGroupMask  
    TransportLayerInterface_GevActionGroupMask_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevActionTime  
    TransportLayerInterface_GevActionTime_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevDeviceIPAddress  
    TransportLayerInterface_GevDeviceIPAddress_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevDeviceMACAddress  
    TransportLayerInterface_GevDeviceMACAddress_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevDeviceSubnetMask  
    TransportLayerInterface_GevDeviceSubnetMask_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevInterfaceGateway  
    TransportLayerInterface_GevInterfaceGateway_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevInterfaceIPAddress  
    TransportLayerInterface_GevInterfaceIPAddress_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevInterfaceMACAddress  
    TransportLayerInterface_GevInterfaceMACAddress_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
GevInterfaceSubnetMask  
    TransportLayerInterface_GevInterfaceSubnetMask_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –  
IncompatibleDeviceCount  
    TransportLayerInterface_IncompatibleDeviceCount_get(self) -> IInteger  
    Parameters self (Spinnaker::TransportLayerInterface *) –
```

**IncompatibleDeviceID**

TransportLayerInterface\_IncompatibleDeviceID\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**IncompatibleDeviceModelName**

TransportLayerInterface\_IncompatibleDeviceModelName\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**IncompatibleDeviceSelector**

TransportLayerInterface\_IncompatibleDeviceSelector\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**IncompatibleDeviceVendorName**

TransportLayerInterface\_IncompatibleDeviceVendorName\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**InterfaceDisplayName**

TransportLayerInterface\_InterfaceDisplayName\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**InterfaceID**

TransportLayerInterface\_InterfaceID\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**InterfaceType**

TransportLayerInterface\_InterfaceType\_get(self) -> IString

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**POEStatus**

TransportLayerInterface\_POEStatus\_get(self) -> IEnumerationT\_POEStatusEnum

**Parameters** **self** (*Spinnaker::TransportLayerInterface \**) -

**thisown**

The membership flag

**class** PySpin.TransportLayerStream(*nodeMapTLDevice*)

Bases: object

Part of the QuickSpin API to provide access to camera information without having to first initialize the camera.

C++ includes: TransportLayerStream.h

**GevFailedPacketCount**

TransportLayerStream\_GevFailedPacketCount\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::TransportLayerStream \**) -

**GevMaximumNumberResendBuffers**

TransportLayerStream\_GevMaximumNumberResendBuffers\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::TransportLayerStream \**) -

**GevMaximumNumberResendRequests**

TransportLayerStream\_GevMaximumNumberResendRequests\_get(self) -> IInteger

**Parameters** **self** (*Spinnaker::TransportLayerStream \**) -

**GevPacketResendMode**

TransportLayerStream\_GevPacketResendMode\_get(self) -> IBoolean

```
    Parameters self (Spinnaker::TransportLayerStream *) –
GevPacketResendTimeout
    TransportLayerStream_GevPacketResendTimeout_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
GevResendPacketCount
    TransportLayerStream_GevResendPacketCount_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
GevResendRequestCount
    TransportLayerStream_GevResendRequestCount_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
GevTotalPacketCount
    TransportLayerStream_GevTotalPacketCount_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamBlockTransferSize
    TransportLayerStream_StreamBlockTransferSize_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamBufferHandlingMode
    TransportLayerStream_StreamBufferHandlingMode_get(self) -> IEnumera-
    tionT_StreamBufferHandlingModeEnum
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamBufferUnderrunCount
    TransportLayerStream_StreamBufferUnderrunCount_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamCRCCheckEnable
    TransportLayerStream_StreamCRCCheckEnable_get(self) -> IBoolean
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamDefaultBufferCount
    TransportLayerStream_StreamDefaultBufferCount_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamDefaultBufferCountMax
    TransportLayerStream_StreamDefaultBufferCountMax_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamDefaultBufferCountMode
    TransportLayerStream_StreamDefaultBufferCountMode_get(self) -> IEnumera-
    tionT_StreamDefaultBufferCountModeEnum
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamFailedBufferCount
    TransportLayerStream_StreamFailedBufferCount_get(self) -> Integer
    Parameters self (Spinnaker::TransportLayerStream *) –
StreamID
    TransportLayerStream_StreamID_get(self) -> IString
```

---

```

    Parameters self (Spinnaker::TransportLayerStream *) -
StreamTotalBufferCount
    TransportLayerStream_StreamTotalBufferCount_get(self) -> Integer

    Parameters self (Spinnaker::TransportLayerStream *) -
StreamType
    TransportLayerStream_StreamType_get(self) -> IEnumerationT_StreamTypeEnum

    Parameters self (Spinnaker::TransportLayerStream *) -
thisown
    The membership flag

PySpin.UpdateFirmware (args) → int
    Parameters args (char const *) -

PySpin.UpdateFirmwareConsole (argc) → int
    Parameters argc (int) -

PySpin.UrlDecode (Input) → gcstring
    Parameters Input (Spinnaker::GenICam::gcstring const &) -
    SPINNAKER_API gcstring Spinnaker::GenICam::UrlDecode(const gcstring &Input)
    Replaces xx escapes by their char equivalent

PySpin.UrlEncode (Input) → gcstring
    Parameters Input (Spinnaker::GenICam::gcstring const &) -
    SPINNAKER_API gcstring Spinnaker::GenICam::UrlEncode(const gcstring &Input)
    Converts to / and replaces all unsafe characters by their xx equivalent

class PySpin.ValueNode (*args, **kwargs)
    Bases: PySpin.IValue, PySpin.Node
    Interface for value properties.
    C++ includes: ValueNode.h

FromString (self, ValueStr, Verify=True)
    Parameters
        • ValueStr (Spinnaker::GenICam::gcstring const &) -
        • Verify (bool) -
        • ValueStr (FromString(self,)) -
        • ValueStr -

    virtual void Spinnaker::GenApi::ValueNode::FromString(const GenICam::gcstring &ValueStr, bool Verify=true)

    Set content of the node as string
    ValueStr: The value to set
    Verify: Enables AccessMode and Range verification (default = true)

GetNode (self) → INode
    Parameters self (Spinnaker::GenApi::ValueNode *) -

```

---

```
virtual INode* Spinnaker::GenApi::ValueNode::GetNode()

IsValidCacheValid (self) → bool

    Parameters self (Spinnaker::GenApi::ValueNode const *) –
    virtual bool Spinnaker::GenApi::ValueNode::IsValidCacheValid() const
    Checks if the value comes from cache or is requested from another node

SetReference (self, pBase)

    Parameters pBase (Spinnaker::GenApi::INode *) –
    virtual void Spinnaker::GenApi::ValueNode::SetReference(INode *pBase)
    overload SetReference for Value

ToString (self, Verify=False, IgnoreCache=False) → gcstring

    Parameters
    • Verify (bool) –
    • IgnoreCache (bool) –
    • Verify=False → gcstring (ToString (self,) –
    • Verify –
    • → gcstring (ToString (self)) –
    • self (Spinnaker::GenApi::ValueNode *) –
    virtual GenICam::gcstring Spinnaker::GenApi::ValueNode::ToString(bool Verify=false, bool Ignore-
    Cache=false)
    Get content of the node as string
    Verify: Enables Range verification (default = false). The AccessMode is always checked
    IgnoreCache: If true the value is read ignoring any caches (default = false)
    The value read

thisown
    The membership flag

class PySpin.Version_t
    Bases: object
    Version
    C++ includes: GCTypes.h

Major
    Version_t_Major_get(self) -> uint16_t

    Parameters self (Spinnaker::GenICam::Version_t *) –

Minor
    Version_t_Minor_get(self) -> uint16_t

    Parameters self (Spinnaker::GenICam::Version_t *) –

SubMinor
    Version_t_SubMinor_get(self) -> uint16_t

    Parameters self (Spinnaker::GenICam::Version_t *) –
```



**thisown**

The membership flag

**class** PySpin.**double\_autovector\_t**(\*args)

Bases: object

Vector of doubles with reference counting.

C++ includes: Autovector.h

**size**(self) → size\_t

**Parameters** self (Spinnaker::GenApi::double\_autovector\_t const \*) –

size\_t Spinnaker::GenApi::double\_autovector\_t::size() const

**thisown**

The membership flag

**class** PySpin.**gcstring**(\*args)

Bases: object

Proxy of C++ Spinnaker::GenICam::gcstring class.

**append**(self, str) → gcstring

**Parameters**

- **str** (Spinnaker::GenICam::gcstring const &) –
- **count, ch** → **gcstring**(append(self,)) –
- **count** (size\_t) –
- **ch** (char) –

virtual gcstring& Spinnaker::GenICam::gcstring::append(size\_t count, char ch)

**assign**(self, str) → gcstring

**Parameters**

- **str** (Spinnaker::GenICam::gcstring const &) –
- **count, ch** → **gcstring**(assign(self,)) –
- **count** (size\_t) –
- **ch** (char) –
- **pc** → **gcstring**(assign(self,)) –
- **pc** (char const \*) –
- **pc, n** → **gcstring**(assign(self,)) –
- **pc** –
- **n** (size\_t) –

virtual gcstring& Spinnaker::GenICam::gcstring::assign(const char \*pc, size\_t n)

**c\_str**(self) → char const \*

**Parameters** self (Spinnaker::GenICam::gcstring const \*) –

virtual const char\* Spinnaker::GenICam::gcstring::c\_str(void) const

**compare**(self, str) → int

```
Parameters str (Spinnaker::GenICam::gcstring const &) -  
virtual int Spinnaker::GenICam::gcstring::compare(const gcstring &str) const  
empty (self) → bool  
Parameters self (Spinnaker::GenICam::gcstring const *) -  
virtual bool Spinnaker::GenICam::gcstring::empty(void) const  
find (self, ch, offset=0) → size_t  
Parameters  
• ch (char) -  
• offset (size_t) -  
• ch → size_t (find(self,)) -  
• ch -  
• str, offset=0 → size_t (find(self,)) -  
• str (Spinnaker::GenICam::gcstring const &) -  
• offset -  
• str → size_t (find(self,)) -  
• str -  
• str, offset, count → size_t (find(self,)) -  
• str -  
• offset -  
• count (size_t) -  
• pc, offset=0 → size_t (find(self,)) -  
• pc (char const *) -  
• offset -  
• pc → size_t (find(self,)) -  
• pc -  
• pc, offset, count → size_t (find(self,)) -  
• pc -  
• offset -  
• count -  
virtual size_t Spinnaker::GenICam::gcstring::find(const char *pc, size_t offset, size_t count) const  
find_first_not_of (self, str, offset=0) → size_t  
Parameters  
• str (Spinnaker::GenICam::gcstring const &) -  
• offset (size_t) -  
• str → size_t (find_first_not_of(self,)) -  
• str -
```

virtual size\_t Spinnaker::GenICam::gcstring::find\_first\_not\_of(const gcstring &str, size\_t offset=0) const  
**find\_first\_of** (*self*, *str*, *offset*=0) → size\_t

**Parameters**

- **str** (*Spinnaker::GenICam::gcstring const &*) –
- **offset** (*size\_t*) –
- **str** → **size\_t** (*find\_first\_of* (*self*,) –
- **str** –

virtual size\_t Spinnaker::GenICam::gcstring::find\_first\_of(const gcstring &str, size\_t offset=0) const  
**length** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::GenICam::gcstring const \**) –

virtual size\_t Spinnaker::GenICam::gcstring::length(void) const  
**max\_size** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::GenICam::gcstring const \**) –

virtual size\_t Spinnaker::GenICam::gcstring::max\_size() const  
**npos** = 18446744073709551615

**resize** (*self*, *n*)

**Parameters** **n** (*size\_t*) –

virtual void Spinnaker::GenICam::gcstring::resize(size\_t n)  
**size** (*self*) → size\_t

**Parameters** **self** (*Spinnaker::GenICam::gcstring const \**) –

virtual size\_t Spinnaker::GenICam::gcstring::size(void) const  
**substr** (*self*, *offset*=0, *count*) → gcstring

**Parameters**

- **offset** (*size\_t*) –
- **count** (*size\_t*) –
- **offset**=0) → **gcstring** (*substr* (*self*,) –
- **offset** –
- → **gcstring** (*substr* (*self*)) –
- **self** (*Spinnaker::GenICam::gcstring const \**) –

virtual gcstring Spinnaker::GenICam::gcstring::substr(size\_t offset=0, size\_t count=GCSTRING\_NPOS)  
const

**swap** (*self*, *Right*)

**Parameters** **Right** (*Spinnaker::GenICam::gcstring &*) –

virtual void Spinnaker::GenICam::gcstring::swap(gcstring &Right)

**thisown**

The membership flag

PySpin.**gcstring\_\_npos** () → size\_t

```
class PySpin.int64_autovector_t(*args)
    Bases: object

    Vector of integers with reference counting.

    C++ includes: Autovector.h

    size(self) → size_t

        Parameters self (Spinnaker::GenApi::int64_autovector_t const *) –
        size_t Spinnaker::GenApi::int64_autovector_t::size() const

    thisown
        The membership flag

class PySpin.node_vector(*args)
    Bases: object

    Proxy of C++ Spinnaker::GenApi::node_vector class.

    assign(self, n, val)

        Parameters
            • n (size_t) –
            • val (Spinnaker::GenApi::node_vector::T const &) –

    at(self, uiIndex) → INode

        Parameters
            • uiIndex (size_t) –
            • uiIndex → INode (at(self,)) –
            • uiIndex –

    back(self) → INode
        back(self) -> INode

        Parameters self (Spinnaker::GenApi::node_vector const *) –

    begin(self) → Spinnaker::GenApi::node_vector::iterator
        begin(self) -> Spinnaker::GenApi::node_vector::const_iterator

        Parameters self (Spinnaker::GenApi::node_vector const *) –

    capacity(self) → size_t

        Parameters self (Spinnaker::GenApi::node_vector const *) –

    clear(self)

        Parameters self (Spinnaker::GenApi::node_vector *) –

    empty(self) → bool

        Parameters self (Spinnaker::GenApi::node_vector const *) –

    end(self) → Spinnaker::GenApi::node_vector::iterator
        end(self) -> Spinnaker::GenApi::node_vector::const_iterator

        Parameters self (Spinnaker::GenApi::node_vector const *) –

    erase(self, pos) → Spinnaker::GenApi::node_vector::iterator

        Parameters
```

---

```

    • pos (Spinnaker::GenApi::node_vector::iterator) –
    • uiIndex (erase(self)) –
    • uiIndex (size_t) –
front (self) → INode
    front(self) -> INode

    Parameters self (Spinnaker::GenApi::node_vector const *) –
insert (self, pos, val) → Spinnaker::GenApi::node_vector::iterator

    Parameters
    • pos (Spinnaker::GenApi::node_vector::iterator) –
    • val (Spinnaker::GenApi::node_vector::T const &) –
    • uiIndex, val (insert(self)) –
    • uiIndex (size_t) –
    • val –

max_size (self) → size_t

    Parameters self (Spinnaker::GenApi::node_vector const *) –
pop_back (self)

    Parameters self (Spinnaker::GenApi::node_vector *) –
push_back (self, val)

    Parameters val (Spinnaker::GenApi::node_vector::T const &) –
reserve (self, uiSize)

    Parameters uiSize (size_t) –
resize (self, uiSize)

    Parameters uiSize (size_t) –
size (self) → size_t

    Parameters self (Spinnaker::GenApi::node_vector const *) –
thisown
    The membership flag

class PySpin.value_vector (*args)
    Bases: object

    Proxy of C++ Spinnaker::GenApi::value_vector class.
assign (self, n, obj)

    Parameters
    • n (size_t) –
    • obj (Spinnaker::GenApi::value_vector::T const &) –
at (self, uiIndex) → IValue

    Parameters
    • uiIndex (size_t) –

```

---

```
    • uiIndex) -> IValue(at (self,)-
```

- **uiIndex** -

```
back (self) -> IValue  
    back(self) -> IValue
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
begin (self) -> Spinnaker::GenApi::value_vector::iterator  
    begin(self) -> Spinnaker::GenApi::value_vector::const_iterator
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
capacity (self) -> size_t
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
clear (self)
```

```
    Parameters self (Spinnaker::GenApi::value_vector *)-
```

```
empty (self) -> bool
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
end (self) -> Spinnaker::GenApi::value_vector::iterator  
    end(self) -> Spinnaker::GenApi::value_vector::const_iterator
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
erase (self, pos) -> Spinnaker::GenApi::value_vector::iterator
```

```
    Parameters
```

- **pos** (*Spinnaker::GenApi::value\_vector::iterator*)-
- **uiIndex** (*erase* (*self*,)-
- **uiIndex** (*size\_t*)-

```
front (self) -> IValue  
    front(self) -> IValue
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
insert (self, pos, val) -> Spinnaker::GenApi::value_vector::iterator
```

```
    Parameters
```

- **pos** (*Spinnaker::GenApi::value\_vector::iterator*)-
- **val** (*Spinnaker::GenApi::value\_vector::T const &*)-
- **uiIndex**, **val**) (*insert* (*self*,)-
- **uiIndex** (*size\_t*)-
- **val** -

```
max_size (self) -> size_t
```

```
    Parameters self (Spinnaker::GenApi::value_vector const *)-
```

```
pop_back (self)
```

```
    Parameters self (Spinnaker::GenApi::value_vector *)-
```

```
push_back (self, val)
```

**Parameters** **val** (*Spinnaker::GenApi::value\_vector::T const &*) –

**reserve** (*self, uiSize*)

**Parameters** **uiSize** (*size\_t*) –

**resize** (*self, uiSize, val*)

**Parameters**

- **uiSize** (*size\_t*) –
- **val** (*Spinnaker::GenApi::value\_vector::T const &*) –

**size** (*self*) → *size\_t*

**Parameters** **self** (*Spinnaker::GenApi::value\_vector const \**) –

**thisown**  
The membership flag





## PYTHON MODULE INDEX

### p

PySpin, [97](#)



## A

- AasRoiEnable (PySpin.Camera attribute), 10, 145
- AasRoiHeight (PySpin.Camera attribute), 10, 145
- AasRoiOffsetX (PySpin.Camera attribute), 10, 145
- AasRoiOffsetY (PySpin.Camera attribute), 10, 145
- AasRoiWidth (PySpin.Camera attribute), 10, 145
- AcquisitionAbort (PySpin.Camera attribute), 10, 145
- AcquisitionArm (PySpin.Camera attribute), 10, 145
- AcquisitionBurstFrameCount (PySpin.Camera attribute), 10, 145
- AcquisitionFrameCount (PySpin.Camera attribute), 10, 145
- AcquisitionFrameRate (PySpin.Camera attribute), 10, 145
- AcquisitionFrameRateEnable (PySpin.Camera attribute), 11, 145
- AcquisitionLineRate (PySpin.Camera attribute), 11, 145
- AcquisitionMode (PySpin.Camera attribute), 11, 145
- AcquisitionResultingFrameRate (PySpin.Camera attribute), 11, 145
- AcquisitionStart (PySpin.Camera attribute), 11, 146
- AcquisitionStatus (PySpin.Camera attribute), 11, 146
- AcquisitionStatusSelector (PySpin.Camera attribute), 11, 146
- AcquisitionStop (PySpin.Camera attribute), 11, 146
- ActionCommand (PySpin.TransportLayerInterface attribute), 92, 455
- ActionCommandResult (class in PySpin), 98
- ActionDeviceKey (PySpin.Camera attribute), 11, 146
- ActionGroupKey (PySpin.Camera attribute), 11, 146
- ActionGroupMask (PySpin.Camera attribute), 11, 146
- ActionQueueSize (PySpin.Camera attribute), 11, 146
- ActionSelector (PySpin.Camera attribute), 11, 146
- ActionUnconditionalMode (PySpin.Camera attribute), 11, 146
- AdcBitDepth (PySpin.Camera attribute), 12, 146
- ADOBE\_DEFLATE (PySpin.TIFFOption attribute), 451
- aPAUSEMACCtrlFramesReceived (PySpin.Camera attribute), 61, 196
- aPAUSEMACCtrlFramesTransmitted (PySpin.Camera attribute), 61, 196
- Append() (PySpin.CameraList method), 66, 200
- append() (PySpin.gcstring method), 461
- ArrivalEvent (class in PySpin), 5, 9, 98
- assign() (PySpin.gcstring method), 461
- assign() (PySpin.node\_vector method), 464
- assign() (PySpin.value\_vector method), 465
- at() (PySpin.node\_vector method), 464
- at() (PySpin.value\_vector method), 465
- AutoAlgorithmSelector (PySpin.Camera attribute), 12, 146
- AutoExposureControlLoopDamping (PySpin.Camera attribute), 12, 146
- AutoExposureControlPriority (PySpin.Camera attribute), 12, 147
- AutoExposureEVCompensation (PySpin.Camera attribute), 12, 147
- AutoExposureExposureTimeLowerLimit (PySpin.Camera attribute), 12, 147
- AutoExposureExposureTimeUpperLimit (PySpin.Camera attribute), 12, 147
- AutoExposureGainLowerLimit (PySpin.Camera attribute), 12, 147
- AutoExposureGainUpperLimit (PySpin.Camera attribute), 12, 147
- AutoExposureGreyValueLowerLimit (PySpin.Camera attribute), 12, 147
- AutoExposureGreyValueUpperLimit (PySpin.Camera attribute), 12, 147
- AutoExposureLightingMode (PySpin.Camera attribute), 12, 147
- AutoExposureMeteringMode (PySpin.Camera attribute), 12, 147
- AutoExposureTargetGreyValue (PySpin.Camera attribute), 13, 147
- AutoExposureTargetGreyValueAuto (PySpin.Camera attribute), 13, 147
- AutoForceIP (PySpin.TransportLayerInterface attribute), 92, 455
- AVIAppend() (PySpin.AVIRecorder method), 97
- AVIClose() (PySpin.AVIRecorder method), 97
- AVIOpen() (PySpin.AVIRecorder method), 97
- AVIOption (class in PySpin), 97
- AVIRecorder (class in PySpin), 97

## B

- `back()` (PySpin.node\_vector method), 464
- `back()` (PySpin.value\_vector method), 466
- `BalanceRatio` (PySpin.Camera attribute), 13, 147
- `BalanceRatioSelector` (PySpin.Camera attribute), 13, 147
- `BalanceWhiteAuto` (PySpin.Camera attribute), 13, 148
- `BalanceWhiteAutoDamping` (PySpin.Camera attribute), 13, 148
- `BalanceWhiteAutoLowerLimit` (PySpin.Camera attribute), 13, 148
- `BalanceWhiteAutoProfile` (PySpin.Camera attribute), 13, 148
- `BalanceWhiteAutoUpperLimit` (PySpin.Camera attribute), 13, 148
- `begin()` (PySpin.node\_vector method), 464
- `begin()` (PySpin.value\_vector method), 466
- `BeginAcquisition()` (PySpin.CameraBase method), 62, 196
- `binaryFile` (PySpin.PGMOption attribute), 442
- `binaryFile` (PySpin.PPMOption attribute), 443
- `BinningHorizontal` (PySpin.Camera attribute), 13, 148
- `BinningHorizontalMode` (PySpin.Camera attribute), 13, 148
- `BinningSelector` (PySpin.Camera attribute), 13, 148
- `BinningVertical` (PySpin.Camera attribute), 13, 148
- `BinningVerticalMode` (PySpin.Camera attribute), 13, 148
- `bitrate` (PySpin.H264Option attribute), 226
- `BlackLevel` (PySpin.Camera attribute), 14, 148
- `BlackLevelAuto` (PySpin.Camera attribute), 14, 148
- `BlackLevelAutoBalance` (PySpin.Camera attribute), 14, 148
- `BlackLevelClampingEnable` (PySpin.Camera attribute), 14, 149
- `BlackLevelRaw` (PySpin.Camera attribute), 14, 149
- `BlackLevelSelector` (PySpin.Camera attribute), 14, 149
- `BMPOption` (class in PySpin), 99
- `BooleanNode` (class in PySpin), 99
- `BsiFlatFieldCorrectionAuto` (PySpin.Camera attribute), 14, 149
- `BsiFlatFieldCorrectionAutoDamping` (PySpin.Camera attribute), 14, 149
- `BsiFlatFieldCorrectionEnable` (PySpin.Camera attribute), 14, 149
- `BsiFlatFieldCorrectionGain` (PySpin.Camera attribute), 14, 149
- `BsiFlatFieldCorrectionGainSelector` (PySpin.Camera attribute), 14, 149
- `Camera` (class in PySpin), 10, 144
- `CameraBase` (class in PySpin), 62, 196
- `CameraList` (class in PySpin), 66, 200
- `CameraPtr` (class in PySpin), 67, 202
- `capacity()` (PySpin.node\_vector method), 464
- `capacity()` (PySpin.value\_vector method), 466
- `CategoryNode` (class in PySpin), 202
- `CBasePtr` (class in PySpin), 100
- `CBooleanPtr` (class in PySpin), 100
- `CCategoryPtr` (class in PySpin), 104
- `CCITTFAX3` (PySpin.TIFFOption attribute), 452
- `CCITTFAX4` (PySpin.TIFFOption attribute), 452
- `CCommandPtr` (class in PySpin), 107
- `CDeviceInfoPtr` (class in PySpin), 111
- `CEnumEntryPtr` (class in PySpin), 112
- `CEnumerationPtr` (class in PySpin), 115
- `CFeatureBag` (class in PySpin), 120
- `CFloatPtr` (class in PySpin), 121
- `channel` (PySpin.ChannelStatistics attribute), 202
- `ChannelStatistics` (class in PySpin), 202
- `CheckCRC()` (PySpin.IImage method), 397
- `CheckCRC()` (PySpin.Image method), 72, 411
- `ChunkBlackLevel` (PySpin.Camera attribute), 14, 149
- `ChunkBlackLevelSelector` (PySpin.Camera attribute), 14, 149
- `ChunkCounterSelector` (PySpin.Camera attribute), 15, 149
- `ChunkCounterValue` (PySpin.Camera attribute), 15, 149
- `ChunkCRC` (PySpin.Camera attribute), 15, 149
- `ChunkData` (class in PySpin), 67, 203
- `ChunkEnable` (PySpin.Camera attribute), 15, 149
- `ChunkEncoderSelector` (PySpin.Camera attribute), 15, 150
- `ChunkEncoderStatus` (PySpin.Camera attribute), 15, 150
- `ChunkEncoderValue` (PySpin.Camera attribute), 15, 150
- `ChunkExposureEndLineStatusAll` (PySpin.Camera attribute), 15, 150
- `ChunkExposureTime` (PySpin.Camera attribute), 15, 150
- `ChunkExposureTimeSelector` (PySpin.Camera attribute), 15, 150
- `ChunkFrameID` (PySpin.Camera attribute), 15, 150
- `ChunkGain` (PySpin.Camera attribute), 15, 150
- `ChunkGainSelector` (PySpin.Camera attribute), 15, 150
- `ChunkHeight` (PySpin.Camera attribute), 15, 150
- `ChunkImage` (PySpin.Camera attribute), 16, 150
- `ChunkImageComponent` (PySpin.Camera attribute), 16, 150
- `ChunkLinePitch` (PySpin.Camera attribute), 16, 150
- `ChunkLineStatusAll` (PySpin.Camera attribute), 16, 151
- `ChunkModeActive` (PySpin.Camera attribute), 16, 151
- `ChunkOffsetX` (PySpin.Camera attribute), 16, 151
- `ChunkOffsetY` (PySpin.Camera attribute), 16, 151
- `ChunkPartSelector` (PySpin.Camera attribute), 16, 151
- `c_str()` (PySpin.gcstring method), 461
- `CalculateChannelStatistics()` (PySpin.Image method), 72, 411
- `CalculateStatistics()` (PySpin.IImage method), 396
- `CallbackFunction()` (PySpin.NodeCallback method), 438

- ChunkPixelDynamicRangeMax (PySpin.Camera attribute), 16, 151
- ChunkPixelDynamicRangeMin (PySpin.Camera attribute), 16, 151
- ChunkPixelFormat (PySpin.Camera attribute), 16, 151
- ChunkRegionID (PySpin.Camera attribute), 16, 151
- ChunkScan3dAxisMax (PySpin.Camera attribute), 16, 151
- ChunkScan3dAxisMin (PySpin.Camera attribute), 17, 151
- ChunkScan3dCoordinateOffset (PySpin.Camera attribute), 17, 151
- ChunkScan3dCoordinateReferenceSelector (PySpin.Camera attribute), 17, 151
- ChunkScan3dCoordinateReferenceValue (PySpin.Camera attribute), 17, 151
- ChunkScan3dCoordinateScale (PySpin.Camera attribute), 17, 152
- ChunkScan3dCoordinateSelector (PySpin.Camera attribute), 17, 152
- ChunkScan3dCoordinateSystem (PySpin.Camera attribute), 17, 152
- ChunkScan3dCoordinateSystemReference (PySpin.Camera attribute), 17, 152
- ChunkScan3dCoordinateTransformSelector (PySpin.Camera attribute), 17, 152
- ChunkScan3dDistanceUnit (PySpin.Camera attribute), 17, 152
- ChunkScan3dInvalidDataFlag (PySpin.Camera attribute), 17, 152
- ChunkScan3dInvalidDataValue (PySpin.Camera attribute), 17, 152
- ChunkScan3dOutputMode (PySpin.Camera attribute), 17, 152
- ChunkScan3dTransformValue (PySpin.Camera attribute), 18, 152
- ChunkScanLineSelector (PySpin.Camera attribute), 18, 152
- ChunkSelector (PySpin.Camera attribute), 18, 152
- ChunkSequencerSetActive (PySpin.Camera attribute), 18, 152
- ChunkSerialData (PySpin.Camera attribute), 18, 153
- ChunkSerialDataLength (PySpin.Camera attribute), 18, 153
- ChunkSerialReceiveOverflow (PySpin.Camera attribute), 18, 153
- ChunkSourceID (PySpin.Camera attribute), 18, 153
- ChunkStreamChannelID (PySpin.Camera attribute), 18, 153
- ChunkTimerSelector (PySpin.Camera attribute), 18, 153
- ChunkTimerValue (PySpin.Camera attribute), 18, 153
- ChunkTimestamp (PySpin.Camera attribute), 18, 153
- ChunkTimestampLatchValue (PySpin.Camera attribute), 18, 153
- ChunkTransferBlockID (PySpin.Camera attribute), 19, 153
- ChunkTransferQueueCurrentBlockCount (PySpin.Camera attribute), 19, 153
- ChunkTransferStreamID (PySpin.Camera attribute), 19, 153
- ChunkWidth (PySpin.Camera attribute), 19, 153
- CIntegerPtr (class in PySpin), 121
- CIConfiguration (PySpin.Camera attribute), 19, 154
- Clear() (PySpin.CameraList method), 66, 201
- Clear() (PySpin.InterfaceList method), 82, 426
- clear() (PySpin.node\_vector method), 464
- clear() (PySpin.value\_vector method), 466
- ClearAllNodes() (PySpin.CNodeMapDynPtr method), 126
- ClearAllNodes() (PySpin.INodeMapDyn method), 404
- ClearXMLCache() (PySpin.NodeMap static method), 438
- CITimeSlotsCount (PySpin.Camera attribute), 19, 154
- CNodeMapDynPtr (class in PySpin), 126
- CNodeMapPtr (class in PySpin), 128
- CNodePtr (class in PySpin), 129
- ColorTransformationEnable (PySpin.Camera attribute), 19, 154
- ColorTransformationSelector (PySpin.Camera attribute), 19, 154
- ColorTransformationValue (PySpin.Camera attribute), 19, 154
- ColorTransformationValueSelector (PySpin.Camera attribute), 19, 154
- Combine() (in module PySpin), 207
- CommandNode (class in PySpin), 208
- compare() (PySpin.gcstring method), 461
- compression (PySpin.TIFFOption attribute), 452
- compressionLevel (PySpin.PNGOption attribute), 442
- Connect() (PySpin.CNodeMapDynPtr method), 126
- Connect() (PySpin.CNodeMapPtr method), 128
- Connect() (PySpin.INodeMap method), 404
- Connect() (PySpin.NodeMap method), 438
- Convert() (PySpin.IImage method), 397
- Convert() (PySpin.Image method), 72, 412
- CounterDelay (PySpin.Camera attribute), 19, 154
- CounterDuration (PySpin.Camera attribute), 19, 154
- CounterEventActivation (PySpin.Camera attribute), 19, 154
- CounterEventSource (PySpin.Camera attribute), 19, 154
- CounterReset (PySpin.Camera attribute), 20, 154
- CounterResetActivation (PySpin.Camera attribute), 20, 154
- CounterResetSource (PySpin.Camera attribute), 20, 154
- CounterSelector (PySpin.Camera attribute), 20, 154
- CounterStatus (PySpin.Camera attribute), 20, 155
- CounterTriggerActivation (PySpin.Camera attribute), 20, 155

- CounterTriggerSource (PySpin.Camera attribute), 20, 155  
CounterValue (PySpin.Camera attribute), 20, 155  
CounterValueAtReset (PySpin.Camera attribute), 20, 155  
Create() (PySpin.Image static method), 72, 412  
CRegisterPtr (class in PySpin), 132  
CSelectorPtr (class in PySpin), 136  
CSelectorSet (class in PySpin), 136  
CStringPtr (class in PySpin), 137  
CValuePtr (class in PySpin), 141  
CxpConnectionSelector (PySpin.Camera attribute), 20, 155  
CxpConnectionTestErrorCount (PySpin.Camera attribute), 20, 155  
CxpConnectionTestMode (PySpin.Camera attribute), 20, 155  
CxpConnectionTestPacketCount (PySpin.Camera attribute), 20, 155  
CxpLinkConfiguration (PySpin.Camera attribute), 21, 155  
CxpLinkConfigurationPreferred (PySpin.Camera attribute), 21, 155  
CxpLinkConfigurationStatus (PySpin.Camera attribute), 21, 155  
CxpPoCxpAuto (PySpin.Camera attribute), 21, 155  
CxpPoCxpStatus (PySpin.Camera attribute), 21, 156  
CxpPoCxpTripReset (PySpin.Camera attribute), 21, 156  
CxpPoCxpTurnOff (PySpin.Camera attribute), 21, 156
- ## D
- DecimationHorizontal (PySpin.Camera attribute), 21, 156  
DecimationHorizontalMode (PySpin.Camera attribute), 21, 156  
DecimationSelector (PySpin.Camera attribute), 21, 156  
DecimationVertical (PySpin.Camera attribute), 21, 156  
DecimationVerticalMode (PySpin.Camera attribute), 21, 156  
DeepCopy() (PySpin.IImage method), 397  
DeepCopy() (PySpin.Image method), 73, 412  
DefectTableApply (PySpin.Camera attribute), 21, 156  
DefectTableCoordinateX (PySpin.Camera attribute), 21, 156  
DefectTableCoordinateY (PySpin.Camera attribute), 22, 156  
DefectTableFactoryRestore (PySpin.Camera attribute), 22, 156  
DefectTableIndex (PySpin.Camera attribute), 22, 156  
DefectTablePixelCount (PySpin.Camera attribute), 22, 156  
DefectTableSave (PySpin.Camera attribute), 22, 157  
DEFLATE (PySpin.TIFFOption attribute), 452  
DeInit() (PySpin.CameraBase method), 62, 196  
Deinterlacing (PySpin.Camera attribute), 22, 157  
DeregisterCallback() (PySpin.CBooleanPtr method), 100  
DeregisterCallback() (PySpin.CCategoryPtr method), 104  
DeregisterCallback() (PySpin.CCommandPtr method), 107  
DeregisterCallback() (PySpin.CEnumEntryPtr method), 112  
DeregisterCallback() (PySpin.CEnumerationPtr method), 116  
DeregisterCallback() (PySpin.CIntegerPtr method), 121  
DeregisterCallback() (PySpin.CNodePtr method), 129  
DeregisterCallback() (PySpin.CRegisterPtr method), 132  
DeregisterCallback() (PySpin.CStringPtr method), 137  
DeregisterCallback() (PySpin.CValuePtr method), 141  
DeregisterCallback() (PySpin.INode method), 402  
DeregisterCallback() (PySpin.Node method), 433  
DeregisterNodeCallback() (in module PySpin), 208  
Destroy() (PySpin.IDestroy method), 230  
Destroy() (PySpin.NodeMap method), 439  
DeviceAccessStatus (PySpin.TransportLayerDevice attribute), 89, 452  
DeviceAccessStatus (PySpin.TransportLayerInterface attribute), 92, 455  
DeviceAddress (PySpin.ActionCommandResult attribute), 98  
DeviceCharacterSet (PySpin.Camera attribute), 22, 157  
DeviceClockFrequency (PySpin.Camera attribute), 22, 157  
DeviceClockSelector (PySpin.Camera attribute), 22, 157  
DeviceConnectionSelector (PySpin.Camera attribute), 22, 157  
DeviceConnectionSpeed (PySpin.Camera attribute), 22, 157  
DeviceConnectionStatus (PySpin.Camera attribute), 22, 157  
DeviceCount (PySpin.TransportLayerInterface attribute), 92, 455  
DeviceCurrentSpeed (PySpin.TransportLayerDevice attribute), 89, 452  
DeviceDisplayName (PySpin.TransportLayerDevice attribute), 89, 452  
DeviceDriverVersion (PySpin.TransportLayerDevice attribute), 89, 453  
DeviceEndianessMechanism (PySpin.TransportLayerDevice attribute), 89, 453  
DeviceEvent (class in PySpin), 5, 208  
DeviceEventChannelCount (PySpin.Camera attribute), 22, 157  
DeviceFamilyName (PySpin.Camera attribute), 23, 157  
DeviceFeaturePersistenceEnd (PySpin.Camera attribute), 23, 157  
DeviceFeaturePersistenceStart (PySpin.Camera attribute), 23, 157  
DeviceFirmwareVersion (PySpin.Camera attribute), 23,



- 157
- DeviceGenCPVersionMajor (PySpin.Camera attribute), 23, 158
- DeviceGenCPVersionMinor (PySpin.Camera attribute), 23, 158
- DeviceID (PySpin.Camera attribute), 23, 158
- DeviceID (PySpin.TransportLayerDevice attribute), 89, 453
- DeviceID (PySpin.TransportLayerInterface attribute), 92, 455
- DeviceIndicatorMode (PySpin.Camera attribute), 23, 158
- DeviceInstanceId (PySpin.TransportLayerDevice attribute), 89, 453
- DeviceLinkBandwidthReserve (PySpin.Camera attribute), 23, 158
- DeviceLinkCommandTimeout (PySpin.Camera attribute), 23, 158
- DeviceLinkConnectionCount (PySpin.Camera attribute), 23, 158
- DeviceLinkCurrentThroughput (PySpin.Camera attribute), 23, 158
- DeviceLinkHeartbeatMode (PySpin.Camera attribute), 23, 158
- DeviceLinkHeartbeatTimeout (PySpin.Camera attribute), 23, 158
- DeviceLinkSelector (PySpin.Camera attribute), 24, 158
- DeviceLinkSpeed (PySpin.Camera attribute), 24, 158
- DeviceLinkSpeed (PySpin.TransportLayerDevice attribute), 90, 453
- DeviceLinkThroughputLimit (PySpin.Camera attribute), 24, 158
- DeviceLinkThroughputLimitMode (PySpin.Camera attribute), 24, 158
- DeviceManifestEntrySelector (PySpin.Camera attribute), 24, 159
- DeviceManifestPrimaryURL (PySpin.Camera attribute), 24, 159
- DeviceManifestSchemaMajorVersion (PySpin.Camera attribute), 24, 159
- DeviceManifestSchemaMinorVersion (PySpin.Camera attribute), 24, 159
- DeviceManifestSecondaryURL (PySpin.Camera attribute), 24, 159
- DeviceManifestXMLMajorVersion (PySpin.Camera attribute), 24, 159
- DeviceManifestXMLMinorVersion (PySpin.Camera attribute), 24, 159
- DeviceManifestXMLSubMinorVersion (PySpin.Camera attribute), 24, 159
- DeviceManufacturerInfo (PySpin.Camera attribute), 24, 159
- DeviceMaxThroughput (PySpin.Camera attribute), 25, 159
- DeviceModelName (PySpin.Camera attribute), 25, 159
- DeviceModelName (PySpin.TransportLayerDevice attribute), 90, 453
- DeviceModelName (PySpin.TransportLayerInterface attribute), 92, 455
- DeviceMulticastMonitorMode (PySpin.TransportLayerDevice attribute), 90, 453
- DevicePowerSupplySelector (PySpin.Camera attribute), 25, 159
- DeviceRegistersCheck (PySpin.Camera attribute), 25, 159
- DeviceRegistersEndianness (PySpin.Camera attribute), 25, 160
- DeviceRegistersStreamingEnd (PySpin.Camera attribute), 25, 160
- DeviceRegistersStreamingStart (PySpin.Camera attribute), 25, 160
- DeviceRegistersValid (PySpin.Camera attribute), 25, 160
- DeviceReset (PySpin.Camera attribute), 25, 160
- DeviceScanType (PySpin.Camera attribute), 25, 160
- DeviceSelector (PySpin.TransportLayerInterface attribute), 92, 455
- DeviceSerialNumber (PySpin.Camera attribute), 25, 160
- DeviceSerialNumber (PySpin.TransportLayerDevice attribute), 90, 453
- DeviceSerialPortBaudRate (PySpin.Camera attribute), 26, 160
- DeviceSerialPortSelector (PySpin.Camera attribute), 26, 160
- DeviceSFNCVersionMajor (PySpin.Camera attribute), 25, 160
- DeviceSFNCVersionMinor (PySpin.Camera attribute), 25, 160
- DeviceSFNCVersionSubMinor (PySpin.Camera attribute), 25, 160
- DeviceStreamChannelCount (PySpin.Camera attribute), 26, 160
- DeviceStreamChannelEndianness (PySpin.Camera attribute), 26, 160
- DeviceStreamChannelLink (PySpin.Camera attribute), 26, 161
- DeviceStreamChannelPacketSize (PySpin.Camera attribute), 26, 161
- DeviceStreamChannelSelector (PySpin.Camera attribute), 26, 161
- DeviceStreamChannelType (PySpin.Camera attribute), 26, 161
- DeviceTapGeometry (PySpin.Camera attribute), 26, 161
- DeviceTemperature (PySpin.Camera attribute), 27, 161
- DeviceTemperatureSelector (PySpin.Camera attribute), 27, 161
- DeviceTLType (PySpin.Camera attribute), 26, 161
- DeviceTLVersionMajor (PySpin.Camera attribute), 26, 161

- DeviceTLVersionMinor (PySpin.Camera attribute), 26, 161
- DeviceTLVersionSubMinor (PySpin.Camera attribute), 26, 161
- DeviceType (PySpin.Camera attribute), 27, 161
- DeviceType (PySpin.TransportLayerDevice attribute), 90, 453
- DeviceUnlock (PySpin.TransportLayerInterface attribute), 92, 455
- DeviceUpdateList (PySpin.TransportLayerInterface attribute), 92, 455
- DeviceUptime (PySpin.Camera attribute), 27, 161
- DeviceUserID (PySpin.Camera attribute), 27, 162
- DeviceUserID (PySpin.TransportLayerDevice attribute), 90, 453
- DeviceVendorName (PySpin.Camera attribute), 27, 162
- DeviceVendorName (PySpin.TransportLayerDevice attribute), 90, 453
- DeviceVendorName (PySpin.TransportLayerInterface attribute), 92, 456
- DeviceVersion (PySpin.Camera attribute), 27, 162
- DeviceVersion (PySpin.TransportLayerDevice attribute), 90, 453
- DiscoverMaxPacketSize() (PySpin.CameraBase method), 62, 197
- DoesEnvironmentVariableExist() (in module PySpin), 209
- double\_autovector\_t (class in PySpin), 461
- E**
- EAccessModeClass (class in PySpin), 209
- EAccessModeClass\_FromString() (in module PySpin), 209
- EAccessModeClass\_ToString() (in module PySpin), 210
- EatComments() (in module PySpin), 218
- ECachingModeClass (class in PySpin), 210
- ECachingModeClass\_FromString() (in module PySpin), 210
- ECachingModeClass\_ToString() (in module PySpin), 210
- EDisplayNotationClass (class in PySpin), 211
- EDisplayNotationClass\_FromString() (in module PySpin), 211
- EDisplayNotationClass\_ToString() (in module PySpin), 211
- EEndianessClass (class in PySpin), 211
- EEndianessClass\_FromString() (in module PySpin), 212
- EEndianessClass\_ToString() (in module PySpin), 212
- EGenApiSchemaVersionClass (class in PySpin), 212
- EGenApiSchemaVersionClass\_FromString() (in module PySpin), 212
- EGenApiSchemaVersionClass\_ToString() (in module PySpin), 213
- EInputDirectionClass (class in PySpin), 213
- EInputDirectionClass\_FromString() (in module PySpin), 213
- EInputDirectionClass\_ToString() (in module PySpin), 213
- empty() (PySpin.gcstring method), 462
- empty() (PySpin.node\_vector method), 464
- empty() (PySpin.value\_vector method), 466
- ENamespaceClass (class in PySpin), 213
- ENamespaceClass\_FromString() (in module PySpin), 214
- ENamespaceClass\_ToString() (in module PySpin), 214
- EncoderDivider (PySpin.Camera attribute), 27, 162
- EncoderMode (PySpin.Camera attribute), 27, 162
- EncoderOutputMode (PySpin.Camera attribute), 27, 162
- EncoderReset (PySpin.Camera attribute), 27, 162
- EncoderResetActivation (PySpin.Camera attribute), 27, 162
- EncoderResetSource (PySpin.Camera attribute), 27, 162
- EncoderSelector (PySpin.Camera attribute), 27, 162
- EncoderSourceA (PySpin.Camera attribute), 28, 162
- EncoderSourceB (PySpin.Camera attribute), 28, 162
- EncoderStatus (PySpin.Camera attribute), 28, 162
- EncoderTimeout (PySpin.Camera attribute), 28, 162
- EncoderValue (PySpin.Camera attribute), 28, 163
- EncoderValueAtReset (PySpin.Camera attribute), 28, 163
- end() (PySpin.node\_vector method), 464
- end() (PySpin.value\_vector method), 466
- EndAcquisition() (PySpin.CameraBase method), 62, 197
- EnumEntryNode (class in PySpin), 219
- EnumerationCount (PySpin.Camera attribute), 28, 163
- EnumNode (class in PySpin), 219
- erase() (PySpin.node\_vector method), 464
- erase() (PySpin.value\_vector method), 466
- ERepresentationClass (class in PySpin), 214
- ERepresentationClass\_FromString() (in module PySpin), 215
- ERepresentationClass\_ToString() (in module PySpin), 215
- ESignClass (class in PySpin), 215
- ESignClass\_FromString() (in module PySpin), 215
- ESignClass\_ToString() (in module PySpin), 215
- ESlopeClass (class in PySpin), 216
- ESlopeClass\_FromString() (in module PySpin), 216
- ESlopeClass\_ToString() (in module PySpin), 216
- EStandardNameSpaceClass (class in PySpin), 216
- EStandardNameSpaceClass\_FromString() (in module PySpin), 217
- EStandardNameSpaceClass\_ToString() (in module PySpin), 217
- Event (class in PySpin), 6, 221
- EventAcquisitionEnd (PySpin.Camera attribute), 28, 163
- EventAcquisitionEndFrameID (PySpin.Camera attribute), 28, 163



EventAcquisitionEndTimestamp (PySpin.Camera attribute), 28, 163	EventCounter1StartTimestamp (PySpin.Camera attribute), 30, 165
EventAcquisitionError (PySpin.Camera attribute), 28, 163	EventEncoder0Restarted (PySpin.Camera attribute), 31, 165
EventAcquisitionErrorFrameID (PySpin.Camera attribute), 28, 163	EventEncoder0RestartedFrameID (PySpin.Camera attribute), 31, 165
EventAcquisitionErrorTimestamp (PySpin.Camera attribute), 28, 163	EventEncoder0RestartedTimestamp (PySpin.Camera attribute), 31, 165
EventAcquisitionStart (PySpin.Camera attribute), 29, 163	EventEncoder0Stopped (PySpin.Camera attribute), 31, 165
EventAcquisitionStartFrameID (PySpin.Camera attribute), 29, 163	EventEncoder0StoppedFrameID (PySpin.Camera attribute), 31, 166
EventAcquisitionStartTimestamp (PySpin.Camera attribute), 29, 163	EventEncoder0StoppedTimestamp (PySpin.Camera attribute), 31, 166
EventAcquisitionTransferEnd (PySpin.Camera attribute), 29, 163	EventEncoder1Restarted (PySpin.Camera attribute), 31, 166
EventAcquisitionTransferEndFrameID (PySpin.Camera attribute), 29, 164	EventEncoder1RestartedFrameID (PySpin.Camera attribute), 31, 166
EventAcquisitionTransferEndTimestamp (PySpin.Camera attribute), 29, 164	EventEncoder1RestartedTimestamp (PySpin.Camera attribute), 31, 166
EventAcquisitionTransferStart (PySpin.Camera attribute), 29, 164	EventEncoder1Stopped (PySpin.Camera attribute), 31, 166
EventAcquisitionTransferStartFrameID (PySpin.Camera attribute), 29, 164	EventEncoder1StoppedFrameID (PySpin.Camera attribute), 31, 166
EventAcquisitionTransferStartTimestamp (PySpin.Camera attribute), 29, 164	EventEncoder1StoppedTimestamp (PySpin.Camera attribute), 31, 166
EventAcquisitionTrigger (PySpin.Camera attribute), 29, 164	EventError (PySpin.Camera attribute), 31, 166
EventAcquisitionTriggerFrameID (PySpin.Camera attribute), 29, 164	EventErrorCode (PySpin.Camera attribute), 31, 166
EventAcquisitionTriggerTimestamp (PySpin.Camera attribute), 29, 164	EventErrorFrameID (PySpin.Camera attribute), 32, 166
EventActionLate (PySpin.Camera attribute), 29, 164	EventErrorTimestamp (PySpin.Camera attribute), 32, 166
EventActionLateFrameID (PySpin.Camera attribute), 29, 164	EventExposureEnd (PySpin.Camera attribute), 32, 166
EventActionLateTimestamp (PySpin.Camera attribute), 30, 164	EventExposureEndFrameID (PySpin.Camera attribute), 32, 166
EventCounter0End (PySpin.Camera attribute), 30, 164	EventExposureEndTimestamp (PySpin.Camera attribute), 32, 167
EventCounter0EndFrameID (PySpin.Camera attribute), 30, 164	EventExposureStart (PySpin.Camera attribute), 32, 167
EventCounter0EndTimestamp (PySpin.Camera attribute), 30, 164	EventExposureStartFrameID (PySpin.Camera attribute), 32, 167
EventCounter0Start (PySpin.Camera attribute), 30, 165	EventExposureStartTimestamp (PySpin.Camera attribute), 32, 167
EventCounter0StartFrameID (PySpin.Camera attribute), 30, 165	EventFrameBurstEnd (PySpin.Camera attribute), 32, 167
EventCounter0StartTimestamp (PySpin.Camera attribute), 30, 165	EventFrameBurstEndFrameID (PySpin.Camera attribute), 32, 167
EventCounter1End (PySpin.Camera attribute), 30, 165	EventFrameBurstEndTimestamp (PySpin.Camera attribute), 32, 167
EventCounter1EndFrameID (PySpin.Camera attribute), 30, 165	EventFrameBurstStart (PySpin.Camera attribute), 32, 167
EventCounter1EndTimestamp (PySpin.Camera attribute), 30, 165	EventFrameBurstStartFrameID (PySpin.Camera attribute), 32, 167
EventCounter1Start (PySpin.Camera attribute), 30, 165	EventFrameBurstStartTimestamp (PySpin.Camera attribute), 33, 167
EventCounter1StartFrameID (PySpin.Camera attribute), 30, 165	EventFrameEnd (PySpin.Camera attribute), 33, 167
	EventFrameEndFrameID (PySpin.Camera attribute), 33, 167
	EventFrameEndTimestamp (PySpin.Camera attribute),

- 33, 167
- EventFrameStart (PySpin.Camera attribute), 33, 168
- EventFrameStartFrameID (PySpin.Camera attribute), 33, 168
- EventFrameStartTimestamp (PySpin.Camera attribute), 33, 168
- EventFrameTransferEnd (PySpin.Camera attribute), 33, 168
- EventFrameTransferEndFrameID (PySpin.Camera attribute), 33, 168
- EventFrameTransferEndTimestamp (PySpin.Camera attribute), 33, 168
- EventFrameTransferStart (PySpin.Camera attribute), 33, 168
- EventFrameTransferStartFrameID (PySpin.Camera attribute), 33, 168
- EventFrameTransferStartTimestamp (PySpin.Camera attribute), 33, 168
- EventFrameTrigger (PySpin.Camera attribute), 33, 168
- EventFrameTriggerFrameID (PySpin.Camera attribute), 34, 168
- EventFrameTriggerTimestamp (PySpin.Camera attribute), 34, 168
- EventLine0AnyEdge (PySpin.Camera attribute), 34, 168
- EventLine0AnyEdgeFrameID (PySpin.Camera attribute), 34, 168
- EventLine0AnyEdgeTimestamp (PySpin.Camera attribute), 34, 169
- EventLine0FallingEdge (PySpin.Camera attribute), 34, 169
- EventLine0FallingEdgeFrameID (PySpin.Camera attribute), 34, 169
- EventLine0FallingEdgeTimestamp (PySpin.Camera attribute), 34, 169
- EventLine0RisingEdge (PySpin.Camera attribute), 34, 169
- EventLine0RisingEdgeFrameID (PySpin.Camera attribute), 34, 169
- EventLine0RisingEdgeTimestamp (PySpin.Camera attribute), 34, 169
- EventLine1AnyEdge (PySpin.Camera attribute), 34, 169
- EventLine1AnyEdgeFrameID (PySpin.Camera attribute), 34, 169
- EventLine1AnyEdgeTimestamp (PySpin.Camera attribute), 35, 169
- EventLine1FallingEdge (PySpin.Camera attribute), 35, 169
- EventLine1FallingEdgeFrameID (PySpin.Camera attribute), 35, 169
- EventLine1FallingEdgeTimestamp (PySpin.Camera attribute), 35, 169
- EventLine1RisingEdge (PySpin.Camera attribute), 35, 170
- EventLine1RisingEdgeFrameID (PySpin.Camera attribute), 35, 170
- EventLine1RisingEdgeTimestamp (PySpin.Camera attribute), 35, 170
- EventLinkSpeedChange (PySpin.Camera attribute), 35, 170
- EventLinkSpeedChangeFrameID (PySpin.Camera attribute), 35, 170
- EventLinkSpeedChangeTimestamp (PySpin.Camera attribute), 35, 170
- EventLinkTrigger0 (PySpin.Camera attribute), 35, 170
- EventLinkTrigger0FrameID (PySpin.Camera attribute), 35, 170
- EventLinkTrigger0Timestamp (PySpin.Camera attribute), 35, 170
- EventLinkTrigger1 (PySpin.Camera attribute), 35, 170
- EventLinkTrigger1FrameID (PySpin.Camera attribute), 36, 170
- EventLinkTrigger1Timestamp (PySpin.Camera attribute), 36, 170
- EventNotification (PySpin.Camera attribute), 36, 170
- EventSelector (PySpin.Camera attribute), 36, 170
- EventSequencerSetChange (PySpin.Camera attribute), 36, 171
- EventSequencerSetChangeFrameID (PySpin.Camera attribute), 36, 171
- EventSequencerSetChangeTimestamp (PySpin.Camera attribute), 36, 171
- EventSerialData (PySpin.Camera attribute), 36, 171
- EventSerialDataLength (PySpin.Camera attribute), 36, 171
- EventSerialPortReceive (PySpin.Camera attribute), 36, 171
- EventSerialPortReceiveTimestamp (PySpin.Camera attribute), 36, 171
- EventSerialReceiveOverflow (PySpin.Camera attribute), 36, 171
- EventStream0TransferBlockEnd (PySpin.Camera attribute), 36, 171
- EventStream0TransferBlockEndFrameID (PySpin.Camera attribute), 37, 171
- EventStream0TransferBlockEndTimestamp (PySpin.Camera attribute), 37, 171
- EventStream0TransferBlockStart (PySpin.Camera attribute), 37, 171
- EventStream0TransferBlockStartFrameID (PySpin.Camera attribute), 37, 171
- EventStream0TransferBlockStartTimestamp (PySpin.Camera attribute), 37, 172
- EventStream0TransferBlockTrigger (PySpin.Camera attribute), 37, 172
- EventStream0TransferBlockTriggerFrameID (PySpin.Camera attribute), 37, 172
- EventStream0TransferBlockTriggerTimestamp (PySpin.Camera attribute), 37, 172

- EventStream0TransferBurstEnd (PySpin.Camera attribute), 37, 172  
 EventStream0TransferBurstEndFrameID (PySpin.Camera attribute), 37, 172  
 EventStream0TransferBurstEndTimestamp (PySpin.Camera attribute), 37, 172  
 EventStream0TransferBurstStart (PySpin.Camera attribute), 37, 172  
 EventStream0TransferBurstStartFrameID (PySpin.Camera attribute), 37, 172  
 EventStream0TransferBurstStartTimestamp (PySpin.Camera attribute), 37, 172  
 EventStream0TransferEnd (PySpin.Camera attribute), 38, 172  
 EventStream0TransferEndFrameID (PySpin.Camera attribute), 38, 172  
 EventStream0TransferEndTimestamp (PySpin.Camera attribute), 38, 172  
 EventStream0TransferOverflow (PySpin.Camera attribute), 38, 172  
 EventStream0TransferOverflowFrameID (PySpin.Camera attribute), 38, 173  
 EventStream0TransferOverflowTimestamp (PySpin.Camera attribute), 38, 173  
 EventStream0TransferPause (PySpin.Camera attribute), 38, 173  
 EventStream0TransferPauseFrameID (PySpin.Camera attribute), 38, 173  
 EventStream0TransferPauseTimestamp (PySpin.Camera attribute), 38, 173  
 EventStream0TransferResume (PySpin.Camera attribute), 38, 173  
 EventStream0TransferResumeFrameID (PySpin.Camera attribute), 38, 173  
 EventStream0TransferResumeTimestamp (PySpin.Camera attribute), 38, 173  
 EventStream0TransferStart (PySpin.Camera attribute), 38, 173  
 EventStream0TransferStartFrameID (PySpin.Camera attribute), 39, 173  
 EventStream0TransferStartTimestamp (PySpin.Camera attribute), 39, 173  
 EventTest (PySpin.Camera attribute), 39, 173  
 EventTestTimestamp (PySpin.Camera attribute), 39, 173  
 EventTimer0End (PySpin.Camera attribute), 39, 174  
 EventTimer0EndFrameID (PySpin.Camera attribute), 39, 174  
 EventTimer0EndTimestamp (PySpin.Camera attribute), 39, 174  
 EventTimer0Start (PySpin.Camera attribute), 39, 174  
 EventTimer0StartFrameID (PySpin.Camera attribute), 39, 174  
 EventTimer0StartTimestamp (PySpin.Camera attribute), 39, 174  
 EventTimer1End (PySpin.Camera attribute), 39, 174  
 EventTimer1EndFrameID (PySpin.Camera attribute), 39, 174  
 EventTimer1EndTimestamp (PySpin.Camera attribute), 39, 174  
 EventTimer1Start (PySpin.Camera attribute), 39, 174  
 EventTimer1StartFrameID (PySpin.Camera attribute), 40, 174  
 EventTimer1StartTimestamp (PySpin.Camera attribute), 40, 174  
 EVisibilityClass (class in PySpin), 217  
 EVisibilityClass\_FromString() (in module PySpin), 217  
 EVisibilityClass\_ToString() (in module PySpin), 218  
 Execute() (PySpin.CCommandPtr method), 107  
 Execute() (PySpin.CommandNode method), 208  
 Execute() (PySpin.ICommand method), 229  
 ExposureActiveMode (PySpin.Camera attribute), 40, 174  
 ExposureAuto (PySpin.Camera attribute), 40, 174  
 ExposureMode (PySpin.Camera attribute), 40, 175  
 ExposureTime (PySpin.Camera attribute), 40, 175  
 ExposureTimeMode (PySpin.Camera attribute), 40, 175  
 ExposureTimeSelector (PySpin.Camera attribute), 40, 175  
 ExtractIndependentSubtree() (PySpin.CNodeMapDynPtr method), 126  
 ExtractIndependentSubtree() (PySpin.INodeMapDyn method), 404  
 EYesNoClass (class in PySpin), 218  
 EYesNoClass\_FromString() (in module PySpin), 218  
 EYesNoClass\_ToString() (in module PySpin), 218
- ## F
- FactoryReset (PySpin.Camera attribute), 40, 175  
 FfcUserGain (PySpin.Camera attribute), 40, 175  
 FfcUserGainAll (PySpin.Camera attribute), 40, 175  
 FfcUserOffset (PySpin.Camera attribute), 40, 175  
 FfcUserOffsetAll (PySpin.Camera attribute), 40, 175  
 FfcUserTableReset (PySpin.Camera attribute), 41, 175  
 FfcUserTableSave (PySpin.Camera attribute), 41, 175  
 FfcUserTableXCoordinate (PySpin.Camera attribute), 41, 175  
 FileAccessBuffer (PySpin.Camera attribute), 41, 175  
 FileAccessLength (PySpin.Camera attribute), 41, 176  
 FileAccessOffset (PySpin.Camera attribute), 41, 176  
 FileOpenMode (PySpin.Camera attribute), 41, 176  
 FileOperationExecute (PySpin.Camera attribute), 41, 176  
 FileOperationResult (PySpin.Camera attribute), 41, 176  
 FileOperationSelector (PySpin.Camera attribute), 41, 176  
 FileOperationStatus (PySpin.Camera attribute), 41, 176  
 FileSelector (PySpin.Camera attribute), 41, 176  
 FileSize (PySpin.Camera attribute), 41, 176  
 find() (PySpin.gcstring method), 462  
 find\_first\_not\_of() (PySpin.gcstring method), 462  
 find\_first\_of() (PySpin.gcstring method), 463

FloatNode (class in PySpin), 222  
FloatRegNode (class in PySpin), 224  
frameRate (PySpin.AVIOption attribute), 97  
frameRate (PySpin.H264Option attribute), 226  
frameRate (PySpin.MJPGOption attribute), 433  
FromString() (PySpin.CBooleanPtr method), 100  
FromString() (PySpin.CCategoryPtr method), 104  
FromString() (PySpin.CCommandPtr method), 108  
FromString() (PySpin.CEnumEntryPtr method), 112  
FromString() (PySpin.CEnumerationPtr method), 116  
FromString() (PySpin.CIntegerPtr method), 122  
FromString() (PySpin.CRegisterPtr method), 132  
FromString() (PySpin.CStringPtr method), 137  
FromString() (PySpin.CValuePtr method), 141  
FromString() (PySpin.EAccessModeClass static method), 209  
FromString() (PySpin.ECachingModeClass static method), 210  
FromString() (PySpin.EDisplayNotationClass static method), 211  
FromString() (PySpin.EEndianessClass static method), 211  
FromString() (PySpin.EGenApiSchemaVersionClass static method), 212  
FromString() (PySpin.EInputDirectionClass static method), 213  
FromString() (PySpin.ENamespaceClass static method), 214  
FromString() (PySpin.ERepresentationClass static method), 214  
FromString() (PySpin.ESignClass static method), 215  
FromString() (PySpin.ESlopeClass static method), 216  
FromString() (PySpin.EStandardNameSpaceClass static method), 216  
FromString() (PySpin.EVisibilityClass static method), 217  
FromString() (PySpin.EYesNoClass static method), 218  
FromString() (PySpin.IValue method), 411  
FromString() (PySpin.ValueNode method), 459  
front() (PySpin.node\_vector method), 465  
front() (PySpin.value\_vector method), 466

## G

Gain (PySpin.Camera attribute), 41, 176  
GainAuto (PySpin.Camera attribute), 42, 176  
GainAutoBalance (PySpin.Camera attribute), 42, 176  
GainSelector (PySpin.Camera attribute), 42, 176  
Gamma (PySpin.Camera attribute), 42, 176  
GammaEnable (PySpin.Camera attribute), 42, 177  
gcstring (class in PySpin), 461  
gcstring\_\_npos() (in module PySpin), 463  
GenICamXMLLocation (PySpin.TransportLayerDevice attribute), 90, 454

GenICamXMLPath (PySpin.TransportLayerDevice attribute), 90, 454  
Get() (PySpin.CRegisterPtr method), 132  
Get() (PySpin.IRegister method), 406  
Get() (PySpin.RegisterNode method), 443  
GetAccessMode() (PySpin.CameraBase method), 62, 197  
GetAccessMode() (PySpin.CBasePtr method), 100  
GetAccessMode() (PySpin.CBooleanPtr method), 100  
GetAccessMode() (PySpin.CCategoryPtr method), 104  
GetAccessMode() (PySpin.CCommandPtr method), 108  
GetAccessMode() (PySpin.CEnumEntryPtr method), 112  
GetAccessMode() (PySpin.CEnumerationPtr method), 116  
GetAccessMode() (PySpin.CIntegerPtr method), 122  
GetAccessMode() (PySpin.CNodePtr method), 129  
GetAccessMode() (PySpin.CRegisterPtr method), 132  
GetAccessMode() (PySpin.CSelectorPtr method), 136  
GetAccessMode() (PySpin.CStringPtr method), 138  
GetAccessMode() (PySpin.CValuePtr method), 141  
GetAccessMode() (PySpin.IBase method), 226  
GetAccessMode() (PySpin.Node method), 433  
GetAddress() (PySpin.CRegisterPtr method), 133  
GetAddress() (PySpin.IRegister method), 407  
GetAddress() (PySpin.RegisterNode method), 444  
GetAlias() (PySpin.CBooleanPtr method), 100  
GetAlias() (PySpin.CCategoryPtr method), 104  
GetAlias() (PySpin.CCommandPtr method), 108  
GetAlias() (PySpin.CEnumEntryPtr method), 112  
GetAlias() (PySpin.CEnumerationPtr method), 116  
GetAlias() (PySpin.CIntegerPtr method), 122  
GetAlias() (PySpin.CNodePtr method), 129  
GetAlias() (PySpin.CRegisterPtr method), 133  
GetAlias() (PySpin.CStringPtr method), 138  
GetAlias() (PySpin.CValuePtr method), 141  
GetAlias() (PySpin.INode method), 402  
GetAlias() (PySpin.Node method), 433  
GetBitsPerPixel() (PySpin.IImage method), 397  
GetBitsPerPixel() (PySpin.Image method), 73, 413  
GetBlackLevel() (PySpin.ChunkData method), 67, 203  
GetBlackLevel() (PySpin.IChunkData method), 227  
GetBufferSize() (PySpin.IImage method), 397  
GetBufferSize() (PySpin.Image method), 73, 413  
GetByIndex() (PySpin.CameraList method), 66, 201  
GetByIndex() (PySpin.InterfaceList method), 83, 426  
GetBySerial() (PySpin.CameraList method), 66, 201  
GetCachingMode() (PySpin.CBooleanPtr method), 101  
GetCachingMode() (PySpin.CCategoryPtr method), 104  
GetCachingMode() (PySpin.CCommandPtr method), 108  
GetCachingMode() (PySpin.CEnumEntryPtr method), 112  
GetCachingMode() (PySpin.CEnumerationPtr method), 116  
GetCachingMode() (PySpin.CIntegerPtr method), 122  
GetCachingMode() (PySpin.CNodePtr method), 129



- GetCachingMode() (PySpin.CRegisterPtr method), 133
- GetCachingMode() (PySpin.CStringPtr method), 138
- GetCachingMode() (PySpin.CValuePtr method), 142
- GetCachingMode() (PySpin.INode method), 402
- GetCachingMode() (PySpin.Node method), 434
- GetCameras() (PySpin.Interface method), 80, 423
- GetCameras() (PySpin.ISystem method), 409
- GetCameras() (PySpin.System method), 83, 447
- GetCastAlias() (PySpin.CBooleanPtr method), 101
- GetCastAlias() (PySpin.CCategoryPtr method), 104
- GetCastAlias() (PySpin.CCommandPtr method), 108
- GetCastAlias() (PySpin.CEnumEntryPtr method), 112
- GetCastAlias() (PySpin.CEnumerationPtr method), 116
- GetCastAlias() (PySpin.CIntegerPtr method), 122
- GetCastAlias() (PySpin.CNodePtr method), 129
- GetCastAlias() (PySpin.CRegisterPtr method), 133
- GetCastAlias() (PySpin.CStringPtr method), 138
- GetCastAlias() (PySpin.CValuePtr method), 142
- GetCastAlias() (PySpin.INode method), 402
- GetCastAlias() (PySpin.Node method), 434
- GetCategoryName() (PySpin.LoggingEventData method), 432
- GetChildren() (PySpin.CBooleanPtr method), 101
- GetChildren() (PySpin.CCategoryPtr method), 104
- GetChildren() (PySpin.CCommandPtr method), 108
- GetChildren() (PySpin.CEnumEntryPtr method), 112
- GetChildren() (PySpin.CEnumerationPtr method), 116
- GetChildren() (PySpin.CIntegerPtr method), 122
- GetChildren() (PySpin.CNodePtr method), 129
- GetChildren() (PySpin.CRegisterPtr method), 133
- GetChildren() (PySpin.CStringPtr method), 138
- GetChildren() (PySpin.CValuePtr method), 142
- GetChildren() (PySpin.INode method), 402
- GetChildren() (PySpin.Node method), 434
- GetChunkData() (PySpin.IImage method), 397
- GetChunkData() (PySpin.Image method), 73, 413
- GetChunkLayoutId() (PySpin.IImage method), 397
- GetChunkLayoutId() (PySpin.Image method), 73, 413
- GetColorProcessing() (PySpin.IImage method), 397
- GetColorProcessing() (PySpin.Image method), 73, 413
- GetCounterValue() (PySpin.ChunkData method), 68, 203
- GetCounterValue() (PySpin.IChunkData method), 227
- GetCRC() (PySpin.ChunkData method), 68, 203
- GetCRC() (PySpin.IChunkData method), 227
- GetCurrentEntry() (PySpin.CEnumerationPtr method), 116
- GetCurrentEntry() (PySpin.EnumNode method), 219
- GetCurrentEntry() (PySpin.IEnumeration method), 232
- GetCurrentEntry() (PySpin.IEnumerationT\_AcquisitionModeEnums method), 233
- GetCurrentEntry() (PySpin.IEnumerationT\_AcquisitionStatusEnums method), 233
- GetCurrentEntry() (PySpin.IEnumerationT\_ActionUnconditionalModeEnums method), 234
- GetCurrentEntry() (PySpin.IEnumerationT\_AdcBitDepthEnums method), 235
- GetCurrentEntry() (PySpin.IEnumerationT\_AutoAlgorithmSelectorEnums method), 236
- GetCurrentEntry() (PySpin.IEnumerationT\_AutoExposureControlPriorityEnums method), 237
- GetCurrentEntry() (PySpin.IEnumerationT\_AutoExposureLightingModeEnums method), 238
- GetCurrentEntry() (PySpin.IEnumerationT\_AutoExposureMeteringModeEnums method), 238
- GetCurrentEntry() (PySpin.IEnumerationT\_AutoExposureTargetGreyValueEnums method), 239
- GetCurrentEntry() (PySpin.IEnumerationT\_BalanceRatioSelectorEnums method), 240
- GetCurrentEntry() (PySpin.IEnumerationT\_BalanceWhiteAutoEnums method), 241
- GetCurrentEntry() (PySpin.IEnumerationT\_BalanceWhiteAutoProfileEnums method), 242
- GetCurrentEntry() (PySpin.IEnumerationT\_BinningHorizontalModeEnums method), 243
- GetCurrentEntry() (PySpin.IEnumerationT\_BinningSelectorEnums method), 243
- GetCurrentEntry() (PySpin.IEnumerationT\_BinningVerticalModeEnums method), 244
- GetCurrentEntry() (PySpin.IEnumerationT\_BlackLevelAutoBalanceEnums method), 245
- GetCurrentEntry() (PySpin.IEnumerationT\_BlackLevelAutoEnums method), 246
- GetCurrentEntry() (PySpin.IEnumerationT\_BlackLevelSelectorEnums method), 247
- GetCurrentEntry() (PySpin.IEnumerationT\_BsiFlatFieldCorrectionAutoEnums method), 248
- GetCurrentEntry() (PySpin.IEnumerationT\_BsiFlatFieldCorrectionGainSelectorEnums method), 248
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkBlackLevelSelectorEnums method), 249
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkCounterSelectorEnums method), 250
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkEncoderSelectorEnums method), 251
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkEncoderStatusEnums method), 252
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkExposureTimeSelectorEnums method), 253
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkGainSelectorEnums method), 253
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkImageComponentEnums method), 254
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkPixelFormatEnums method), 255
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkRegionIDEnums method), 256
- GetCurrentEntry() (PySpin.IEnumerationT\_ChunkScan3dCoordinateReferenceEnums method), 257

GetCurrentEntry() (PySpin.IEnumerationT_ChunkScan3dCGetCurren method), 258	GetCurrentEntry() (PySpin.IEnumerationT_DecimationHorizontalModeEnum method), 280
GetCurrentEntry() (PySpin.IEnumerationT_ChunkScan3dCGetCurren method), 258	GetCurrentEntry() (PySpin.IEnumerationT_DecimationSelectorEnums method), 281
GetCurrentEntry() (PySpin.IEnumerationT_ChunkScan3dCGetCurren method), 259	GetCurrentEntry() (PySpin.IEnumerationT_DecimationVerticalModeEnum method), 282
GetCurrentEntry() (PySpin.IEnumerationT_ChunkScan3dCGetCurren method), 260	GetCurrentEntry() (PySpin.IEnumerationT_DeinterlacingEnums method), 283
GetCurrentEntry() (PySpin.IEnumerationT_ChunkScan3dDGetCurren method), 261	GetCurrentEntry() (PySpin.IEnumerationT_DeviceAccessStatusEnum method), 284
GetCurrentEntry() (PySpin.IEnumerationT_ChunkScan3dOGetCurren method), 262	GetCurrentEntry() (PySpin.IEnumerationT_DeviceCharacterSetEnums method), 284
GetCurrentEntry() (PySpin.IEnumerationT_ChunkSelectorEGetCurren method), 263	GetCurrentEntry() (PySpin.IEnumerationT_DeviceClockSelectorEnums method), 285
GetCurrentEntry() (PySpin.IEnumerationT_ChunkSourceIDGetCurren method), 264	GetCurrentEntry() (PySpin.IEnumerationT_DeviceConnectionStatusEnums method), 286
GetCurrentEntry() (PySpin.IEnumerationT_ChunkTimerSelGetCurren method), 264	GetCurrentEntry() (PySpin.IEnumerationT_DeviceCurrentSpeedEnum method), 287
GetCurrentEntry() (PySpin.IEnumerationT_ChunkTransferSGetCurren method), 265	GetCurrentEntry() (PySpin.IEnumerationT_DeviceEndianessMechanismEnum method), 288
GetCurrentEntry() (PySpin.IEnumerationT_CIConfigurationGetCurren method), 266	GetCurrentEntry() (PySpin.IEnumerationT_DeviceIndicatorModeEnums method), 289
GetCurrentEntry() (PySpin.IEnumerationT_CITimeSlotsCoGetCurren method), 267	GetCurrentEntry() (PySpin.IEnumerationT_DeviceLinkHeartbeatModeEnum method), 289
GetCurrentEntry() (PySpin.IEnumerationT_ColorTransformGetCurren method), 268	GetCurrentEntry() (PySpin.IEnumerationT_DeviceLinkThroughputLimitM method), 290
GetCurrentEntry() (PySpin.IEnumerationT_ColorTransformGetCurren method), 269	GetCurrentEntry() (PySpin.IEnumerationT_DevicePowerSupplySelectorEnum method), 291
GetCurrentEntry() (PySpin.IEnumerationT_CounterEventAGetCurren method), 269	GetCurrentEntry() (PySpin.IEnumerationT_DeviceRegistersEndiannessEnum method), 292
GetCurrentEntry() (PySpin.IEnumerationT_CounterEventSGGetCurren method), 270	GetCurrentEntry() (PySpin.IEnumerationT_DeviceScanTypeEnums method), 293
GetCurrentEntry() (PySpin.IEnumerationT_CounterResetAGetCurren method), 271	GetCurrentEntry() (PySpin.IEnumerationT_DeviceSerialPortBaudRateEnum method), 294
GetCurrentEntry() (PySpin.IEnumerationT_CounterResetSGGetCurren method), 272	GetCurrentEntry() (PySpin.IEnumerationT_DeviceSerialPortSelectorEnum method), 294
GetCurrentEntry() (PySpin.IEnumerationT_CounterSelectorGetCurren method), 273	GetCurrentEntry() (PySpin.IEnumerationT_DeviceStreamChannelEndianness method), 295
GetCurrentEntry() (PySpin.IEnumerationT_CounterStatusEGGetCurren method), 274	GetCurrentEntry() (PySpin.IEnumerationT_DeviceStreamChannelTypeEnum method), 296
GetCurrentEntry() (PySpin.IEnumerationT_CounterTriggerGetCurren method), 274	GetCurrentEntry() (PySpin.IEnumerationT_DeviceTapGeometryEnums method), 298
GetCurrentEntry() (PySpin.IEnumerationT_CounterTriggerGetCurren method), 275	GetCurrentEntry() (PySpin.IEnumerationT_DeviceTemperatureSelectorEnum method), 299
GetCurrentEntry() (PySpin.IEnumerationT_CxpConnectionGetCurren method), 276	GetCurrentEntry() (PySpin.IEnumerationT_DeviceTLTypeEnum method), 297
GetCurrentEntry() (PySpin.IEnumerationT_CxpLinkConfigGetCurren method), 277	GetCurrentEntry() (PySpin.IEnumerationT_DeviceTypeEnum method), 300
GetCurrentEntry() (PySpin.IEnumerationT_CxpLinkConfigGetCurren method), 278	GetCurrentEntry() (PySpin.IEnumerationT_DeviceTypeEnum method), 300
GetCurrentEntry() (PySpin.IEnumerationT_CxpLinkConfigGetCurren method), 279	GetCurrentEntry() (PySpin.IEnumerationT_EncoderModeEnums method), 301
GetCurrentEntry() (PySpin.IEnumerationT_CxpPoCxpStatusGetCurren method), 279	GetCurrentEntry() (PySpin.IEnumerationT_EncoderOutputModeEnums method), 302

---

GetCurrentEntry() (PySpin.IEnumerationT\_EncoderResetActiveModeEnums method), 303

GetCurrentEntry() (PySpin.IEnumerationT\_EncoderResetSourceModeEnums method), 304

GetCurrentEntry() (PySpin.IEnumerationT\_EncoderSelectorEnums method), 305

GetCurrentEntry() (PySpin.IEnumerationT\_EncoderSourceModeEnums method), 305

GetCurrentEntry() (PySpin.IEnumerationT\_EncoderSourceResetModeEnums method), 306

GetCurrentEntry() (PySpin.IEnumerationT\_EncoderStatusEnums method), 307

GetCurrentEntry() (PySpin.IEnumerationT\_EventNotificationEnums method), 308

GetCurrentEntry() (PySpin.IEnumerationT\_EventSelectorEnums method), 309

GetCurrentEntry() (PySpin.IEnumerationT\_ExposureActiveModeEnums method), 309

GetCurrentEntry() (PySpin.IEnumerationT\_ExposureAutoExposureModeEnums method), 310

GetCurrentEntry() (PySpin.IEnumerationT\_ExposureModeEnums method), 311

GetCurrentEntry() (PySpin.IEnumerationT\_ExposureTimeModeEnums method), 312

GetCurrentEntry() (PySpin.IEnumerationT\_ExposureTimeSelectorEnums method), 313

GetCurrentEntry() (PySpin.IEnumerationT\_FileOpenModeEnums method), 314

GetCurrentEntry() (PySpin.IEnumerationT\_FileOperationSelectorEnums method), 314

GetCurrentEntry() (PySpin.IEnumerationT\_FileOperationStatusEnums method), 315

GetCurrentEntry() (PySpin.IEnumerationT\_FileSelectorEnums method), 316

GetCurrentEntry() (PySpin.IEnumerationT\_GainAutoBalanceEnums method), 318

GetCurrentEntry() (PySpin.IEnumerationT\_GainAutoEnums method), 319

GetCurrentEntry() (PySpin.IEnumerationT\_GainSelectorEnums method), 319

GetCurrentEntry() (PySpin.IEnumerationT\_GenICamXMLICamEnums method), 320

GetCurrentEntry() (PySpin.IEnumerationT\_GevCCPEnum method), 321

GetCurrentEntry() (PySpin.IEnumerationT\_GevCCPEnums method), 322

GetCurrentEntry() (PySpin.IEnumerationT\_GevCurrentPhysicalLinkEnums method), 323

GetCurrentEntry() (PySpin.IEnumerationT\_GevGVCPExtendedEnums method), 323

GetCurrentEntry() (PySpin.IEnumerationT\_GevGVSPExtendedEnums method), 324

GetCurrentEntry() (PySpin.IEnumerationT\_GevIEEE1588ClockEnums method), 325

GetCurrentEntry() (PySpin.IEnumerationT\_GevIEEE1588ModeEnums method), 326

GetCurrentEntry() (PySpin.IEnumerationT\_GevIEEE1588StatusEnums method), 327

GetCurrentEntry() (PySpin.IEnumerationT\_GevIPConfigurationStatusEnums method), 328

GetCurrentEntry() (PySpin.IEnumerationT\_GevPhysicalLinkConfigurationEnums method), 329

GetCurrentEntry() (PySpin.IEnumerationT\_GevSupportedOptionSelectorEnums method), 329

GetCurrentEntry() (PySpin.IEnumerationT\_GUIXMLLocationEnum method), 317

GetCurrentEntry() (PySpin.IEnumerationT\_ImageComponentSelectorEnums method), 330

GetCurrentEntry() (PySpin.IEnumerationT\_ImageCompressionJPEGFormatEnums method), 331

GetCurrentEntry() (PySpin.IEnumerationT\_ImageCompressionModeEnums method), 332

GetCurrentEntry() (PySpin.IEnumerationT\_ImageCompressionRateOptions method), 333

GetCurrentEntry() (PySpin.IEnumerationT\_LineFormatEnums method), 334

GetCurrentEntry() (PySpin.IEnumerationT\_LineInputFilterSelectorEnums method), 335

GetCurrentEntry() (PySpin.IEnumerationT\_LineModeEnums method), 336

GetCurrentEntry() (PySpin.IEnumerationT\_LineSelectorEnums method), 337

GetCurrentEntry() (PySpin.IEnumerationT\_LineSourceEnums method), 338

GetCurrentEntry() (PySpin.IEnumerationT\_LogicBlockLUTInputActivationEnums method), 339

GetCurrentEntry() (PySpin.IEnumerationT\_LogicBlockLUTInputSelectorEnums method), 339

GetCurrentEntry() (PySpin.IEnumerationT\_LogicBlockLUTInputSourceEnums method), 340

GetCurrentEntry() (PySpin.IEnumerationT\_LogicBlockLUTSelectorEnums method), 341

GetCurrentEntry() (PySpin.IEnumerationT\_LogicBlockSelectorEnums method), 342

GetCurrentEntry() (PySpin.IEnumerationT\_LUTSelectorEnums method), 334

GetCurrentEntry() (PySpin.IEnumerationT\_PixelColorFilterEnums method), 344

GetCurrentEntry() (PySpin.IEnumerationT\_PixelFormatEnums method), 344

GetCurrentEntry() (PySpin.IEnumerationT\_PixelFormatInfoSelectorEnums method), 345

GetCurrentEntry() (PySpin.IEnumerationT\_PixelSizeEnums method), 346

GetCurrentEntry() (PySpin.IEnumerationT\_POEStatusEnum method), 343

GetCurrentEntry() (PySpin.IEnumerationT\_RegionDestinationEnums method), 347

`GetCurrentEntry()` (PySpin.IEnumerationT\_RegionModeEnums method), 348

`GetCurrentEntry()` (PySpin.IEnumerationT\_RegionSelectorEnums method), 348

`GetCurrentEntry()` (PySpin.IEnumerationT\_RgbTransformEnums method), 349

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dCoordinatesEnums method), 350

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dCoordinatesEnums method), 351

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dCoordinatesEnums method), 352

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dCoordinatesEnums method), 353

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dCoordinatesEnums method), 354

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dDistanceEnums method), 354

`GetCurrentEntry()` (PySpin.IEnumerationT\_Scan3dOutputModesEnums method), 355

`GetCurrentEntry()` (PySpin.IEnumerationT\_SensorDigitizationEnums method), 356

`GetCurrentEntry()` (PySpin.IEnumerationT\_SensorShutterModesEnums method), 357

`GetCurrentEntry()` (PySpin.IEnumerationT\_SensorTapsEnums method), 358

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerConfigurationEnums method), 359

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerConfigurationEnums method), 359

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerFeaturesEnums method), 360

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerModesEnums method), 361

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerSetValuesEnums method), 362

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerTriggerActivationEnums method), 363

`GetCurrentEntry()` (PySpin.IEnumerationT\_SequencerTriggerSourceEnums method), 364

`GetCurrentEntry()` (PySpin.IEnumerationT\_SerialPortBaudRatesEnums method), 364

`GetCurrentEntry()` (PySpin.IEnumerationT\_SerialPortParityEnums method), 365

`GetCurrentEntry()` (PySpin.IEnumerationT\_SerialPortSelectorsEnums method), 366

`GetCurrentEntry()` (PySpin.IEnumerationT\_SerialPortSourceEnums method), 367

`GetCurrentEntry()` (PySpin.IEnumerationT\_SerialPortStopBitsEnums method), 368

`GetCurrentEntry()` (PySpin.IEnumerationT\_SoftwareSignalsEnums method), 369

`GetCurrentEntry()` (PySpin.IEnumerationT\_SourceSelectorEnums method), 369

`GetCurrentEntry()` (PySpin.IEnumerationT\_StreamBufferHandlingModesEnums method), 370

`GetCurrentEntry()` (PySpin.IEnumerationT\_StreamDefaultBufferCountModesEnums method), 371

`GetCurrentEntry()` (PySpin.IEnumerationT\_StreamTypeEnum method), 372

`GetCurrentEntry()` (PySpin.IEnumerationT\_TestPatternEnums method), 373

`GetCurrentEntry()` (PySpin.IEnumerationT\_TestPatternGeneratorSelectorsEnums method), 374

`GetCurrentEntry()` (PySpin.IEnumerationT\_TimerSelectorEnums method), 374

`GetCurrentEntry()` (PySpin.IEnumerationT\_TimerStatusEnums method), 375

`GetCurrentEntry()` (PySpin.IEnumerationT\_TimerTriggerActivationEnums method), 376

`GetCurrentEntry()` (PySpin.IEnumerationT\_TimerTriggerSourceEnums method), 377

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferComponentSelectorsEnums method), 378

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferControlModesEnums method), 379

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferOperationModesEnums method), 379

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferQueueModesEnums method), 380

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferSelectorEnums method), 381

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferStatusSelectorsEnums method), 382

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferTriggerActivationEnums method), 383

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferTriggerModesEnums method), 384

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferTriggerSelectorsEnums method), 384

`GetCurrentEntry()` (PySpin.IEnumerationT\_TransferTriggerSourceEnums method), 385

`GetCurrentEntry()` (PySpin.IEnumerationT\_TriggerActivationEnums method), 386

`GetCurrentEntry()` (PySpin.IEnumerationT\_TriggerModeEnums method), 387

`GetCurrentEntry()` (PySpin.IEnumerationT\_TriggerOverlapEnums method), 388

`GetCurrentEntry()` (PySpin.IEnumerationT\_TriggerSelectorEnums method), 389

`GetCurrentEntry()` (PySpin.IEnumerationT\_TriggerSourceEnums method), 389

`GetCurrentEntry()` (PySpin.IEnumerationT\_U3VCurrentSpeedEnums method), 390

`GetCurrentEntry()` (PySpin.IEnumerationT\_UserOutputSelectorsEnums method), 391

`GetCurrentEntry()` (PySpin.IEnumerationT\_UserSetDefaultEnums method), 392



- GetCurrentEntry() (PySpin.IEnumerationT\_UserSetFeatureSelector method), 393
- GetCurrentEntry() (PySpin.IEnumerationT\_UserSetSelector method), 394
- GetCurrentEntry() (PySpin.IEnumerationT\_WhiteClipSelector method), 394
- GetData() (PySpin.Image method), 397
- GetDefaultColorProcessing() (PySpin.Image static method), 74, 413
- GetDescription() (PySpin.CBooleanPtr method), 101
- GetDescription() (PySpin.CCategoryPtr method), 105
- GetDescription() (PySpin.CCommandPtr method), 108
- GetDescription() (PySpin.CEnumEntryPtr method), 113
- GetDescription() (PySpin.CEnumerationPtr method), 116
- GetDescription() (PySpin.CIntegerPtr method), 122
- GetDescription() (PySpin.CNodePtr method), 130
- GetDescription() (PySpin.CRegisterPtr method), 133
- GetDescription() (PySpin.CStringPtr method), 138
- GetDescription() (PySpin.CValuePtr method), 142
- GetDescription() (PySpin.INode method), 402
- GetDescription() (PySpin.Node method), 434
- GetDeviceEventId() (PySpin.DeviceEvent method), 5, 208
- GetDeviceEventId() (PySpin.IDeviceEvent method), 230
- GetDeviceEventName() (PySpin.DeviceEvent method), 6, 209
- GetDeviceEventName() (PySpin.IDeviceEvent method), 230
- GetDeviceName() (PySpin.CBooleanPtr method), 101
- GetDeviceName() (PySpin.CCategoryPtr method), 105
- GetDeviceName() (PySpin.CCommandPtr method), 108
- GetDeviceName() (PySpin.CEnumEntryPtr method), 113
- GetDeviceName() (PySpin.CEnumerationPtr method), 117
- GetDeviceName() (PySpin.CIntegerPtr method), 122
- GetDeviceName() (PySpin.CNodeMapDynPtr method), 126
- GetDeviceName() (PySpin.CNodeMapPtr method), 128
- GetDeviceName() (PySpin.CNodePtr method), 130
- GetDeviceName() (PySpin.CRegisterPtr method), 133
- GetDeviceName() (PySpin.CStringPtr method), 138
- GetDeviceName() (PySpin.CValuePtr method), 142
- GetDeviceName() (PySpin.INode method), 402
- GetDeviceName() (PySpin.INodeMap method), 404
- GetDeviceName() (PySpin.Node method), 434
- GetDeviceName() (PySpin.NodeMap method), 439
- GetDeviceVersion() (PySpin.CDeviceInfoPtr method), 111
- GetDeviceVersion() (PySpin.IDeviceInfo method), 230
- GetDeviceVersion() (PySpin.NodeMap method), 439
- GetDisplayName() (PySpin.CBooleanPtr method), 101
- GetDisplayName() (PySpin.CCategoryPtr method), 105
- GetDisplayName() (PySpin.CCommandPtr method), 108
- GetDisplayName() (PySpin.CEnumEntryPtr method), 113
- GetDisplayName() (PySpin.CEnumerationPtr method), 117
- GetDisplayName() (PySpin.CIntegerPtr method), 122
- GetDisplayName() (PySpin.CNodePtr method), 130
- GetDisplayName() (PySpin.CRegisterPtr method), 133
- GetDisplayName() (PySpin.CStringPtr method), 138
- GetDisplayName() (PySpin.CValuePtr method), 142
- GetDisplayName() (PySpin.INode method), 402
- GetDisplayName() (PySpin.Node method), 434
- GetDisplayNotation() (PySpin.FloatNode method), 222
- GetDisplayNotation() (PySpin.IFloat method), 395
- GetDisplayPrecision() (PySpin.FloatNode method), 222
- GetDisplayPrecision() (PySpin.IFloat method), 395
- GetDocuURL() (PySpin.CBooleanPtr method), 101
- GetDocuURL() (PySpin.CCategoryPtr method), 105
- GetDocuURL() (PySpin.CCommandPtr method), 108
- GetDocuURL() (PySpin.CEnumEntryPtr method), 113
- GetDocuURL() (PySpin.CEnumerationPtr method), 117
- GetDocuURL() (PySpin.CIntegerPtr method), 122
- GetDocuURL() (PySpin.CNodePtr method), 130
- GetDocuURL() (PySpin.CRegisterPtr method), 133
- GetDocuURL() (PySpin.CStringPtr method), 138
- GetDocuURL() (PySpin.CValuePtr method), 142
- GetDocuURL() (PySpin.INode method), 402
- GetDocuURL() (PySpin.Node method), 434
- GetEncoderValue() (PySpin.ChunkData method), 68, 203
- GetEncoderValue() (PySpin.IChunkData method), 227
- GetEntries() (PySpin.CEnumerationPtr method), 117
- GetEntries() (PySpin.EnumNode method), 220
- GetEntries() (PySpin.IEnumeration method), 232
- GetEntry() (PySpin.CEnumerationPtr method), 117
- GetEntry() (PySpin.EnumNode method), 220
- GetEntry() (PySpin.IEnumeration method), 232
- GetEntry() (PySpin.IEnumerationT\_AcquisitionModeEnums method), 233
- GetEntry() (PySpin.IEnumerationT\_AcquisitionStatusSelectorEnums method), 234
- GetEntry() (PySpin.IEnumerationT\_ActionUnconditionalModeEnums method), 234
- GetEntry() (PySpin.IEnumerationT\_AdcBitDepthEnums method), 235
- GetEntry() (PySpin.IEnumerationT\_AutoAlgorithmSelectorEnums method), 236
- GetEntry() (PySpin.IEnumerationT\_AutoExposureControlPriorityEnums method), 237
- GetEntry() (PySpin.IEnumerationT\_AutoExposureLightingModeEnums method), 238
- GetEntry() (PySpin.IEnumerationT\_AutoExposureMeteringModeEnums method), 239
- GetEntry() (PySpin.IEnumerationT\_AutoExposureTargetGreyValueAutoEn method), 240

`GetEntry()` (PySpin.IEnumerationT\_BalanceRatioSelectorEnums method), 240

`GetEntry()` (PySpin.IEnumerationT\_BalanceWhiteAutoEnums method), 241

`GetEntry()` (PySpin.IEnumerationT\_BalanceWhiteAutoProfileEnums method), 242

`GetEntry()` (PySpin.IEnumerationT\_BinningHorizontalModeEnums method), 243

`GetEntry()` (PySpin.IEnumerationT\_BinningSelectorEnums method), 244

`GetEntry()` (PySpin.IEnumerationT\_BinningVerticalModeEnums method), 244

`GetEntry()` (PySpin.IEnumerationT\_BlackLevelAutoBalanceEnums method), 245

`GetEntry()` (PySpin.IEnumerationT\_BlackLevelAutoEnums method), 246

`GetEntry()` (PySpin.IEnumerationT\_BlackLevelSelectorEnums method), 247

`GetEntry()` (PySpin.IEnumerationT\_BsiFlatFieldCorrectionEnums method), 248

`GetEntry()` (PySpin.IEnumerationT\_BsiFlatFieldCorrectionGainEnums method), 249

`GetEntry()` (PySpin.IEnumerationT\_ChunkBlackLevelSelectorEnums method), 250

`GetEntry()` (PySpin.IEnumerationT\_ChunkCounterSelectorEnums method), 250

`GetEntry()` (PySpin.IEnumerationT\_ChunkEncoderSelectorEnums method), 251

`GetEntry()` (PySpin.IEnumerationT\_ChunkEncoderStatusEnums method), 252

`GetEntry()` (PySpin.IEnumerationT\_ChunkExposureTimeSelectorEnums method), 253

`GetEntry()` (PySpin.IEnumerationT\_ChunkGainSelectorEnums method), 254

`GetEntry()` (PySpin.IEnumerationT\_ChunkImageComponentEnums method), 255

`GetEntry()` (PySpin.IEnumerationT\_ChunkPixelFormatEnums method), 255

`GetEntry()` (PySpin.IEnumerationT\_ChunkRegionIDEnums method), 256

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dCoordinatesEnums method), 257

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dCoordinatesEnums method), 258

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dCoordinatesEnums method), 259

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dCoordinatesEnums method), 260

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dCoordinatesEnums method), 260

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dDistanceEnums method), 261

`GetEntry()` (PySpin.IEnumerationT\_ChunkScan3dOutputModeEnums method), 262

`GetEntry()` (PySpin.IEnumerationT\_ChunkSelectorEnums method), 263

`GetEntry()` (PySpin.IEnumerationT\_ChunkSourceIDEnums method), 264

`GetEntry()` (PySpin.IEnumerationT\_ChunkTimerSelectorEnums method), 265

`GetEntry()` (PySpin.IEnumerationT\_ChunkTransferStreamIDEnums method), 266

`GetEntry()` (PySpin.IEnumerationT\_CIConfigurationEnums method), 266

`GetEntry()` (PySpin.IEnumerationT\_CITimeSlotsCountEnums method), 267

`GetEntry()` (PySpin.IEnumerationT\_ColorTransformationSelectorEnums method), 268

`GetEntry()` (PySpin.IEnumerationT\_ColorTransformationValueSelectorEnums method), 269

`GetEntry()` (PySpin.IEnumerationT\_CounterEventActivationEnums method), 270

`GetEntry()` (PySpin.IEnumerationT\_CounterEventSourceEnums method), 271

`GetEntry()` (PySpin.IEnumerationT\_CounterResetActivationEnums method), 271

`GetEntry()` (PySpin.IEnumerationT\_CounterResetSourceEnums method), 272

`GetEntry()` (PySpin.IEnumerationT\_CounterSelectorEnums method), 273

`GetEntry()` (PySpin.IEnumerationT\_CounterStatusEnums method), 274

`GetEntry()` (PySpin.IEnumerationT\_CounterTriggerActivationEnums method), 275

`GetEntry()` (PySpin.IEnumerationT\_CounterTriggerSourceEnums method), 276

`GetEntry()` (PySpin.IEnumerationT\_CxpConnectionTestModeEnums method), 276

`GetEntry()` (PySpin.IEnumerationT\_CxpLinkConfigurationEnums method), 277

`GetEntry()` (PySpin.IEnumerationT\_CxpLinkConfigurationPreferredEnums method), 278

`GetEntry()` (PySpin.IEnumerationT\_CxpLinkConfigurationStatusEnums method), 279

`GetEntry()` (PySpin.IEnumerationT\_CxpPoCxpStatusEnums method), 280

`GetEntry()` (PySpin.IEnumerationT\_DecimationHorizontalModeEnums method), 281

`GetEntry()` (PySpin.IEnumerationT\_DecimationSelectorEnums method), 281

`GetEntry()` (PySpin.IEnumerationT\_DecimationVerticalModeEnums method), 282

`GetEntry()` (PySpin.IEnumerationT\_DeinterlacingEnums method), 283

`GetEntry()` (PySpin.IEnumerationT\_DeviceAccessStatusEnum method), 284

`GetEntry()` (PySpin.IEnumerationT\_DeviceCharacterSetEnums method), 285

GetEntry() (PySpin.IEnumerationT_DeviceClockSelectorEnums method), 286	GetEntry() (PySpin.IEnumerationT_EventNotificationEnums method), 308
GetEntry() (PySpin.IEnumerationT_DeviceConnectionStatusEnums method), 286	GetEntry() (PySpin.IEnumerationT_EventSelectorEnums method), 309
GetEntry() (PySpin.IEnumerationT_DeviceCurrentSpeedEnums method), 287	GetEntry() (PySpin.IEnumerationT_ExposureActiveModeEnums method), 310
GetEntry() (PySpin.IEnumerationT_DeviceEndianessMechanismEnums method), 288	GetEntry() (PySpin.IEnumerationT_ExposureAutoEnums method), 311
GetEntry() (PySpin.IEnumerationT_DeviceIndicatorModeEnums method), 289	GetEntry() (PySpin.IEnumerationT_ExposureModeEnums method), 311
GetEntry() (PySpin.IEnumerationT_DeviceLinkHeartbeatModeEnums method), 290	GetEntry() (PySpin.IEnumerationT_ExposureTimeModeEnums method), 312
GetEntry() (PySpin.IEnumerationT_DeviceLinkThroughputEnums method), 291	GetEntry() (PySpin.IEnumerationT_ExposureTimeSelectorEnums method), 313
GetEntry() (PySpin.IEnumerationT_DevicePowerSupplySelectorEnums method), 291	GetEntry() (PySpin.IEnumerationT_FileOpenModeEnums method), 314
GetEntry() (PySpin.IEnumerationT_DeviceRegistersEndianessEnums method), 292	GetEntry() (PySpin.IEnumerationT_FileOperationSelectorEnums method), 315
GetEntry() (PySpin.IEnumerationT_DeviceScanTypeEnum method), 293	GetEntry() (PySpin.IEnumerationT_FileOperationStatusEnums method), 316
GetEntry() (PySpin.IEnumerationT_DeviceSerialPortBaudRateEnums method), 294	GetEntry() (PySpin.IEnumerationT_FileSelectorEnums method), 316
GetEntry() (PySpin.IEnumerationT_DeviceSerialPortSelectorEnums method), 295	GetEntry() (PySpin.IEnumerationT_GainAutoBalanceEnums method), 318
GetEntry() (PySpin.IEnumerationT_DeviceStreamChannelEnums method), 296	GetEntry() (PySpin.IEnumerationT_GainAutoEnums method), 319
GetEntry() (PySpin.IEnumerationT_DeviceStreamChannelTypeEnums method), 296	GetEntry() (PySpin.IEnumerationT_GainSelectorEnums method), 320
GetEntry() (PySpin.IEnumerationT_DeviceTapGeometryEnums method), 298	GetEntry() (PySpin.IEnumerationT_GenICamXMLLocationEnum method), 320
GetEntry() (PySpin.IEnumerationT_DeviceTemperatureSelectorEnums method), 299	GetEntry() (PySpin.IEnumerationT_GevCCPEnum method), 321
GetEntry() (PySpin.IEnumerationT_DeviceTLTypeEnum method), 297	GetEntry() (PySpin.IEnumerationT_GevCCPEnum method), 322
GetEntry() (PySpin.IEnumerationT_DeviceTypeEnum method), 300	GetEntry() (PySpin.IEnumerationT_GevCurrentPhysicalLinkConfigurationEnum method), 323
GetEntry() (PySpin.IEnumerationT_DeviceTypeEnum method), 301	GetEntry() (PySpin.IEnumerationT_GevGVCPExtendedStatusCodesSelectorEnums method), 324
GetEntry() (PySpin.IEnumerationT_EncoderModeEnums method), 301	GetEntry() (PySpin.IEnumerationT_GevGVSPExtendedIDModeEnums method), 325
GetEntry() (PySpin.IEnumerationT_EncoderOutputModeEnums method), 302	GetEntry() (PySpin.IEnumerationT_GevIEEE1588ClockAccuracyEnums method), 325
GetEntry() (PySpin.IEnumerationT_EncoderResetActivationEnums method), 303	GetEntry() (PySpin.IEnumerationT_GevIEEE1588ModeEnums method), 326
GetEntry() (PySpin.IEnumerationT_EncoderResetSourceEnums method), 304	GetEntry() (PySpin.IEnumerationT_GevIEEE1588StatusEnums method), 327
GetEntry() (PySpin.IEnumerationT_EncoderSelectorEnums method), 305	GetEntry() (PySpin.IEnumerationT_GevIPConfigurationStatusEnums method), 328
GetEntry() (PySpin.IEnumerationT_EncoderSourceAEnums method), 306	GetEntry() (PySpin.IEnumerationT_GevPhysicalLinkConfigurationEnums method), 329
GetEntry() (PySpin.IEnumerationT_EncoderSourceBEnums method), 306	GetEntry() (PySpin.IEnumerationT_GevSupportedOptionSelectorEnums method), 330
GetEntry() (PySpin.IEnumerationT_EncoderStatusEnums method), 307	GetEntry() (PySpin.IEnumerationT_GUIXMLLocationEnum method), 317

GetEntry() (PySpin.IEnumerationT_ImageComponentSelectorEnums method), 330	GetEntry() (PySpin.IEnumerationT_Scan3dCoordinateSystemReferenceEnums method), 353
GetEntry() (PySpin.IEnumerationT_ImageCompressionJPECEntropyOptionsEnums method), 331	GetEntry() (PySpin.IEnumerationT_Scan3dCoordinateTransformSelectorEnums method), 354
GetEntry() (PySpin.IEnumerationT_ImageCompressionModeEnums method), 332	GetEntry() (PySpin.IEnumerationT_Scan3dDistanceUnitEnums method), 355
GetEntry() (PySpin.IEnumerationT_ImageCompressionRateEnums method), 333	GetEntry() (PySpin.IEnumerationT_Scan3dOutputModeEnums method), 355
GetEntry() (PySpin.IEnumerationT_LineFormatEnums method), 335	GetEntry() (PySpin.IEnumerationT_SensorDigitizationTapsEnums method), 356
GetEntry() (PySpin.IEnumerationT_LineInputFilterSelectorEnums method), 335	GetEntry() (PySpin.IEnumerationT_SensorShutterModeEnums method), 357
GetEntry() (PySpin.IEnumerationT_LineModeEnums method), 336	GetEntry() (PySpin.IEnumerationT_SensorTapsEnums method), 358
GetEntry() (PySpin.IEnumerationT_LineSelectorEnums method), 337	GetEntry() (PySpin.IEnumerationT-SequencerConfigurationModeEnums method), 359
GetEntry() (PySpin.IEnumerationT_LineSourceEnums method), 338	GetEntry() (PySpin.IEnumerationT-SequencerConfigurationValidEnums method), 360
GetEntry() (PySpin.IEnumerationT_LogicBlockLUTInputActivationEnums method), 339	GetEntry() (PySpin.IEnumerationT-SequencerFeatureSelectorEnums method), 360
GetEntry() (PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums method), 340	GetEntry() (PySpin.IEnumerationT-SequencerModeEnums method), 361
GetEntry() (PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums method), 340	GetEntry() (PySpin.IEnumerationT-SequencerSetValidEnums method), 362
GetEntry() (PySpin.IEnumerationT_LogicBlockLUTSelectorEnums method), 341	GetEntry() (PySpin.IEnumerationT-SequencerTriggerActivationEnums method), 363
GetEntry() (PySpin.IEnumerationT_LogicBlockSelectorEnums method), 342	GetEntry() (PySpin.IEnumerationT-SequencerTriggerSourceEnums method), 364
GetEntry() (PySpin.IEnumerationT_LUTSelectorEnums method), 334	GetEntry() (PySpin.IEnumerationT_SerialPortBaudRateEnums method), 365
GetEntry() (PySpin.IEnumerationT_PixelColorFilterEnums method), 344	GetEntry() (PySpin.IEnumerationT_SerialPortParityEnums method), 365
GetEntry() (PySpin.IEnumerationT_PixelFormatEnums method), 345	GetEntry() (PySpin.IEnumerationT_SerialPortSelectorEnums method), 366
GetEntry() (PySpin.IEnumerationT_PixelFormatInfoSelectorEnums method), 345	GetEntry() (PySpin.IEnumerationT_SerialPortSourceEnums method), 367
GetEntry() (PySpin.IEnumerationT_PixelSizeEnums method), 346	GetEntry() (PySpin.IEnumerationT_SerialPortStopBitsEnums method), 368
GetEntry() (PySpin.IEnumerationT_POEStatusEnum method), 343	GetEntry() (PySpin.IEnumerationT_SoftwareSignalSelectorEnums method), 369
GetEntry() (PySpin.IEnumerationT_RegionDestinationEnum method), 347	GetEntry() (PySpin.IEnumerationT_SourceSelectorEnums method), 370
GetEntry() (PySpin.IEnumerationT_RegionModeEnums method), 348	GetEntry() (PySpin.IEnumerationT_StreamBufferHandlingModeEnum method), 370
GetEntry() (PySpin.IEnumerationT_RegionSelectorEnums method), 349	GetEntry() (PySpin.IEnumerationT_StreamDefaultBufferCountModeEnum method), 371
GetEntry() (PySpin.IEnumerationT_RgbTransformLightSourceEnums method), 350	GetEntry() (PySpin.IEnumerationT_StreamTypeEnum method), 372
GetEntry() (PySpin.IEnumerationT_Scan3dCoordinateReferenceSelectorEnums method), 350	GetEntry() (PySpin.IEnumerationT_TestPatternEnums method), 373
GetEntry() (PySpin.IEnumerationT_Scan3dCoordinateSelectorEnums method), 351	GetEntry() (PySpin.IEnumerationT_TestPatternGeneratorSelectorEnums method), 374
GetEntry() (PySpin.IEnumerationT_Scan3dCoordinateSystemReferenceEnums method), 352	GetEntry() (PySpin.IEnumerationT_TimerSelectorEnums method), 375



GetEntry() (PySpin.IEnumerationT\_TimerStatusEnums method), 375  
 GetEntry() (PySpin.IEnumerationT\_TimerTriggerActivationEnums method), 376  
 GetEntry() (PySpin.IEnumerationT\_TimerTriggerSourceEnums method), 377  
 GetEntry() (PySpin.IEnumerationT\_TransferComponentSelectorEnums method), 378  
 GetEntry() (PySpin.IEnumerationT\_TransferControlModeEnums method), 379  
 GetEntry() (PySpin.IEnumerationT\_TransferOperationModeEnums method), 380  
 GetEntry() (PySpin.IEnumerationT\_TransferQueueModeEnums method), 380  
 GetEntry() (PySpin.IEnumerationT\_TransferSelectorEnums method), 381  
 GetEntry() (PySpin.IEnumerationT\_TransferStatusSelectorEnums method), 382  
 GetEntry() (PySpin.IEnumerationT\_TransferTriggerActivationEnums method), 383  
 GetEntry() (PySpin.IEnumerationT\_TransferTriggerModeEnums method), 384  
 GetEntry() (PySpin.IEnumerationT\_TransferTriggerSelectorEnums method), 385  
 GetEntry() (PySpin.IEnumerationT\_TransferTriggerSourceEnums method), 385  
 GetEntry() (PySpin.IEnumerationT\_TriggerActivationEnums method), 386  
 GetEntry() (PySpin.IEnumerationT\_TriggerModeEnums method), 387  
 GetEntry() (PySpin.IEnumerationT\_TriggerOverlapEnums method), 388  
 GetEntry() (PySpin.IEnumerationT\_TriggerSelectorEnums method), 389  
 GetEntry() (PySpin.IEnumerationT\_TriggerSourceEnums method), 390  
 GetEntry() (PySpin.IEnumerationT\_U3VCurrentSpeedEnums method), 390  
 GetEntry() (PySpin.IEnumerationT\_UserOutputSelectorEnums method), 391  
 GetEntry() (PySpin.IEnumerationT\_UserSetDefaultEnums method), 392  
 GetEntry() (PySpin.IEnumerationT\_UserSetFeatureSelectorEnums method), 393  
 GetEntry() (PySpin.IEnumerationT\_UserSetSelectorEnums method), 394  
 GetEntry() (PySpin.IEnumerationT\_WhiteClipSelectorEnums method), 395  
 GetEntryByName() (PySpin.CEnumerationPtr method), 117  
 GetEntryByName() (PySpin.EnumNode method), 220  
 GetEntryByName() (PySpin.IEnumeration method), 232  
 GetEnumAlias() (PySpin.CFloatPtr method), 121  
 GetEnumAlias() (PySpin.FloatNode method), 222  
 GetErrorMessage() (in module PySpin), 224  
 GetEventID() (PySpin.CBooleanPtr method), 101  
 GetEventID() (PySpin.CCategoryPtr method), 105  
 GetEventID() (PySpin.CCommandPtr method), 108  
 GetEventID() (PySpin.CEnumEntryPtr method), 113  
 GetEventID() (PySpin.CEnumerationPtr method), 117  
 GetEventID() (PySpin.CIntegerPtr method), 122  
 GetEventID() (PySpin.CNodePtr method), 130  
 GetEventID() (PySpin.CRegisterPtr method), 133  
 GetEventID() (PySpin.CStringPtr method), 138  
 GetEventID() (PySpin.CValuePtr method), 142  
 GetEventID() (PySpin.INode method), 402  
 GetEventID() (PySpin.Node method), 435  
 GetEventPayloadData() (PySpin.Event method), 6, 221  
 GetEventPayloadDataSize() (PySpin.Event method), 6, 221  
 GetEventType() (PySpin.Event method), 6, 221  
 GetExposureEndLineStatusAll() (PySpin.ChunkData method), 68, 204  
 GetExposureEndLineStatusAll() (PySpin.IChunkData method), 228  
 GetExposureTime() (PySpin.ChunkData method), 68, 204  
 GetExposureTime() (PySpin.IChunkData method), 228  
 GetFeatureBagHandle() (PySpin.CFeatureBag method), 120  
 GetFeatures() (PySpin.CategoryNode method), 202  
 GetFeatures() (PySpin.CCategoryPtr method), 105  
 GetFeatures() (PySpin.ICategory method), 227  
 GetFiles() (in module PySpin), 224  
 GetFloatAlias() (PySpin.IntegerNode method), 421  
 GetFrameID() (PySpin.ChunkData method), 68, 204  
 GetFrameID() (PySpin.IChunkData method), 228  
 GetFrameID() (PySpin.IImage method), 397  
 GetFrameID() (PySpin.Image method), 74, 413  
 GetGain() (PySpin.ChunkData method), 68, 204  
 GetGain() (PySpin.IChunkData method), 228  
 GetGenApiVersion() (PySpin.CDeviceInfoPtr method), 111  
 GetGenApiVersion() (PySpin.IDeviceInfo method), 230  
 GetGenApiVersion() (PySpin.NodeMap method), 439  
 GetGenICamCacheFolder() (in module PySpin), 225  
 GetGenICamCLProtocolFolder() (in module PySpin), 225  
 GetGenICamLogConfig() (in module PySpin), 225  
 GetGuiXml() (PySpin.CameraBase method), 63, 197  
 GetHeight() (PySpin.ChunkData method), 68, 204  
 GetHeight() (PySpin.IChunkData method), 228  
 GetHeight() (PySpin.IImage method), 397  
 GetHeight() (PySpin.Image method), 74, 414  
 GetID() (PySpin.IImage method), 397  
 GetID() (PySpin.Image method), 74, 414  
 GetImage() (PySpin.ChunkData method), 68, 204  
 GetImage() (PySpin.IChunkData method), 228

- GetImageSize() (PySpin.IImage method), 397  
GetImageSize() (PySpin.Image method), 74, 414  
GetImageStatus() (PySpin.IImage method), 397  
GetImageStatus() (PySpin.Image method), 74, 414  
GetImageStatusDescription() (PySpin.Image static method), 74, 414  
GetInc() (PySpin.CIntegerPtr method), 123  
GetInc() (PySpin.FloatNode method), 222  
GetInc() (PySpin.IFloat method), 395  
GetInc() (PySpin.IInteger method), 400  
GetInc() (PySpin.IntegerNode method), 421  
GetIncMode() (PySpin.CIntegerPtr method), 123  
GetIncMode() (PySpin.FloatNode method), 222  
GetIncMode() (PySpin.IFloat method), 395  
GetIncMode() (PySpin.IInteger method), 400  
GetIncMode() (PySpin.IntegerNode method), 421  
GetInstance() (PySpin.System static method), 84, 448  
GetIntAlias() (PySpin.CFloatPtr method), 121  
GetIntAlias() (PySpin.FloatNode method), 222  
GetInterfaceName() (in module PySpin), 225  
GetInterfaces() (PySpin.ISystem method), 409  
GetInterfaces() (PySpin.System method), 84, 448  
GetIntValue() (PySpin.CEnumerationPtr method), 117  
GetIntValue() (PySpin.EnumNode method), 220  
GetIntValue() (PySpin.IEnumeration method), 232  
GetLength() (PySpin.CRegisterPtr method), 133  
GetLength() (PySpin.IRegister method), 407  
GetLength() (PySpin.RegisterNode method), 444  
GetLinePitch() (PySpin.ChunkData method), 68, 204  
GetLinePitch() (PySpin.IChunkData method), 228  
GetLineStatusAll() (PySpin.ChunkData method), 69, 204  
GetLineStatusAll() (PySpin.IChunkData method), 228  
GetListOfValidValues() (PySpin.CIntegerPtr method), 123  
GetListOfValidValues() (PySpin.FloatNode method), 222  
GetListOfValidValues() (PySpin.IFloat method), 395  
GetListOfValidValues() (PySpin.IInteger method), 400  
GetListOfValidValues() (PySpin.IntegerNode method), 421  
GetLoggingEventPriorityLevel() (PySpin.ISystem method), 409  
GetLoggingEventPriorityLevel() (PySpin.System method), 84, 448  
GetLogMessage() (PySpin.LoggingEventData method), 432  
GetMax() (PySpin.CIntegerPtr method), 123  
GetMax() (PySpin.FloatNode method), 223  
GetMax() (PySpin.IFloat method), 396  
GetMax() (PySpin.IInteger method), 400  
GetMax() (PySpin.IntegerNode method), 421  
GetMaxLength() (PySpin.CStringPtr method), 138  
GetMaxLength() (PySpin.IString method), 408  
GetMaxLength() (PySpin.StringNode method), 446  
GetMin() (PySpin.CIntegerPtr method), 123  
GetMin() (PySpin.FloatNode method), 223  
GetMin() (PySpin.IFloat method), 396  
GetMin() (PySpin.IInteger method), 400  
GetMin() (PySpin.IntegerNode method), 421  
GetModelName() (PySpin.CDeviceInfoPtr method), 111  
GetModelName() (PySpin.IDeviceInfo method), 230  
GetModelName() (PySpin.NodeMap method), 439  
GetModulePathFromFunction() (in module PySpin), 225  
GetName() (PySpin.CBooleanPtr method), 101  
GetName() (PySpin.CCategoryPtr method), 105  
GetName() (PySpin.CCommandPtr method), 109  
GetName() (PySpin.CEnumEntryPtr method), 113  
GetName() (PySpin.CEnumerationPtr method), 117  
GetName() (PySpin.CIntegerPtr method), 123  
GetName() (PySpin.CNodePtr method), 130  
GetName() (PySpin.CRegisterPtr method), 133  
GetName() (PySpin.CStringPtr method), 138  
GetName() (PySpin.CValuePtr method), 142  
GetName() (PySpin.INode method), 402  
GetName() (PySpin.Node method), 435  
GetNameSpace() (PySpin.CBooleanPtr method), 101  
GetNameSpace() (PySpin.CCategoryPtr method), 105  
GetNameSpace() (PySpin.CCommandPtr method), 109  
GetNameSpace() (PySpin.CEnumEntryPtr method), 113  
GetNameSpace() (PySpin.CEnumerationPtr method), 117  
GetNameSpace() (PySpin.CIntegerPtr method), 123  
GetNameSpace() (PySpin.CNodePtr method), 130  
GetNameSpace() (PySpin.CRegisterPtr method), 134  
GetNameSpace() (PySpin.CStringPtr method), 139  
GetNameSpace() (PySpin.CValuePtr method), 142  
GetNameSpace() (PySpin.INode method), 402  
GetNameSpace() (PySpin.Node method), 435  
GetNDArray() (PySpin.IImage method), 397  
GetNDC() (PySpin.LoggingEventData method), 432  
GetNextImage() (PySpin.CameraBase method), 63, 197  
GetNode() (PySpin.CBooleanPtr method), 101  
GetNode() (PySpin.CCategoryPtr method), 105  
GetNode() (PySpin.CCommandPtr method), 109  
GetNode() (PySpin.CEnumEntryPtr method), 113  
GetNode() (PySpin.CEnumerationPtr method), 117  
GetNode() (PySpin.CIntegerPtr method), 123  
GetNode() (PySpin.CNodeMapDynPtr method), 126  
GetNode() (PySpin.CNodeMapPtr method), 128  
GetNode() (PySpin.CRegisterPtr method), 134  
GetNode() (PySpin.CStringPtr method), 139  
GetNode() (PySpin.CValuePtr method), 142  
GetNode() (PySpin.INodeMap method), 404  
GetNode() (PySpin.IValue method), 411  
GetNode() (PySpin.NodeMap method), 439  
GetNode() (PySpin.ValueNode method), 459  
GetNodeHandle() (PySpin.Node method), 435  
GetNodeMap() (PySpin.CameraBase method), 63, 198  
GetNodeMap() (PySpin.CBooleanPtr method), 101

- GetNodeMap() (PySpin.CCategoryPtr method), 105  
 GetNodeMap() (PySpin.CCommandPtr method), 109  
 GetNodeMap() (PySpin.CEnumEntryPtr method), 113  
 GetNodeMap() (PySpin.CEnumerationPtr method), 118  
 GetNodeMap() (PySpin.CIntegerPtr method), 123  
 GetNodeMap() (PySpin.CNodePtr method), 130  
 GetNodeMap() (PySpin.CRegisterPtr method), 134  
 GetNodeMap() (PySpin.CStringPtr method), 139  
 GetNodeMap() (PySpin.CValuePtr method), 142  
 GetNodeMap() (PySpin.INode method), 402  
 GetNodeMap() (PySpin.Node method), 435  
 GetNodeMapHandle() (PySpin.NodeMap method), 439  
 GetNodes() (PySpin.CNodeMapDynPtr method), 126  
 GetNodes() (PySpin.CNodeMapPtr method), 128  
 GetNodes() (PySpin.INodeMap method), 404  
 GetNodes() (PySpin.NodeMap method), 439  
 GetNumChannels() (PySpin.IImage method), 397  
 GetNumChannels() (PySpin.Image method), 74, 414  
 GetNumDataStreams() (PySpin.CameraBase method), 63, 198  
 GetNumericValue() (PySpin.CEnumEntryPtr method), 113  
 GetNumericValue() (PySpin.EnumEntryNode method), 219  
 GetNumericValue() (PySpin.IEnumEntry method), 231  
 GetNumImagesInUse() (PySpin.CameraBase method), 64, 198  
 GetNumNodes() (PySpin.CNodeMapDynPtr method), 126  
 GetNumNodes() (PySpin.CNodeMapPtr method), 129  
 GetNumNodes() (PySpin.INodeMap method), 404  
 GetNumNodes() (PySpin.NodeMap method), 439  
 GetOffsetX() (PySpin.ChunkData method), 69, 204  
 GetOffsetX() (PySpin.IChunkData method), 228  
 GetOffsetY() (PySpin.ChunkData method), 69, 205  
 GetOffsetY() (PySpin.IChunkData method), 228  
 GetParents() (PySpin.CBooleanPtr method), 102  
 GetParents() (PySpin.CCategoryPtr method), 105  
 GetParents() (PySpin.CCommandPtr method), 109  
 GetParents() (PySpin.CEnumEntryPtr method), 113  
 GetParents() (PySpin.CEnumerationPtr method), 118  
 GetParents() (PySpin.CIntegerPtr method), 123  
 GetParents() (PySpin.CNodePtr method), 130  
 GetParents() (PySpin.CRegisterPtr method), 134  
 GetParents() (PySpin.CStringPtr method), 139  
 GetParents() (PySpin.CValuePtr method), 143  
 GetParents() (PySpin.INode method), 403  
 GetParents() (PySpin.Node method), 435  
 GetPartSelector() (PySpin.ChunkData method), 69, 205  
 GetPartSelector() (PySpin.IChunkData method), 228  
 GetPayloadType() (PySpin.IImage method), 398  
 GetPayloadType() (PySpin.Image method), 74, 414  
 GetPixelDynamicRangeMax() (PySpin.ChunkData method), 69, 205  
 GetPixelDynamicRangeMax() (PySpin.IChunkData method), 228  
 GetPixelDynamicRangeMin() (PySpin.ChunkData method), 69, 205  
 GetPixelDynamicRangeMin() (PySpin.IChunkData method), 228  
 GetPixelFormat() (PySpin.IImage method), 398  
 GetPixelFormat() (PySpin.Image method), 75, 414  
 GetPixelFormatIntType() (PySpin.IImage method), 398  
 GetPixelFormatIntType() (PySpin.Image method), 75, 415  
 GetPixelFormatName() (PySpin.IImage method), 398  
 GetPixelFormatName() (PySpin.Image method), 75, 415  
 GetPollingTime() (PySpin.CBooleanPtr method), 102  
 GetPollingTime() (PySpin.CCategoryPtr method), 105  
 GetPollingTime() (PySpin.CCommandPtr method), 109  
 GetPollingTime() (PySpin.CEnumEntryPtr method), 113  
 GetPollingTime() (PySpin.CEnumerationPtr method), 118  
 GetPollingTime() (PySpin.CIntegerPtr method), 123  
 GetPollingTime() (PySpin.CNodePtr method), 130  
 GetPollingTime() (PySpin.CRegisterPtr method), 134  
 GetPollingTime() (PySpin.CStringPtr method), 139  
 GetPollingTime() (PySpin.CValuePtr method), 143  
 GetPollingTime() (PySpin.INode method), 403  
 GetPollingTime() (PySpin.Node method), 435  
 GetPrincipalInterfaceType() (PySpin.CBooleanPtr method), 102  
 GetPrincipalInterfaceType() (PySpin.CCategoryPtr method), 106  
 GetPrincipalInterfaceType() (PySpin.CCommandPtr method), 109  
 GetPrincipalInterfaceType() (PySpin.CEnumEntryPtr method), 114  
 GetPrincipalInterfaceType() (PySpin.CEnumerationPtr method), 118  
 GetPrincipalInterfaceType() (PySpin.CIntegerPtr method), 123  
 GetPrincipalInterfaceType() (PySpin.CNodePtr method), 130  
 GetPrincipalInterfaceType() (PySpin.CRegisterPtr method), 134  
 GetPrincipalInterfaceType() (PySpin.CStringPtr method), 139  
 GetPrincipalInterfaceType() (PySpin.CValuePtr method), 143  
 GetPrincipalInterfaceType() (PySpin.INode method), 403  
 GetPrincipalInterfaceType() (PySpin.Node method), 435  
 GetPriority() (PySpin.LoggingEventData method), 432  
 GetPriorityName() (PySpin.LoggingEventData method), 432  
 GetPrivateData() (PySpin.IImage method), 398  
 GetPrivateData() (PySpin.Image method), 75, 415  
 GetProductGuid() (PySpin.CDeviceInfoPtr method), 111

GetProductGuid() (PySpin.IDeviceInfo method), 230  
GetProductGuid() (PySpin.NodeMap method), 440  
GetProperty() (PySpin.CBooleanPtr method), 102  
GetProperty() (PySpin.CCategoryPtr method), 106  
GetProperty() (PySpin.CCommandPtr method), 109  
GetProperty() (PySpin.CEnumEntryPtr method), 114  
GetProperty() (PySpin.CEnumerationPtr method), 118  
GetProperty() (PySpin.CIntegerPtr method), 123  
GetProperty() (PySpin.CNodePtr method), 130  
GetProperty() (PySpin.CRegisterPtr method), 134  
GetProperty() (PySpin.CStringPtr method), 139  
GetProperty() (PySpin.CValuePtr method), 143  
GetProperty() (PySpin.INode method), 403  
GetProperty() (PySpin.Node method), 436  
GetPropertyNames() (PySpin.CBooleanPtr method), 102  
GetPropertyNames() (PySpin.CCategoryPtr method), 106  
GetPropertyNames() (PySpin.CCommandPtr method), 109  
GetPropertyNames() (PySpin.CEnumEntryPtr method), 114  
GetPropertyNames() (PySpin.CEnumerationPtr method), 118  
GetPropertyNames() (PySpin.CIntegerPtr method), 124  
GetPropertyNames() (PySpin.CNodePtr method), 131  
GetPropertyNames() (PySpin.CRegisterPtr method), 134  
GetPropertyNames() (PySpin.CStringPtr method), 139  
GetPropertyNames() (PySpin.CValuePtr method), 143  
GetPropertyNames() (PySpin.INode method), 403  
GetPropertyNames() (PySpin.Node method), 436  
GetRepresentation() (PySpin.CIntegerPtr method), 124  
GetRepresentation() (PySpin.FloatNode method), 223  
GetRepresentation() (PySpin.IFloat method), 396  
GetRepresentation() (PySpin.IInteger method), 400  
GetRepresentation() (PySpin.IntegerNode method), 421  
GetScan3dAxisMax() (PySpin.ChunkData method), 69, 205  
GetScan3dAxisMax() (PySpin.IChunkData method), 228  
GetScan3dAxisMin() (PySpin.ChunkData method), 69, 205  
GetScan3dAxisMin() (PySpin.IChunkData method), 228  
GetScan3dCoordinateOffset() (PySpin.ChunkData method), 70, 205  
GetScan3dCoordinateOffset() (PySpin.IChunkData method), 228  
GetScan3dCoordinateReferenceValue() (PySpin.ChunkData method), 70, 205  
GetScan3dCoordinateReferenceValue() (PySpin.IChunkData method), 228  
GetScan3dCoordinateScale() (PySpin.ChunkData method), 70, 206  
GetScan3dCoordinateScale() (PySpin.IChunkData method), 228  
GetScan3dInvalidDataValue() (PySpin.ChunkData method), 70, 206  
GetScan3dInvalidDataValue() (PySpin.IChunkData method), 229  
GetScan3dTransformValue() (PySpin.ChunkData method), 70, 206  
GetScan3dTransformValue() (PySpin.IChunkData method), 229  
GetScanLineSelector() (PySpin.ChunkData method), 70, 206  
GetScanLineSelector() (PySpin.IChunkData method), 229  
GetSchemaVersion() (PySpin.CDeviceInfoPtr method), 111  
GetSchemaVersion() (PySpin.IDeviceInfo method), 230  
GetSchemaVersion() (PySpin.NodeMap method), 440  
GetSelectedFeatures() (PySpin.CBooleanPtr method), 102  
GetSelectedFeatures() (PySpin.CCategoryPtr method), 106  
GetSelectedFeatures() (PySpin.CCommandPtr method), 109  
GetSelectedFeatures() (PySpin.CEnumEntryPtr method), 114  
GetSelectedFeatures() (PySpin.CEnumerationPtr method), 118  
GetSelectedFeatures() (PySpin.CIntegerPtr method), 124  
GetSelectedFeatures() (PySpin.CNodePtr method), 131  
GetSelectedFeatures() (PySpin.CRegisterPtr method), 134  
GetSelectedFeatures() (PySpin.CSelectorPtr method), 136  
GetSelectedFeatures() (PySpin.CStringPtr method), 139  
GetSelectedFeatures() (PySpin.CValuePtr method), 143  
GetSelectedFeatures() (PySpin.ISelector method), 407  
GetSelectedFeatures() (PySpin.Node method), 436  
GetSelectingFeatures() (PySpin.CBooleanPtr method), 102  
GetSelectingFeatures() (PySpin.CCategoryPtr method), 106  
GetSelectingFeatures() (PySpin.CCommandPtr method), 109  
GetSelectingFeatures() (PySpin.CEnumEntryPtr method), 114  
GetSelectingFeatures() (PySpin.CEnumerationPtr method), 118  
GetSelectingFeatures() (PySpin.CIntegerPtr method), 124  
GetSelectingFeatures() (PySpin.CNodePtr method), 131  
GetSelectingFeatures() (PySpin.CRegisterPtr method), 134  
GetSelectingFeatures() (PySpin.CSelectorPtr method), 136  
GetSelectingFeatures() (PySpin.CStringPtr method), 139  
GetSelectingFeatures() (PySpin.CValuePtr method), 143  
GetSelectingFeatures() (PySpin.ISelector method), 407



- GetSelectingFeatures() (PySpin.Node method), 436  
 GetSelectorList() (PySpin.CSelectorSet method), 137  
 GetSelectorList() (PySpin.ISelectorDigit method), 408  
 GetSequencerSetActive() (PySpin.ChunkData method), 70, 206  
 GetSequencerSetActive() (PySpin.IChunkData method), 229  
 GetSerialDataLength() (PySpin.ChunkData method), 70, 206  
 GetSerialDataLength() (PySpin.IChunkData method), 229  
 GetSize() (PySpin.CameraList method), 67, 201  
 GetSize() (PySpin.InterfaceList method), 83, 426  
 GetStandardNameSpace() (PySpin.CDeviceInfoPtr method), 111  
 GetStandardNameSpace() (PySpin.IDeviceInfo method), 231  
 GetStandardNameSpace() (PySpin.NodeMap method), 440  
 GetStreamChannelID() (PySpin.ChunkData method), 70, 206  
 GetStreamChannelID() (PySpin.IChunkData method), 229  
 GetStride() (PySpin.IImage method), 398  
 GetStride() (PySpin.Image method), 75, 415  
 GetSupportedSchemaVersions() (PySpin.CNodeMapDynPtr method), 127  
 GetSupportedSchemaVersions() (PySpin.INodeMapDyn method), 404  
 GetSupportedSchemaVersions() (PySpin.NodeMap method), 440  
 GetSymbolic() (PySpin.CEnumEntryPtr method), 114  
 GetSymbolic() (PySpin.EnumEntryNode method), 219  
 GetSymbolic() (PySpin.IEnumEntry method), 231  
 GetSymbolics() (PySpin.CEnumerationPtr method), 118  
 GetSymbolics() (PySpin.EnumNode method), 220  
 GetSymbolics() (PySpin.IEnumeration method), 232  
 GetThreadName() (PySpin.LoggingEventData method), 432  
 GetTimerValue() (PySpin.ChunkData method), 71, 206  
 GetTimerValue() (PySpin.IChunkData method), 229  
 GetTimestamp() (PySpin.ChunkData method), 71, 206  
 GetTimestamp() (PySpin.IChunkData method), 229  
 GetTimeStamp() (PySpin.IImage method), 398  
 GetTimeStamp() (PySpin.Image method), 76, 416  
 GetTimestamp() (PySpin.LoggingEventData method), 432  
 GetTimestampLatchValue() (PySpin.ChunkData method), 71, 207  
 GetTimestampLatchValue() (PySpin.IChunkData method), 229  
 GetTLDeviceNodeMap() (PySpin.CameraBase method), 64, 198  
 GetTLNodeMap() (PySpin.Interface method), 80, 423  
 GetTLPayloadType() (PySpin.IImage method), 398  
 GetTLPayloadType() (PySpin.Image method), 75, 415  
 GetTLPixelFormat() (PySpin.IImage method), 398  
 GetTLPixelFormat() (PySpin.Image method), 76, 415  
 GetTLPixelFormatNamespace() (PySpin.IImage method), 398  
 GetTLPixelFormatNamespace() (PySpin.Image method), 76, 416  
 GetTLStreamNodeMap() (PySpin.CameraBase method), 64, 199  
 GetToolTip() (PySpin.CBooleanPtr method), 102  
 GetToolTip() (PySpin.CCategoryPtr method), 106  
 GetToolTip() (PySpin.CCommandPtr method), 109  
 GetToolTip() (PySpin.CDeviceInfoPtr method), 111  
 GetToolTip() (PySpin.CEnumEntryPtr method), 114  
 GetToolTip() (PySpin.CEnumerationPtr method), 118  
 GetToolTip() (PySpin.CIntegerPtr method), 124  
 GetToolTip() (PySpin.CNodePtr method), 131  
 GetToolTip() (PySpin.CRegisterPtr method), 134  
 GetToolTip() (PySpin.CStringPtr method), 139  
 GetToolTip() (PySpin.CValuePtr method), 143  
 GetToolTip() (PySpin.IDeviceInfo method), 231  
 GetToolTip() (PySpin.INode method), 403  
 GetToolTip() (PySpin.Node method), 436  
 GetToolTip() (PySpin.NodeMap method), 440  
 GetTransferBlockID() (PySpin.ChunkData method), 71, 207  
 GetTransferBlockID() (PySpin.IChunkData method), 229  
 GetTransferQueueCurrentBlockCount() (PySpin.ChunkData method), 71, 207  
 GetTransferQueueCurrentBlockCount() (PySpin.IChunkData method), 229  
 GetUniqueID() (PySpin.CameraBase method), 64, 199  
 GetUnit() (PySpin.CIntegerPtr method), 124  
 GetUnit() (PySpin.FloatNode method), 223  
 GetUnit() (PySpin.IFloat method), 396  
 GetUnit() (PySpin.IInteger method), 401  
 GetUnit() (PySpin.IntegerNode method), 421  
 GetValidPayloadSize() (PySpin.IImage method), 398  
 GetValidPayloadSize() (PySpin.Image method), 76, 416  
 GetValue() (PySpin.BooleanNode method), 99  
 GetValue() (PySpin.CBooleanPtr method), 102  
 GetValue() (PySpin.CEnumEntryPtr method), 114  
 GetValue() (PySpin.CIntegerPtr method), 124  
 GetValue() (PySpin.CStringPtr method), 139  
 GetValue() (PySpin.EnumEntryNode method), 219  
 GetValue() (PySpin.FloatNode method), 223  
 GetValue() (PySpin.IBoolean method), 227  
 GetValue() (PySpin.IEnumEntry method), 231  
 GetValue() (PySpin.IEnumerationT\_AcquisitionModeEnums method), 233  
 GetValue() (PySpin.IEnumerationT\_AcquisitionStatusSelectorEnums method), 234

GetValue() (PySpin.IEnumerationT_ActionUnconditionalModeEnums method), 235	GetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinateReferenceSelectorEnums method), 257
GetValue() (PySpin.IEnumerationT_AdcBitDepthEnums method), 235	GetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinateSelectorEnums method), 258
GetValue() (PySpin.IEnumerationT_AutoAlgorithmSelectorEnums method), 236	GetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinateSystemEnums method), 259
GetValue() (PySpin.IEnumerationT_AutoExposureControlModes method), 237	GetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinateSystemReferenceSelectorEnums method), 260
GetValue() (PySpin.IEnumerationT_AutoExposureLightingModes method), 238	GetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinateTransformSelectorEnums method), 261
GetValue() (PySpin.IEnumerationT_AutoExposureMeteringModes method), 239	GetValue() (PySpin.IEnumerationT_ChunkScan3dDistanceUnitEnums method), 261
GetValue() (PySpin.IEnumerationT_AutoExposureTargetGrayscaleModes method), 240	GetValue() (PySpin.IEnumerationT_ChunkScan3dOutputModeEnums method), 262
GetValue() (PySpin.IEnumerationT_BalanceRatioSelectorEnums method), 240	GetValue() (PySpin.IEnumerationT_ChunkSelectorEnums method), 263
GetValue() (PySpin.IEnumerationT_BalanceWhiteAutoEnums method), 241	GetValue() (PySpin.IEnumerationT_ChunkSourceIDEnums method), 264
GetValue() (PySpin.IEnumerationT_BalanceWhiteAutoProfiles method), 242	GetValue() (PySpin.IEnumerationT_ChunkTimerSelectorEnums method), 265
GetValue() (PySpin.IEnumerationT_BinningHorizontalModes method), 243	GetValue() (PySpin.IEnumerationT_ChunkTransferStreamIDEnums method), 266
GetValue() (PySpin.IEnumerationT_BinningSelectorEnums method), 244	GetValue() (PySpin.IEnumerationT_CIConfigurationEnums method), 266
GetValue() (PySpin.IEnumerationT_BinningVerticalModes method), 245	GetValue() (PySpin.IEnumerationT_CITimeSlotsCountEnums method), 267
GetValue() (PySpin.IEnumerationT_BlackLevelAutoBalanceEnums method), 245	GetValue() (PySpin.IEnumerationT_ColorTransformationSelectorEnums method), 268
GetValue() (PySpin.IEnumerationT_BlackLevelAutoEnums method), 246	GetValue() (PySpin.IEnumerationT_ColorTransformationValueSelectorEnums method), 269
GetValue() (PySpin.IEnumerationT_BlackLevelSelectorEnums method), 247	GetValue() (PySpin.IEnumerationT_CounterEventActivationEnums method), 270
GetValue() (PySpin.IEnumerationT_BsiFlatFieldCorrectionModes method), 248	GetValue() (PySpin.IEnumerationT_CounterEventSourceEnums method), 271
GetValue() (PySpin.IEnumerationT_BsiFlatFieldCorrectionGainSelectorEnums method), 249	GetValue() (PySpin.IEnumerationT_CounterResetActivationEnums method), 271
GetValue() (PySpin.IEnumerationT_ChunkBlackLevelSelectorEnums method), 250	GetValue() (PySpin.IEnumerationT_CounterResetSourceEnums method), 272
GetValue() (PySpin.IEnumerationT_ChunkCounterSelectorEnums method), 250	GetValue() (PySpin.IEnumerationT_CounterSelectorEnums method), 273
GetValue() (PySpin.IEnumerationT_ChunkEncoderSelectorEnums method), 251	GetValue() (PySpin.IEnumerationT_CounterStatusEnums method), 274
GetValue() (PySpin.IEnumerationT_ChunkEncoderStatusEnums method), 252	GetValue() (PySpin.IEnumerationT_CounterTriggerActivationEnums method), 275
GetValue() (PySpin.IEnumerationT_ChunkExposureTimeSelectorEnums method), 253	GetValue() (PySpin.IEnumerationT_CounterTriggerSourceEnums method), 276
GetValue() (PySpin.IEnumerationT_ChunkGainSelectorEnums method), 254	GetValue() (PySpin.IEnumerationT_CxpConnectionTestModeEnums method), 276
GetValue() (PySpin.IEnumerationT_ChunkImageComponentEnums method), 255	GetValue() (PySpin.IEnumerationT_CxpLinkConfigurationEnums method), 277
GetValue() (PySpin.IEnumerationT_ChunkPixelFormatEnums method), 255	GetValue() (PySpin.IEnumerationT_CxpLinkConfigurationPreferredEnums method), 278
GetValue() (PySpin.IEnumerationT_ChunkRegionIDEnums method), 256	GetValue() (PySpin.IEnumerationT_CxpLinkConfigurationStatusEnums method), 279

GetValue() (PySpin.IEnumerationT_CxpPoCxpStatusEnums method), 280	GetValue() (PySpin.IEnumerationT_EncoderOutputModeEnums method), 302
GetValue() (PySpin.IEnumerationT_DecimationHorizontalModeEnums method), 281	GetValue() (PySpin.IEnumerationT_EncoderResetActivationEnums method), 303
GetValue() (PySpin.IEnumerationT_DecimationSelectorEnums method), 281	GetValue() (PySpin.IEnumerationT_EncoderResetSourceEnums method), 304
GetValue() (PySpin.IEnumerationT_DecimationVerticalModeEnums method), 282	GetValue() (PySpin.IEnumerationT_EncoderSelectorEnums method), 305
GetValue() (PySpin.IEnumerationT_DeinterlacingEnums method), 283	GetValue() (PySpin.IEnumerationT_EncoderSourceAEnums method), 306
GetValue() (PySpin.IEnumerationT_DeviceAccessStatusEnums method), 284	GetValue() (PySpin.IEnumerationT_EncoderSourceBEnums method), 306
GetValue() (PySpin.IEnumerationT_DeviceCharacterSetEnums method), 285	GetValue() (PySpin.IEnumerationT_EncoderStatusEnums method), 307
GetValue() (PySpin.IEnumerationT_DeviceClockSelectorEnums method), 286	GetValue() (PySpin.IEnumerationT_EventNotificationEnums method), 308
GetValue() (PySpin.IEnumerationT_DeviceConnectionStatusEnums method), 286	GetValue() (PySpin.IEnumerationT_EventSelectorEnums method), 309
GetValue() (PySpin.IEnumerationT_DeviceCurrentSpeedEnums method), 287	GetValue() (PySpin.IEnumerationT_ExposureActiveModeEnums method), 310
GetValue() (PySpin.IEnumerationT_DeviceEndianessMechanismEnums method), 288	GetValue() (PySpin.IEnumerationT_ExposureAutoEnums method), 311
GetValue() (PySpin.IEnumerationT_DeviceIndicatorModeEnums method), 289	GetValue() (PySpin.IEnumerationT_ExposureModeEnums method), 311
GetValue() (PySpin.IEnumerationT_DeviceLinkHeartbeatModeEnums method), 290	GetValue() (PySpin.IEnumerationT_ExposureTimeModeEnums method), 312
GetValue() (PySpin.IEnumerationT_DeviceLinkThroughputEnums method), 291	GetValue() (PySpin.IEnumerationT_ExposureTimeSelectorEnums method), 313
GetValue() (PySpin.IEnumerationT_DevicePowerSupplySelectorEnums method), 291	GetValue() (PySpin.IEnumerationT_FileOpenModeEnums method), 314
GetValue() (PySpin.IEnumerationT_DeviceRegistersEndianessEnums method), 292	GetValue() (PySpin.IEnumerationT_FileOperationSelectorEnums method), 315
GetValue() (PySpin.IEnumerationT_DeviceScanTypeEnum method), 293	GetValue() (PySpin.IEnumerationT_FileOperationStatusEnums method), 316
GetValue() (PySpin.IEnumerationT_DeviceSerialPortBaudRateEnums method), 294	GetValue() (PySpin.IEnumerationT_FileSelectorEnums method), 316
GetValue() (PySpin.IEnumerationT_DeviceSerialPortSelectorEnums method), 295	GetValue() (PySpin.IEnumerationT_GainAutoBalanceEnums method), 318
GetValue() (PySpin.IEnumerationT_DeviceStreamChannelEnums method), 296	GetValue() (PySpin.IEnumerationT_GainAutoEnums method), 319
GetValue() (PySpin.IEnumerationT_DeviceStreamChannelTypeEnums method), 296	GetValue() (PySpin.IEnumerationT_GainSelectorEnums method), 320
GetValue() (PySpin.IEnumerationT_DeviceTapGeometryEnums method), 298	GetValue() (PySpin.IEnumerationT_GenICamXMLLocationEnum method), 320
GetValue() (PySpin.IEnumerationT_DeviceTemperatureSelectorEnums method), 299	GetValue() (PySpin.IEnumerationT_GevCCPEnum method), 321
GetValue() (PySpin.IEnumerationT_DeviceTLTypeEnum method), 297	GetValue() (PySpin.IEnumerationT_GevCCPEnum method), 322
GetValue() (PySpin.IEnumerationT_DeviceTypeEnum method), 300	GetValue() (PySpin.IEnumerationT_GevCurrentPhysicalLinkConfiguration method), 323
GetValue() (PySpin.IEnumerationT_DeviceTypeEnum method), 301	GetValue() (PySpin.IEnumerationT_GevGVCPExtendedStatusCodesSelectorEnums method), 324
GetValue() (PySpin.IEnumerationT_EncoderModeEnums method), 301	GetValue() (PySpin.IEnumerationT_GevGVSPExtendedIDModeEnums method), 325

GetValue() (PySpin.IEnumerationT_GevIEEE1588ClockAccuracyEnums method), 326	GetValue() (PySpin.IEnumerationT_RegionDestinationEnums method), 347
GetValue() (PySpin.IEnumerationT_GevIEEE1588ModeEnums method), 326	GetValue() (PySpin.IEnumerationT_RegionModeEnums method), 348
GetValue() (PySpin.IEnumerationT_GevIEEE1588StatusEnums method), 327	GetValue() (PySpin.IEnumerationT_RegionSelectorEnums method), 349
GetValue() (PySpin.IEnumerationT_GevIPConfigurationStatusEnums method), 328	GetValue() (PySpin.IEnumerationT_RgbTransformLightSourceEnums method), 350
GetValue() (PySpin.IEnumerationT_GevPhysicalLinkConfigurationEnums method), 329	GetValue() (PySpin.IEnumerationT_Scan3dCoordinateReferenceSelectorEnums method), 350
GetValue() (PySpin.IEnumerationT_GevSupportedOptionSelectorEnums method), 330	GetValue() (PySpin.IEnumerationT_Scan3dCoordinateSelectorEnums method), 351
GetValue() (PySpin.IEnumerationT_GUIXMLLocationEnums method), 317	GetValue() (PySpin.IEnumerationT_Scan3dCoordinateSystemEnums method), 352
GetValue() (PySpin.IEnumerationT_ImageComponentSelectorEnums method), 331	GetValue() (PySpin.IEnumerationT_Scan3dCoordinateSystemReferenceEnums method), 353
GetValue() (PySpin.IEnumerationT_ImageCompressionJPEGOptionsEnums method), 331	GetValue() (PySpin.IEnumerationT_Scan3dCoordinateTransformSelectorEnums method), 354
GetValue() (PySpin.IEnumerationT_ImageCompressionModeEnums method), 332	GetValue() (PySpin.IEnumerationT_Scan3dDistanceUnitEnums method), 355
GetValue() (PySpin.IEnumerationT_ImageCompressionRateEnums method), 333	GetValue() (PySpin.IEnumerationT_Scan3dOutputModeEnums method), 356
GetValue() (PySpin.IEnumerationT_LineFormatEnums method), 335	GetValue() (PySpin.IEnumerationT_SensorDigitizationTapsEnums method), 356
GetValue() (PySpin.IEnumerationT_LineInputFilterSelectorEnums method), 336	GetValue() (PySpin.IEnumerationT_SensorShutterModeEnums method), 357
GetValue() (PySpin.IEnumerationT_LineModeEnums method), 336	GetValue() (PySpin.IEnumerationT_SensorTapsEnums method), 358
GetValue() (PySpin.IEnumerationT_LineSelectorEnums method), 337	GetValue() (PySpin.IEnumerationT_SequencerConfigurationModeEnums method), 359
GetValue() (PySpin.IEnumerationT_LineSourceEnums method), 338	GetValue() (PySpin.IEnumerationT_SequencerConfigurationValidEnums method), 360
GetValue() (PySpin.IEnumerationT_LogicBlockLUTInputAccessEnums method), 339	GetValue() (PySpin.IEnumerationT_SequencerFeatureSelectorEnums method), 361
GetValue() (PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums method), 340	GetValue() (PySpin.IEnumerationT_SequencerModeEnums method), 361
GetValue() (PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums method), 341	GetValue() (PySpin.IEnumerationT_SequencerSetValidEnums method), 362
GetValue() (PySpin.IEnumerationT_LogicBlockLUTSelectorEnums method), 341	GetValue() (PySpin.IEnumerationT_SequencerTriggerActivationEnums method), 363
GetValue() (PySpin.IEnumerationT_LogicBlockSelectorEnums method), 342	GetValue() (PySpin.IEnumerationT_SequencerTriggerSourceEnums method), 364
GetValue() (PySpin.IEnumerationT_LUTSelectorEnums method), 334	GetValue() (PySpin.IEnumerationT_SerialPortBaudRateEnums method), 365
GetValue() (PySpin.IEnumerationT_PixelColorFilterEnums method), 344	GetValue() (PySpin.IEnumerationT_SerialPortParityEnums method), 366
GetValue() (PySpin.IEnumerationT_PixelFormatEnums method), 345	GetValue() (PySpin.IEnumerationT_SerialPortSelectorEnums method), 366
GetValue() (PySpin.IEnumerationT_PixelFormatInfoSelectorEnums method), 346	GetValue() (PySpin.IEnumerationT_SerialPortSourceEnums method), 367
GetValue() (PySpin.IEnumerationT_PixelSizeEnums method), 346	GetValue() (PySpin.IEnumerationT_SerialPortStopBitsEnums method), 368
GetValue() (PySpin.IEnumerationT_POEStatusEnum method), 343	GetValue() (PySpin.IEnumerationT_SoftwareSignalSelectorEnums method), 369



GetValue() (PySpin.IEnumerationT_SourceSelectorEnums method), 370	GetValue() (PySpin.IEnumerationT_UserSetDefaultEnums method), 392
GetValue() (PySpin.IEnumerationT_StreamBufferHandlingModesEnum method), 371	GetValue() (PySpin.IEnumerationT_UserSetFeatureSelectorEnums method), 393
GetValue() (PySpin.IEnumerationT_StreamDefaultBufferControlModesEnum method), 371	GetValue() (PySpin.IEnumerationT_UserSetSelectorEnums method), 394
GetValue() (PySpin.IEnumerationT_StreamTypeEnum method), 372	GetValue() (PySpin.IEnumerationT_WhiteClipSelectorEnums method), 395
GetValue() (PySpin.IEnumerationT_TestPatternEnums method), 373	GetValue() (PySpin.IFloat method), 396
GetValue() (PySpin.IEnumerationT_TestPatternGeneratorSelectorEnum method), 374	GetValue() (PySpin.IInteger method), 401
GetValue() (PySpin.IEnumerationT_TimerSelectorEnums method), 375	GetValue() (PySpin.IntegerNode method), 422
GetValue() (PySpin.IEnumerationT_TimerStatusEnums method), 376	GetValue() (PySpin.IString method), 408
GetValue() (PySpin.IEnumerationT_TimerTriggerActivationModesEnum method), 376	GetValue() (PySpin.StringNode method), 446
GetValue() (PySpin.IEnumerationT_TimerTriggerSourceEnums method), 377	GetValueOfEnvironmentVariable() (in module PySpin), 225
GetValue() (PySpin.IEnumerationT_TransferComponentSelectorEnum method), 378	GetVendorName() (PySpin.CDeviceInfoPtr method), 111
GetValue() (PySpin.IEnumerationT_TransferControlModeEnums method), 379	GetVendorName() (PySpin.IDeviceInfo method), 231
GetValue() (PySpin.IEnumerationT_TransferOperationModeEnums method), 380	GetVendorName() (PySpin.NodeMap method), 441
GetValue() (PySpin.IEnumerationT_TransferQueueModeEnums method), 381	GetVersionGuid() (PySpin.CDeviceInfoPtr method), 112
GetValue() (PySpin.IEnumerationT_TransferSelectorEnums method), 381	GetVersionGuid() (PySpin.IDeviceInfo method), 231
GetValue() (PySpin.IEnumerationT_TransferStatusSelectorEnum method), 382	GetVersionGuid() (PySpin.NodeMap method), 441
GetValue() (PySpin.IEnumerationT_TransferTriggerActivationModesEnum method), 383	GetVisibility() (PySpin.CBooleanPtr method), 102
GetValue() (PySpin.IEnumerationT_TransferTriggerModeEnums method), 384	GetVisibility() (PySpin.CCategoryPtr method), 106
GetValue() (PySpin.IEnumerationT_TransferTriggerSelectorEnum method), 385	GetVisibility() (PySpin.CCommandPtr method), 109
GetValue() (PySpin.IEnumerationT_TransferTriggerSourceEnums method), 386	GetVisibility() (PySpin.CEnumEntryPtr method), 114
GetValue() (PySpin.IEnumerationT_TriggerActivationEnums method), 386	GetVisibility() (PySpin.CEnumerationPtr method), 118
GetValue() (PySpin.IEnumerationT_TriggerModeEnums method), 387	GetVisibility() (PySpin.CIntegerPtr method), 124
GetValue() (PySpin.IEnumerationT_TriggerOverlapEnums method), 388	GetVisibility() (PySpin.CNodePtr method), 131
GetValue() (PySpin.IEnumerationT_TriggerSelectorEnums method), 389	GetVisibility() (PySpin.CRegisterPtr method), 134
GetValue() (PySpin.IEnumerationT_TriggerSourceEnums method), 390	GetVisibility() (PySpin.CStringPtr method), 140
GetValue() (PySpin.IEnumerationT_U3VCurrentSpeedEnums method), 390	GetVisibility() (PySpin.CValuePtr method), 143
GetValue() (PySpin.IEnumerationT_UserOutputSelectorEnums method), 391	GetVisibility() (PySpin.INode method), 403
	GetVisibility() (PySpin.Node method), 436
	GetWidth() (PySpin.ChunkData method), 71, 207
	GetWidth() (PySpin.IChunkData method), 229
	GetWidth() (PySpin.IImage method), 398
	GetWidth() (PySpin.Image method), 76, 416
	GetXOffset() (PySpin.IImage method), 398
	GetXOffset() (PySpin.Image method), 77, 416
	GetXPadding() (PySpin.IImage method), 398
	GetXPadding() (PySpin.Image method), 77, 417
	GetYOffset() (PySpin.IImage method), 398
	GetYOffset() (PySpin.Image method), 77, 417
	GetYPadding() (PySpin.IImage method), 398
	GetYPadding() (PySpin.Image method), 77, 417
	GevActionDeviceKey (PySpin.TransportLayerInterface attribute), 92, 456
	GevActionGroupKey (PySpin.TransportLayerInterface attribute), 92, 456
	GevActionGroupMask (PySpin.TransportLayerInterface attribute), 92, 456
	GevActionTime (PySpin.TransportLayerInterface attribute), 93, 456
	GevActiveLinkCount (PySpin.Camera attribute), 42, 177

- GevCCP (PySpin.Camera attribute), [42](#), [177](#)
- GevCCP (PySpin.TransportLayerDevice attribute), [90](#), [454](#)
- GevCurrentDefaultGateway (PySpin.Camera attribute), [42](#), [177](#)
- GevCurrentIPAddress (PySpin.Camera attribute), [42](#), [177](#)
- GevCurrentIPConfigurationDHCP (PySpin.Camera attribute), [42](#), [177](#)
- GevCurrentIPConfigurationLLA (PySpin.Camera attribute), [42](#), [177](#)
- GevCurrentIPConfigurationPersistentIP (PySpin.Camera attribute), [42](#), [177](#)
- GevCurrentPhysicalLinkConfiguration (PySpin.Camera attribute), [42](#), [177](#)
- GevCurrentSubnetMask (PySpin.Camera attribute), [43](#), [177](#)
- GevDeviceDiscoverMaximumPacketSize (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceGateway (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceIPAddress (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceIPAddress (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevDeviceMACAddress (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceMACAddress (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevDeviceMaximumPacketSize (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceMaximumRetryCount (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceModeIsBigEndian (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDevicePort (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceReadAndWriteTimeout (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceSubnetMask (PySpin.TransportLayerDevice attribute), [91](#), [454](#)
- GevDeviceSubnetMask (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevDiscoveryAckDelay (PySpin.Camera attribute), [43](#), [177](#)
- GevFailedPacketCount (PySpin.TransportLayerStream attribute), [94](#), [457](#)
- GevFirstURL (PySpin.Camera attribute), [43](#), [177](#)
- GevGVCPExtendedStatusCodes (PySpin.Camera attribute), [43](#), [177](#)
- GevGVCPExtendedStatusCodesSelector (PySpin.Camera attribute), [43](#), [178](#)
- GevGVCPHeartbeatDisable (PySpin.Camera attribute), [43](#), [178](#)
- GevGVCPPendingAck (PySpin.Camera attribute), [43](#), [178](#)
- GevGVCPPendingTimeout (PySpin.Camera attribute), [43](#), [178](#)
- GevGVSPExtendedIDMode (PySpin.Camera attribute), [43](#), [178](#)
- GevHeartbeatTimeout (PySpin.Camera attribute), [43](#), [178](#)
- GevIEEE1588 (PySpin.Camera attribute), [43](#), [178](#)
- GevIEEE1588ClockAccuracy (PySpin.Camera attribute), [43](#), [178](#)
- GevIEEE1588Mode (PySpin.Camera attribute), [43](#), [178](#)
- GevIEEE1588Status (PySpin.Camera attribute), [44](#), [178](#)
- GevInterfaceGateway (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevInterfaceIPAddress (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevInterfaceMACAddress (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevInterfaceSelector (PySpin.Camera attribute), [44](#), [178](#)
- GevInterfaceSubnetMask (PySpin.TransportLayerInterface attribute), [93](#), [456](#)
- GevIPConfigurationStatus (PySpin.Camera attribute), [44](#), [178](#)
- GevMACAddress (PySpin.Camera attribute), [44](#), [178](#)
- GevMaximumNumberResendBuffers (PySpin.TransportLayerStream attribute), [94](#), [457](#)
- GevMaximumNumberResendRequests (PySpin.TransportLayerStream attribute), [94](#), [457](#)
- GevMCDA (PySpin.Camera attribute), [44](#), [179](#)
- GevMCPHostPort (PySpin.Camera attribute), [44](#), [179](#)
- GevMCRC (PySpin.Camera attribute), [44](#), [179](#)
- GevMCSP (PySpin.Camera attribute), [44](#), [179](#)
- GevMCTT (PySpin.Camera attribute), [44](#), [179](#)
- GevNumberOfInterfaces (PySpin.Camera attribute), [44](#), [179](#)
- GevPacketResendMode (PySpin.TransportLayerStream attribute), [94](#), [457](#)
- GevPacketResendTimeout (PySpin.TransportLayerStream attribute), [94](#), [458](#)
- GevPAUSEFrameReception (PySpin.Camera attribute), [44](#), [179](#)
- GevPAUSEFrameTransmission (PySpin.Camera attribute), [44](#), [179](#)
- GevPersistentDefaultGateway (PySpin.Camera attribute),

- 44, 179
- GevPersistentIPAddress (PySpin.Camera attribute), 45, 179
- GevPersistentSubnetMask (PySpin.Camera attribute), 45, 179
- GevPhysicalLinkConfiguration (PySpin.Camera attribute), 45, 179
- GevPrimaryApplicationIPAddress (PySpin.Camera attribute), 45, 179
- GevPrimaryApplicationSocket (PySpin.Camera attribute), 45, 180
- GevPrimaryApplicationSwitchoverKey (PySpin.Camera attribute), 45, 180
- GevResendPacketCount (PySpin.TransportLayerStream attribute), 94, 458
- GevResendRequestCount (PySpin.TransportLayerStream attribute), 94, 458
- GevSCCFGAllInTransmission (PySpin.Camera attribute), 45, 180
- GevSCCFGExtendedChunkData (PySpin.Camera attribute), 45, 180
- GevSCCFGPacketResendDestination (PySpin.Camera attribute), 45, 180
- GevSCCFGUnconditionalStreaming (PySpin.Camera attribute), 45, 180
- GevSCDA (PySpin.Camera attribute), 45, 180
- GevSCPD (PySpin.Camera attribute), 45, 180
- GevSCPDDirection (PySpin.Camera attribute), 45, 180
- GevSCPHostPort (PySpin.Camera attribute), 45, 180
- GevSCPIInterfaceIndex (PySpin.Camera attribute), 46, 180
- GevSCPSBigEndian (PySpin.Camera attribute), 46, 180
- GevSCPSDoNotFragment (PySpin.Camera attribute), 46, 180
- GevSCPSFireTestPacket (PySpin.Camera attribute), 46, 180
- GevSCPSPacketSize (PySpin.Camera attribute), 46, 181
- GevSCSP (PySpin.Camera attribute), 46, 181
- GevSCZoneConfigurationLock (PySpin.Camera attribute), 46, 181
- GevSCZoneCount (PySpin.Camera attribute), 46, 181
- GevSCZoneDirectionAll (PySpin.Camera attribute), 46, 181
- GevSecondURL (PySpin.Camera attribute), 46, 181
- GevStreamChannelSelector (PySpin.Camera attribute), 46, 181
- GevSupportedOption (PySpin.Camera attribute), 46, 181
- GevSupportedOptionSelector (PySpin.Camera attribute), 46, 181
- GevTimestampTickFrequency (PySpin.Camera attribute), 47, 181
- GevTotalPacketCount (PySpin.TransportLayerStream attribute), 95, 458
- GevVersionMajor (PySpin.TransportLayerDevice attribute), 91, 455
- GevVersionMinor (PySpin.TransportLayerDevice attribute), 91, 455
- GUIXMLLocation (PySpin.TransportLayerDevice attribute), 90, 453
- GuiXmlManifestAddress (PySpin.Camera attribute), 47, 181
- GUIXMLPath (PySpin.TransportLayerDevice attribute), 90, 453
- ## H
- H264Option (class in PySpin), 226
- HasCRC() (PySpin.Image method), 398
- HasCRC() (PySpin.Image method), 77, 417
- HasInc() (PySpin.FloatNode method), 223
- HasInc() (PySpin.IFloat method), 396
- Height (PySpin.Camera attribute), 47, 181
- height (PySpin.H264Option attribute), 226
- HeightMax (PySpin.Camera attribute), 47, 181
- histogram (PySpin.ChannelStatistics attribute), 203
- ## I
- IArrivalEvent (class in PySpin), 226
- IBase (class in PySpin), 226
- IBoolean (class in PySpin), 227
- ICategory (class in PySpin), 227
- IChunkData (class in PySpin), 227
- ICommand (class in PySpin), 229
- IDestroy (class in PySpin), 230
- IDeviceEvent (class in PySpin), 230
- IDeviceInfo (class in PySpin), 230
- IEnumEntry (class in PySpin), 231
- IEnumeration (class in PySpin), 231
- IEnumerationT\_AcquisitionModeEnums (class in PySpin), 232
- IEnumerationT\_AcquisitionStatusSelectorEnums (class in PySpin), 233
- IEnumerationT\_ActionUnconditionalModeEnums (class in PySpin), 234
- IEnumerationT\_AdcBitDepthEnums (class in PySpin), 235
- IEnumerationT\_AutoAlgorithmSelectorEnums (class in PySpin), 236
- IEnumerationT\_AutoExposureControlPriorityEnums (class in PySpin), 237
- IEnumerationT\_AutoExposureLightingModeEnums (class in PySpin), 237
- IEnumerationT\_AutoExposureMeteringModeEnums (class in PySpin), 238
- IEnumerationT\_AutoExposureTargetGreyValueAutoEnums (class in PySpin), 239
- IEnumerationT\_BalanceRatioSelectorEnums (class in PySpin), 240

IEnumerationT_BalanceWhiteAutoEnums (class in PySpin), <a href="#">241</a>	IEnumerationT_ChunkSourceIDEnums (class in PySpin), <a href="#">264</a>
IEnumerationT_BalanceWhiteAutoProfileEnums (class in PySpin), <a href="#">242</a>	IEnumerationT_ChunkTimerSelectorEnums (class in PySpin), <a href="#">264</a>
IEnumerationT_BinningHorizontalModeEnums (class in PySpin), <a href="#">242</a>	IEnumerationT_ChunkTransferStreamIDEnums (class in PySpin), <a href="#">265</a>
IEnumerationT_BinningSelectorEnums (class in PySpin), <a href="#">243</a>	IEnumerationT_CIConfigurationEnums (class in PySpin), <a href="#">266</a>
IEnumerationT_BinningVerticalModeEnums (class in PySpin), <a href="#">244</a>	IEnumerationT_CITimeSlotsCountEnums (class in PySpin), <a href="#">267</a>
IEnumerationT_BlackLevelAutoBalanceEnums (class in PySpin), <a href="#">245</a>	IEnumerationT_ColorTransformationSelectorEnums (class in PySpin), <a href="#">268</a>
IEnumerationT_BlackLevelAutoEnums (class in PySpin), <a href="#">246</a>	IEnumerationT_ColorTransformationValueSelectorEnums (class in PySpin), <a href="#">269</a>
IEnumerationT_BlackLevelSelectorEnums (class in PySpin), <a href="#">247</a>	IEnumerationT_CounterEventActivationEnums (class in PySpin), <a href="#">269</a>
IEnumerationT_BsiFlatFieldCorrectionAutoEnums (class in PySpin), <a href="#">247</a>	IEnumerationT_CounterEventSourceEnums (class in PySpin), <a href="#">270</a>
IEnumerationT_BsiFlatFieldCorrectionGainSelectorEnums (class in PySpin), <a href="#">248</a>	IEnumerationT_CounterResetActivationEnums (class in PySpin), <a href="#">271</a>
IEnumerationT_ChunkBlackLevelSelectorEnums (class in PySpin), <a href="#">249</a>	IEnumerationT_CounterResetSourceEnums (class in PySpin), <a href="#">272</a>
IEnumerationT_ChunkCounterSelectorEnums (class in PySpin), <a href="#">250</a>	IEnumerationT_CounterSelectorEnums (class in PySpin), <a href="#">273</a>
IEnumerationT_ChunkEncoderSelectorEnums (class in PySpin), <a href="#">251</a>	IEnumerationT_CounterStatusEnums (class in PySpin), <a href="#">274</a>
IEnumerationT_ChunkEncoderStatusEnums (class in PySpin), <a href="#">252</a>	IEnumerationT_CounterTriggerActivationEnums (class in PySpin), <a href="#">274</a>
IEnumerationT_ChunkExposureTimeSelectorEnums (class in PySpin), <a href="#">253</a>	IEnumerationT_CounterTriggerSourceEnums (class in PySpin), <a href="#">275</a>
IEnumerationT_ChunkGainSelectorEnums (class in PySpin), <a href="#">253</a>	IEnumerationT_CxpConnectionTestModeEnums (class in PySpin), <a href="#">276</a>
IEnumerationT_ChunkImageComponentEnums (class in PySpin), <a href="#">254</a>	IEnumerationT_CxpLinkConfigurationEnums (class in PySpin), <a href="#">277</a>
IEnumerationT_ChunkPixelFormatEnums (class in PySpin), <a href="#">255</a>	IEnumerationT_CxpLinkConfigurationPreferredEnums (class in PySpin), <a href="#">278</a>
IEnumerationT_ChunkRegionIDEnums (class in PySpin), <a href="#">256</a>	IEnumerationT_CxpLinkConfigurationStatusEnums (class in PySpin), <a href="#">279</a>
IEnumerationT_ChunkScan3dCoordinateReferenceSelectorEnums (class in PySpin), <a href="#">257</a>	IEnumerationT_CxpPoCxpStatusEnums (class in PySpin), <a href="#">279</a>
IEnumerationT_ChunkScan3dCoordinateSelectorEnums (class in PySpin), <a href="#">258</a>	IEnumerationT_DecimationHorizontalModeEnums (class in PySpin), <a href="#">280</a>
IEnumerationT_ChunkScan3dCoordinateSystemEnums (class in PySpin), <a href="#">258</a>	IEnumerationT_DecimationSelectorEnums (class in PySpin), <a href="#">281</a>
IEnumerationT_ChunkScan3dCoordinateSystemReferenceSelectorEnums (class in PySpin), <a href="#">259</a>	IEnumerationT_DecimationVerticalModeEnums (class in PySpin), <a href="#">282</a>
IEnumerationT_ChunkScan3dCoordinateTransformSelectorEnums (class in PySpin), <a href="#">260</a>	IEnumerationT_DeinterlacingEnums (class in PySpin), <a href="#">283</a>
IEnumerationT_ChunkScan3dDistanceUnitEnums (class in PySpin), <a href="#">261</a>	IEnumerationT_DeviceAccessStatusEnum (class in PySpin), <a href="#">284</a>
IEnumerationT_ChunkScan3dOutputModeEnums (class in PySpin), <a href="#">262</a>	IEnumerationT_DeviceCharacterSetEnums (class in PySpin), <a href="#">284</a>
IEnumerationT_ChunkSelectorEnums (class in PySpin), <a href="#">263</a>	IEnumerationT_DeviceClockSelectorEnums (class in PySpin), <a href="#">285</a>



IEnumerationT_DeviceConnectionStatusEnums (class in PySpin), 286	IEnumerationT_ExposureActiveModeEnums (class in PySpin), 309
IEnumerationT_DeviceCurrentSpeedEnum (class in PySpin), 287	IEnumerationT_ExposureAutoEnums (class in PySpin), 310
IEnumerationT_DeviceEndiannessMechanismEnum (class in PySpin), 288	IEnumerationT_ExposureModeEnums (class in PySpin), 311
IEnumerationT_DeviceIndicatorModeEnums (class in PySpin), 289	IEnumerationT_ExposureTimeModeEnums (class in PySpin), 312
IEnumerationT_DeviceLinkHeartbeatModeEnums (class in PySpin), 289	IEnumerationT_ExposureTimeSelectorEnums (class in PySpin), 313
IEnumerationT_DeviceLinkThroughputLimitModeEnums (class in PySpin), 290	IEnumerationT_FileOpenModeEnums (class in PySpin), 314
IEnumerationT_DevicePowerSupplySelectorEnums (class in PySpin), 291	IEnumerationT_FileOperationSelectorEnums (class in PySpin), 314
IEnumerationT_DeviceRegistersEndiannessEnums (class in PySpin), 292	IEnumerationT_FileOperationStatusEnums (class in PySpin), 315
IEnumerationT_DeviceScanTypeEnums (class in PySpin), 293	IEnumerationT_FileSelectorEnums (class in PySpin), 316
IEnumerationT_DeviceSerialPortBaudRateEnums (class in PySpin), 294	IEnumerationT_GainAutoBalanceEnums (class in PySpin), 318
IEnumerationT_DeviceSerialPortSelectorEnums (class in PySpin), 294	IEnumerationT_GainAutoEnums (class in PySpin), 318
IEnumerationT_DeviceStreamChannelEndiannessEnums (class in PySpin), 295	IEnumerationT_GainSelectorEnums (class in PySpin), 319
IEnumerationT_DeviceStreamChannelTypeEnums (class in PySpin), 296	IEnumerationT_GenICamXMLLocationEnum (class in PySpin), 320
IEnumerationT_DeviceTapGeometryEnums (class in PySpin), 298	IEnumerationT_GevCCPEnum (class in PySpin), 321
IEnumerationT_DeviceTemperatureSelectorEnums (class in PySpin), 299	IEnumerationT_GevCCPEnums (class in PySpin), 322
IEnumerationT_DeviceTLTypeEnums (class in PySpin), 297	IEnumerationT_GevCurrentPhysicalLinkConfigurationEnums (class in PySpin), 323
IEnumerationT_DeviceTypeEnum (class in PySpin), 299	IEnumerationT_GevGVCPExtendedStatusCodesSelectorEnums (class in PySpin), 323
IEnumerationT_DeviceTypeEnums (class in PySpin), 300	IEnumerationT_GevGVSPExtendedIDModeEnums (class in PySpin), 324
IEnumerationT_EncoderModeEnums (class in PySpin), 301	IEnumerationT_GevIEEE1588ClockAccuracyEnums (class in PySpin), 325
IEnumerationT_EncoderOutputModeEnums (class in PySpin), 302	IEnumerationT_GevIEEE1588ModeEnums (class in PySpin), 326
IEnumerationT_EncoderResetActivationEnums (class in PySpin), 303	IEnumerationT_GevIEEE1588StatusEnums (class in PySpin), 327
IEnumerationT_EncoderResetSourceEnums (class in PySpin), 304	IEnumerationT_GevIPConfigurationStatusEnums (class in PySpin), 328
IEnumerationT_EncoderSelectorEnums (class in PySpin), 304	IEnumerationT_GevPhysicalLinkConfigurationEnums (class in PySpin), 328
IEnumerationT_EncoderSourceAEnums (class in PySpin), 305	IEnumerationT_GevSupportedOptionSelectorEnums (class in PySpin), 329
IEnumerationT_EncoderSourceBEnums (class in PySpin), 306	IEnumerationT_GUIXMLLocationEnum (class in PySpin), 317
IEnumerationT_EncoderStatusEnums (class in PySpin), 307	IEnumerationT_ImageComponentSelectorEnums (class in PySpin), 330
IEnumerationT_EventNotificationEnums (class in PySpin), 308	IEnumerationT_ImageCompressionJPEGFormatOptionEnums (class in PySpin), 331
IEnumerationT_EventSelectorEnums (class in PySpin), 309	IEnumerationT_ImageCompressionModeEnums (class in PySpin), 332
	IEnumerationT_ImageCompressionRateOptionEnums

- (class in PySpin), 333
- IEnumerationT\_LineFormatEnums (class in PySpin), 334
- IEnumerationT\_LineInputFilterSelectorEnums (class in PySpin), 335
- IEnumerationT\_LineModeEnums (class in PySpin), 336
- IEnumerationT\_LineSelectorEnums (class in PySpin), 337
- IEnumerationT\_LineSourceEnums (class in PySpin), 338
- IEnumerationT\_LogicBlockLUTInputActivationEnums (class in PySpin), 338
- IEnumerationT\_LogicBlockLUTInputSelectorEnums (class in PySpin), 339
- IEnumerationT\_LogicBlockLUTInputSourceEnums (class in PySpin), 340
- IEnumerationT\_LogicBlockLUTSelectorEnums (class in PySpin), 341
- IEnumerationT\_LogicBlockSelectorEnums (class in PySpin), 342
- IEnumerationT\_LUTSelectorEnums (class in PySpin), 334
- IEnumerationT\_PixelColorFilterEnums (class in PySpin), 343
- IEnumerationT\_PixelFormatEnums (class in PySpin), 344
- IEnumerationT\_PixelFormatInfoSelectorEnums (class in PySpin), 345
- IEnumerationT\_PixelSizeEnums (class in PySpin), 346
- IEnumerationT\_POEStatusEnum (class in PySpin), 343
- IEnumerationT\_RegionDestinationEnums (class in PySpin), 347
- IEnumerationT\_RegionModeEnums (class in PySpin), 348
- IEnumerationT\_RegionSelectorEnums (class in PySpin), 348
- IEnumerationT\_RgbTransformLightSourceEnums (class in PySpin), 349
- IEnumerationT\_Scan3dCoordinateReferenceSelectorEnums (class in PySpin), 350
- IEnumerationT\_Scan3dCoordinateSelectorEnums (class in PySpin), 351
- IEnumerationT\_Scan3dCoordinateSystemEnums (class in PySpin), 352
- IEnumerationT\_Scan3dCoordinateSystemReferenceEnums (class in PySpin), 353
- IEnumerationT\_Scan3dCoordinateTransformSelectorEnums (class in PySpin), 354
- IEnumerationT\_Scan3dDistanceUnitEnums (class in PySpin), 354
- IEnumerationT\_Scan3dOutputModeEnums (class in PySpin), 355
- IEnumerationT\_SensorDigitizationTapsEnums (class in PySpin), 356
- IEnumerationT\_SensorShutterModeEnums (class in PySpin), 357
- IEnumerationT\_SensorTapsEnums (class in PySpin), 358
- IEnumerationT\_SequencerConfigurationModeEnums (class in PySpin), 358
- IEnumerationT\_SequencerConfigurationValidEnums (class in PySpin), 359
- IEnumerationT\_SequencerFeatureSelectorEnums (class in PySpin), 360
- IEnumerationT\_SequencerModeEnums (class in PySpin), 361
- IEnumerationT\_SequencerSetValidEnums (class in PySpin), 362
- IEnumerationT\_SequencerTriggerActivationEnums (class in PySpin), 363
- IEnumerationT\_SequencerTriggerSourceEnums (class in PySpin), 363
- IEnumerationT\_SerialPortBaudRateEnums (class in PySpin), 364
- IEnumerationT\_SerialPortParityEnums (class in PySpin), 365
- IEnumerationT\_SerialPortSelectorEnums (class in PySpin), 366
- IEnumerationT\_SerialPortSourceEnums (class in PySpin), 367
- IEnumerationT\_SerialPortStopBitsEnums (class in PySpin), 368
- IEnumerationT\_SoftwareSignalSelectorEnums (class in PySpin), 368
- IEnumerationT\_SourceSelectorEnums (class in PySpin), 369
- IEnumerationT\_StreamBufferHandlingModeEnum (class in PySpin), 370
- IEnumerationT\_StreamDefaultBufferCountModeEnum (class in PySpin), 371
- IEnumerationT\_StreamTypeEnum (class in PySpin), 372
- IEnumerationT\_TestPatternEnums (class in PySpin), 373
- IEnumerationT\_TestPatternGeneratorSelectorEnums (class in PySpin), 373
- IEnumerationT\_TimerSelectorEnums (class in PySpin), 374
- IEnumerationT\_TimerStatusEnums (class in PySpin), 375
- IEnumerationT\_TimerTriggerActivationEnums (class in PySpin), 376
- IEnumerationT\_TimerTriggerSourceEnums (class in PySpin), 377
- IEnumerationT\_TransferComponentSelectorEnums (class in PySpin), 378
- IEnumerationT\_TransferControlModeEnums (class in PySpin), 378
- IEnumerationT\_TransferOperationModeEnums (class in PySpin), 379
- IEnumerationT\_TransferQueueModeEnums (class in PySpin), 380
- IEnumerationT\_TransferSelectorEnums (class in

- PySpin), 381
- IEEnumerationT\_TransferStatusSelectorEnums (class in PySpin), 382
- IEEnumerationT\_TransferTriggerActivationEnums (class in PySpin), 383
- IEEnumerationT\_TransferTriggerModeEnums (class in PySpin), 383
- IEEnumerationT\_TransferTriggerSelectorEnums (class in PySpin), 384
- IEEnumerationT\_TransferTriggerSourceEnums (class in PySpin), 385
- IEEnumerationT\_TriggerActivationEnums (class in PySpin), 386
- IEEnumerationT\_TriggerModeEnums (class in PySpin), 387
- IEEnumerationT\_TriggerOverlapEnums (class in PySpin), 388
- IEEnumerationT\_TriggerSelectorEnums (class in PySpin), 388
- IEEnumerationT\_TriggerSourceEnums (class in PySpin), 389
- IEEnumerationT\_U3VCurrentSpeedEnums (class in PySpin), 390
- IEEnumerationT\_UserOutputSelectorEnums (class in PySpin), 391
- IEEnumerationT\_UserSetDefaultEnums (class in PySpin), 392
- IEEnumerationT\_UserSetFeatureSelectorEnums (class in PySpin), 393
- IEEnumerationT\_UserSetSelectorEnums (class in PySpin), 393
- IEEnumerationT\_WhiteClipSelectorEnums (class in PySpin), 394
- IEnumReference (class in PySpin), 231
- IFloat (class in PySpin), 395
- IImage (class in PySpin), 396
- IImageEvent (class in PySpin), 400
- IInteger (class in PySpin), 400
- IInterfaceEvent (class in PySpin), 401
- ILoggingEvent (class in PySpin), 401
- Image (class in PySpin), 72, 411
- Image\_Create() (in module PySpin), 420
- Image\_GetDefaultColorProcessing() (in module PySpin), 420
- Image\_GetImageStatusDescription() (in module PySpin), 420
- Image\_SetDefaultColorProcessing() (in module PySpin), 420
- ImageComponentEnable (PySpin.Camera attribute), 47, 182
- ImageComponentSelector (PySpin.Camera attribute), 47, 182
- ImageCompressionBitrate (PySpin.Camera attribute), 47, 182
- ImageCompressionJPEGFormatOption (PySpin.Camera attribute), 47, 182
- ImageCompressionMode (PySpin.Camera attribute), 47, 182
- ImageCompressionQuality (PySpin.Camera attribute), 47, 182
- ImageCompressionRateOption (PySpin.Camera attribute), 47, 182
- ImageEvent (class in PySpin), 7, 419
- ImagePtr (class in PySpin), 80, 419
- ImposeAccessMode() (PySpin.CBooleanPtr method), 102
- ImposeAccessMode() (PySpin.CCategoryPtr method), 106
- ImposeAccessMode() (PySpin.CCommandPtr method), 110
- ImposeAccessMode() (PySpin.CEnumEntryPtr method), 114
- ImposeAccessMode() (PySpin.CEnumerationPtr method), 118
- ImposeAccessMode() (PySpin.CIntegerPtr method), 124
- ImposeAccessMode() (PySpin.CNodePtr method), 131
- ImposeAccessMode() (PySpin.CRegisterPtr method), 134
- ImposeAccessMode() (PySpin.CStringPtr method), 140
- ImposeAccessMode() (PySpin.CValuePtr method), 143
- ImposeAccessMode() (PySpin.INode method), 403
- ImposeAccessMode() (PySpin.Node method), 436
- ImposeMax() (PySpin.CIntegerPtr method), 124
- ImposeMax() (PySpin.FloatNode method), 224
- ImposeMax() (PySpin.IFloat method), 396
- ImposeMax() (PySpin.IInteger method), 401
- ImposeMax() (PySpin.IntegerNode method), 422
- ImposeMin() (PySpin.CIntegerPtr method), 124
- ImposeMin() (PySpin.FloatNode method), 224
- ImposeMin() (PySpin.IFloat method), 396
- ImposeMin() (PySpin.IInteger method), 401
- ImposeMin() (PySpin.IntegerNode method), 422
- ImposeVisibility() (PySpin.CBooleanPtr method), 103
- ImposeVisibility() (PySpin.CCategoryPtr method), 106
- ImposeVisibility() (PySpin.CCommandPtr method), 110
- ImposeVisibility() (PySpin.CEnumEntryPtr method), 114
- ImposeVisibility() (PySpin.CEnumerationPtr method), 118
- ImposeVisibility() (PySpin.CIntegerPtr method), 124
- ImposeVisibility() (PySpin.CNodePtr method), 131
- ImposeVisibility() (PySpin.CRegisterPtr method), 135
- ImposeVisibility() (PySpin.CStringPtr method), 140
- ImposeVisibility() (PySpin.CValuePtr method), 143
- ImposeVisibility() (PySpin.INode method), 403
- ImposeVisibility() (PySpin.Node method), 436
- IncompatibleDeviceCount (PySpin.TransportLayerInterface attribute), 93, 456

IncompatibleDeviceID (PySpin.TransportLayerInterface attribute), 93, 456	IsAccessModeCacheable() (PySpin.CBooleanPtr method), 103
IncompatibleDeviceModelName (PySpin.TransportLayerInterface attribute), 93, 457	IsAccessModeCacheable() (PySpin.CCategoryPtr method), 106
IncompatibleDeviceSelector (PySpin.TransportLayerInterface attribute), 93, 457	IsAccessModeCacheable() (PySpin.CCommandPtr method), 110
IncompatibleDeviceVendorName (PySpin.TransportLayerInterface attribute), 93, 457	IsAccessModeCacheable() (PySpin.CEnumEntryPtr method), 114
indexedColor_8bit (PySpin.BMPOption attribute), 99	IsAccessModeCacheable() (PySpin.CEnumerationPtr method), 119
Init() (PySpin.Camera method), 47, 182	IsAccessModeCacheable() (PySpin.CIntegerPtr method), 125
Init() (PySpin.CameraBase method), 64, 199	IsAccessModeCacheable() (PySpin.CNodePtr method), 131
INode (class in PySpin), 402	IsAccessModeCacheable() (PySpin.CRegisterPtr method), 135
INodeMap (class in PySpin), 404	IsAccessModeCacheable() (PySpin.CStringPtr method), 140
INodeMapDyn (class in PySpin), 404	IsAccessModeCacheable() (PySpin.CValuePtr method), 143
insert() (PySpin.node_vector method), 465	IsAccessModeCacheable() (PySpin.INode method), 403
insert() (PySpin.value_vector method), 466	IsAccessModeCacheable() (PySpin.Node method), 437
int64_autovector_t (class in PySpin), 463	IsAvailable() (in module PySpin), 426
IntegerNode (class in PySpin), 420	IsCacheable() (PySpin.CBooleanPtr method), 103
Interface (class in PySpin), 80, 423	IsCacheable() (PySpin.CCategoryPtr method), 106
InterfaceDisplayName (PySpin.TransportLayerInterface attribute), 94, 457	IsCacheable() (PySpin.CCommandPtr method), 110
InterfaceEvent (class in PySpin), 7, 425	IsCacheable() (PySpin.CEnumEntryPtr method), 114
InterfaceID (PySpin.TransportLayerInterface attribute), 94, 457	IsCacheable() (PySpin.CEnumerationPtr method), 119
InterfaceList (class in PySpin), 82, 425	IsCacheable() (PySpin.CIntegerPtr method), 125
InterfacePtr (class in PySpin), 83, 426	IsCacheable() (PySpin.CNodePtr method), 131
InterfaceType (PySpin.TransportLayerInterface attribute), 94, 457	IsCacheable() (PySpin.CRegisterPtr method), 135
interlaced (PySpin.PNGOption attribute), 443	IsCacheable() (PySpin.CStringPtr method), 140
IntRegNode (class in PySpin), 420	IsCacheable() (PySpin.CValuePtr method), 143
InvalidateNode() (PySpin.CBooleanPtr method), 103	IsCacheable() (PySpin.INode method), 403
InvalidateNode() (PySpin.CCategoryPtr method), 106	IsCacheable() (PySpin.Node method), 437
InvalidateNode() (PySpin.CCommandPtr method), 110	IsCacheable() (in module PySpin), 427
InvalidateNode() (PySpin.CEnumEntryPtr method), 114	IsDeprecated() (PySpin.CBooleanPtr method), 103
InvalidateNode() (PySpin.CEnumerationPtr method), 118	IsDeprecated() (PySpin.CCategoryPtr method), 106
InvalidateNode() (PySpin.CIntegerPtr method), 124	IsDeprecated() (PySpin.CCommandPtr method), 110
InvalidateNode() (PySpin.CNodePtr method), 131	IsDeprecated() (PySpin.CEnumEntryPtr method), 115
InvalidateNode() (PySpin.CRegisterPtr method), 135	IsDeprecated() (PySpin.CEnumerationPtr method), 119
InvalidateNode() (PySpin.CStringPtr method), 140	IsDeprecated() (PySpin.CIntegerPtr method), 125
InvalidateNode() (PySpin.CValuePtr method), 143	IsDeprecated() (PySpin.CNodePtr method), 131
InvalidateNode() (PySpin.INode method), 403	IsDeprecated() (PySpin.CRegisterPtr method), 135
InvalidateNode() (PySpin.Node method), 437	IsDeprecated() (PySpin.CStringPtr method), 140
InvalidateNodes() (PySpin.CNodeMapDynPtr method), 127	IsDeprecated() (PySpin.CValuePtr method), 144
InvalidateNodes() (PySpin.CNodeMapPtr method), 129	IsDeprecated() (PySpin.INode method), 403
InvalidateNodes() (PySpin.INodeMap method), 404	IsDeprecated() (PySpin.Node method), 437
InvalidateNodes() (PySpin.NodeMap method), 441	IsDone() (PySpin.CCommandPtr method), 110
IPersistScript (class in PySpin), 406	IsDone() (PySpin.CommandNode method), 208
IReference (class in PySpin), 406	IsDone() (PySpin.ICommand method), 229
IRegister (class in PySpin), 406	ISelector (class in PySpin), 407
IRemovalEvent (class in PySpin), 407	ISelectorDigit (class in PySpin), 408
	IsEmpty() (PySpin.CSelectorSet method), 137



- IsFeature() (PySpin.CBooleanPtr method), 103
  - IsFeature() (PySpin.CCategoryPtr method), 106
  - IsFeature() (PySpin.CCommandPtr method), 110
  - IsFeature() (PySpin.CEnumEntryPtr method), 115
  - IsFeature() (PySpin.CEnumerationPtr method), 119
  - IsFeature() (PySpin.CIntegerPtr method), 125
  - IsFeature() (PySpin.CNodePtr method), 131
  - IsFeature() (PySpin.CRegisterPtr method), 135
  - IsFeature() (PySpin.CStringPtr method), 140
  - IsFeature() (PySpin.CValuePtr method), 144
  - IsFeature() (PySpin.INode method), 403
  - IsFeature() (PySpin.Node method), 437
  - IsImplemented() (in module PySpin), 427
  - IsIncomplete() (PySpin.IImage method), 399
  - IsIncomplete() (PySpin.Image method), 78, 417
  - IsInitialized() (PySpin.CameraBase method), 64, 199
  - IsInUse() (PySpin.IImage method), 398
  - IsInUse() (PySpin.Image method), 77, 417
  - IsInUse() (PySpin.Interface method), 80, 423
  - IsInUse() (PySpin.ISystem method), 409
  - IsInUse() (PySpin.System method), 84, 448
  - IspEnable (PySpin.Camera attribute), 47, 182
  - IsReadable() (in module PySpin), 428
  - IsSelector() (PySpin.CBooleanPtr method), 103
  - IsSelector() (PySpin.CCategoryPtr method), 107
  - IsSelector() (PySpin.CCommandPtr method), 110
  - IsSelector() (PySpin.CEnumEntryPtr method), 115
  - IsSelector() (PySpin.CEnumerationPtr method), 119
  - IsSelector() (PySpin.CIntegerPtr method), 125
  - IsSelector() (PySpin.CNodePtr method), 131
  - IsSelector() (PySpin.CRegisterPtr method), 135
  - IsSelector() (PySpin.CSelectorPtr method), 136
  - IsSelector() (PySpin.CStringPtr method), 140
  - IsSelector() (PySpin.CValuePtr method), 144
  - IsSelector() (PySpin.ISelector method), 407
  - IsSelector() (PySpin.Node method), 437
  - IsSelfClearing() (PySpin.CEnumEntryPtr method), 115
  - IsSelfClearing() (PySpin.EnumEntryNode method), 219
  - IsSelfClearing() (PySpin.IEnumEntry method), 231
  - IsStreamable() (PySpin.CBooleanPtr method), 103
  - IsStreamable() (PySpin.CCategoryPtr method), 107
  - IsStreamable() (PySpin.CCommandPtr method), 110
  - IsStreamable() (PySpin.CEnumEntryPtr method), 115
  - IsStreamable() (PySpin.CEnumerationPtr method), 119
  - IsStreamable() (PySpin.CIntegerPtr method), 125
  - IsStreamable() (PySpin.CNodePtr method), 131
  - IsStreamable() (PySpin.CRegisterPtr method), 135
  - IsStreamable() (PySpin.CStringPtr method), 140
  - IsStreamable() (PySpin.CValuePtr method), 144
  - IsStreamable() (PySpin.INode method), 403
  - IsStreamable() (PySpin.Node method), 437
  - IsStreaming() (PySpin.CameraBase method), 65, 199
  - IStrng (class in PySpin), 408
  - IsValid() (PySpin.CameraBase method), 65, 199
  - IsValid() (PySpin.CBasePtr method), 100
  - IsValid() (PySpin.CBooleanPtr method), 103
  - IsValid() (PySpin.CCategoryPtr method), 107
  - IsValid() (PySpin.CCommandPtr method), 110
  - IsValid() (PySpin.CDeviceInfoPtr method), 112
  - IsValid() (PySpin.CEnumEntryPtr method), 115
  - IsValid() (PySpin.CEnumerationPtr method), 119
  - IsValid() (PySpin.CIntegerPtr method), 125
  - IsValid() (PySpin.CNodeMapDynPtr method), 127
  - IsValid() (PySpin.CNodeMapPtr method), 129
  - IsValid() (PySpin.CNodePtr method), 131
  - IsValid() (PySpin.CRegisterPtr method), 135
  - IsValid() (PySpin.CSelectorPtr method), 136
  - IsValid() (PySpin.CStringPtr method), 140
  - IsValid() (PySpin.CValuePtr method), 144
  - IsValueCacheValid() (PySpin.CBooleanPtr method), 103
  - IsValueCacheValid() (PySpin.CCategoryPtr method), 107
  - IsValueCacheValid() (PySpin.CCommandPtr method), 110
  - IsValueCacheValid() (PySpin.CEnumEntryPtr method), 115
  - IsValueCacheValid() (PySpin.CEnumerationPtr method), 119
  - IsValueCacheValid() (PySpin.CIntegerPtr method), 125
  - IsValueCacheValid() (PySpin.CRegisterPtr method), 135
  - IsValueCacheValid() (PySpin.CStringPtr method), 140
  - IsValueCacheValid() (PySpin.CValuePtr method), 144
  - IsValueCacheValid() (PySpin.IValue method), 411
  - IsValueCacheValid() (PySpin.ValueNode method), 460
  - IsVisible() (in module PySpin), 429
  - IsWritable() (in module PySpin), 430
  - ISystem (class in PySpin), 409
  - IValue (class in PySpin), 411
- ## J
- JPEG (PySpin.TIFFOption attribute), 452
  - JPEGOOption (class in PySpin), 431
  - JPG2Option (class in PySpin), 431
- ## L
- length() (PySpin.gcstring method), 463
  - LineFilterWidth (PySpin.Camera attribute), 48, 183
  - LineFormat (PySpin.Camera attribute), 48, 183
  - LineInputFilterSelector (PySpin.Camera attribute), 48, 183
  - LineInverter (PySpin.Camera attribute), 48, 183
  - LineMode (PySpin.Camera attribute), 48, 183
  - LinePitch (PySpin.Camera attribute), 48, 183
  - LineSelector (PySpin.Camera attribute), 48, 183
  - LineSource (PySpin.Camera attribute), 48, 183
  - LineStatus (PySpin.Camera attribute), 48, 183
  - LineStatusAll (PySpin.Camera attribute), 49, 183
  - LinkErrorCount (PySpin.Camera attribute), 49, 183
  - LinkRecoveryCount (PySpin.Camera attribute), 49, 183

LinkUptime (PySpin.Camera attribute), 49, 183  
LoadFromBag() (PySpin.CFeatureBag method), 120  
LoadXMLFromFile() (PySpin.CNodeMapDynPtr method), 127  
LoadXMLFromFile() (PySpin.INodeMapDyn method), 405  
LoadXMLFromFile() (PySpin.NodeMap method), 441  
LoadXMLFromFileInject() (PySpin.CNodeMapDynPtr method), 127  
LoadXMLFromFileInject() (PySpin.INodeMapDyn method), 405  
LoadXMLFromFileInject() (PySpin.NodeMap method), 441  
LoadXMLFromString() (PySpin.CNodeMapDynPtr method), 127  
LoadXMLFromString() (PySpin.INodeMapDyn method), 405  
LoadXMLFromString() (PySpin.NodeMap method), 441  
LoadXMLFromStringInject() (PySpin.CNodeMapDynPtr method), 127  
LoadXMLFromStringInject() (PySpin.INodeMapDyn method), 405  
LoadXMLFromStringInject() (PySpin.NodeMap method), 441  
LoadXMLFromZIPData() (PySpin.CNodeMapDynPtr method), 127  
LoadXMLFromZIPData() (PySpin.INodeMapDyn method), 405  
LoadXMLFromZIPData() (PySpin.NodeMap method), 442  
LoadXMLFromZIPFile() (PySpin.CNodeMapDynPtr method), 127  
LoadXMLFromZIPFile() (PySpin.INodeMapDyn method), 405  
LoadXMLFromZIPFile() (PySpin.NodeMap method), 442  
LoggingEvent (class in PySpin), 8, 431  
LoggingEventData (class in PySpin), 431  
LoggingEventDataPtr (class in PySpin), 8, 433  
LogicBlockLUTInputActivation (PySpin.Camera attribute), 49, 184  
LogicBlockLUTInputSelector (PySpin.Camera attribute), 49, 184  
LogicBlockLUTInputSource (PySpin.Camera attribute), 49, 184  
LogicBlockLUTOutputValue (PySpin.Camera attribute), 49, 184  
LogicBlockLUTOutputValueAll (PySpin.Camera attribute), 49, 184  
LogicBlockLUTRowIndex (PySpin.Camera attribute), 49, 184  
LogicBlockLUTSelector (PySpin.Camera attribute), 49, 184  
LogicBlockSelector (PySpin.Camera attribute), 49, 184

LUTEnable (PySpin.Camera attribute), 48, 182  
LUTIndex (PySpin.Camera attribute), 48, 182  
LUTSelector (PySpin.Camera attribute), 48, 182  
LUTValue (PySpin.Camera attribute), 48, 182  
LUTValueAll (PySpin.Camera attribute), 48, 183  
LZW (PySpin.TIFFOption attribute), 452

## M

Major (PySpin.Version\_t attribute), 460  
max\_size() (PySpin.gcstring method), 463  
max\_size() (PySpin.node\_vector method), 465  
max\_size() (PySpin.value\_vector method), 466  
MaxDeviceResetTime (PySpin.Camera attribute), 49, 184  
MergeXMLFiles() (PySpin.CNodeMapDynPtr method), 127  
MergeXMLFiles() (PySpin.INodeMapDyn method), 405  
Minor (PySpin.Version\_t attribute), 460  
MJPEGOption (class in PySpin), 433

## N

Node (class in PySpin), 433  
node\_vector (class in PySpin), 464  
NodeCallback (class in PySpin), 438  
NodeMap (class in PySpin), 438  
NodeMap\_ClearXMLCache() (in module PySpin), 442  
NONE (PySpin.TIFFOption attribute), 452  
npos (PySpin.gcstring attribute), 463  
num\_pixel\_values (PySpin.ChannelStatistics attribute), 203

## O

OffsetX (PySpin.Camera attribute), 50, 184  
OffsetY (PySpin.Camera attribute), 50, 184  
OnDeviceArrival() (PySpin.ArrivalEvent method), 5, 9, 98  
OnDeviceArrival() (PySpin.IArrivalEvent method), 226  
OnDeviceArrival() (PySpin.IInterfaceEvent method), 401  
OnDeviceArrival() (PySpin.InterfaceEvent method), 7, 425  
OnDeviceEvent() (PySpin.DeviceEvent method), 6, 209  
OnDeviceEvent() (PySpin.IDeviceEvent method), 230  
OnDeviceRemoval() (PySpin.IInterfaceEvent method), 401  
OnDeviceRemoval() (PySpin.InterfaceEvent method), 7, 425  
OnDeviceRemoval() (PySpin.IRemovalEvent method), 407  
OnDeviceRemoval() (PySpin.RemovalEvent method), 8, 445  
OnImageEvent() (PySpin.IImageEvent method), 400  
OnImageEvent() (PySpin.ImageEvent method), 7, 419  
OnLogEvent() (PySpin.ILoggingEvent method), 401  
OnLogEvent() (PySpin.LoggingEvent method), 8, 431

## P

PACKBITS (PySpin.TIFFOption attribute), 452  
 PacketResendRequestCount (PySpin.Camera attribute), 50, 184  
 PayloadSize (PySpin.Camera attribute), 50, 184  
 PersistFeature() (PySpin.CFeatureBag method), 120  
 PersistFeature() (PySpin.IPersistScript method), 406  
 PGMOption (class in PySpin), 442  
 pixel\_value\_max (PySpin.ChannelStatistics attribute), 203  
 pixel\_value\_mean (PySpin.ChannelStatistics attribute), 203  
 pixel\_value\_min (PySpin.ChannelStatistics attribute), 203  
 PixelColorFilter (PySpin.Camera attribute), 50, 185  
 PixelDynamicRangeMax (PySpin.Camera attribute), 50, 185  
 PixelDynamicRangeMin (PySpin.Camera attribute), 50, 185  
 PixelFormat (PySpin.Camera attribute), 50, 185  
 PixelFormatInfoID (PySpin.Camera attribute), 50, 185  
 PixelFormatInfoSelector (PySpin.Camera attribute), 50, 185  
 PixelSize (PySpin.Camera attribute), 50, 185  
 PNGOption (class in PySpin), 442  
 POEStatus (PySpin.TransportLayerInterface attribute), 94, 457  
 Poll() (PySpin.CNodeMapDynPtr method), 127  
 Poll() (PySpin.CNodeMapPtr method), 129  
 Poll() (PySpin.INodeMap method), 404  
 Poll() (PySpin.NodeMap method), 442  
 pop\_back() (PySpin.node\_vector method), 465  
 pop\_back() (PySpin.value\_vector method), 466  
 PowerSupplyCurrent (PySpin.Camera attribute), 50, 185  
 PowerSupplyVoltage (PySpin.Camera attribute), 50, 185  
 PPMOption (class in PySpin), 443  
 PreprocessXMLFromFile() (PySpin.CNodeMapDynPtr method), 127  
 PreprocessXMLFromFile() (PySpin.INodeMapDyn method), 405  
 PreprocessXMLFromZIPFile() (PySpin.CNodeMapDynPtr method), 128  
 PreprocessXMLFromZIPFile() (PySpin.INodeMapDyn method), 405  
 progressive (PySpin.JPEGOption attribute), 431  
 push\_back() (PySpin.node\_vector method), 465  
 push\_back() (PySpin.value\_vector method), 466  
 PySpin (module), 97

## Q

quality (PySpin.JPEGOption attribute), 431  
 quality (PySpin.JPG2Option attribute), 431  
 quality (PySpin.MJPGOption attribute), 433

## R

range\_max (PySpin.ChannelStatistics attribute), 203  
 range\_min (PySpin.ChannelStatistics attribute), 203  
 RegionDestination (PySpin.Camera attribute), 50, 185  
 RegionMode (PySpin.Camera attribute), 51, 185  
 RegionSelector (PySpin.Camera attribute), 51, 185  
 RegisterCallback() (PySpin.CBooleanPtr method), 103  
 RegisterCallback() (PySpin.CCategoryPtr method), 107  
 RegisterCallback() (PySpin.CCommandPtr method), 110  
 RegisterCallback() (PySpin.CEnumEntryPtr method), 115  
 RegisterCallback() (PySpin.CEnumerationPtr method), 119  
 RegisterCallback() (PySpin.CIntegerPtr method), 125  
 RegisterCallback() (PySpin.CNodePtr method), 132  
 RegisterCallback() (PySpin.CRegisterPtr method), 135  
 RegisterCallback() (PySpin.CStringPtr method), 141  
 RegisterCallback() (PySpin.CValuePtr method), 144  
 RegisterCallback() (PySpin.INode method), 403  
 RegisterCallback() (PySpin.Node method), 437  
 RegisterEvent() (PySpin.CameraBase method), 65, 200  
 RegisterEvent() (PySpin.Interface method), 81, 423  
 RegisterInterfaceEvent() (PySpin.ISystem method), 409  
 RegisterInterfaceEvent() (PySpin.System method), 85, 448  
 RegisterLoggingEvent() (PySpin.ISystem method), 409  
 RegisterLoggingEvent() (PySpin.System method), 85, 449  
 RegisterNode (class in PySpin), 443  
 RegisterNodeCallback() (in module PySpin), 444  
 Release() (PySpin.IImage method), 399  
 Release() (PySpin.Image method), 78, 417  
 ReleaseInstance() (PySpin.ISystem method), 409  
 ReleaseInstance() (PySpin.System method), 85, 449  
 RemovalEvent (class in PySpin), 8, 444  
 RemoveByIndex() (PySpin.CameraList method), 67, 201  
 RemoveBySerial() (PySpin.CameraList method), 67, 201  
 ReplaceEnvironmentVariables() (in module PySpin), 445  
 reserve() (PySpin.node\_vector method), 465  
 reserve() (PySpin.value\_vector method), 467  
 reserved (PySpin.AVIOption attribute), 97  
 reserved (PySpin.BMPOption attribute), 99  
 reserved (PySpin.H264Option attribute), 226  
 reserved (PySpin.JPEGOption attribute), 431  
 reserved (PySpin.JPG2Option attribute), 431  
 reserved (PySpin.MJPGOption attribute), 433  
 reserved (PySpin.PGMOption attribute), 442  
 reserved (PySpin.PNGOption attribute), 443  
 reserved (PySpin.PPMOption attribute), 443  
 reserved (PySpin.TIFFOption attribute), 452  
 ResetImage() (PySpin.IImage method), 399  
 ResetImage() (PySpin.Image method), 78, 418  
 resize() (PySpin.gcstring method), 463  
 resize() (PySpin.node\_vector method), 465

resize() (PySpin.value\_vector method), 467  
Restore() (PySpin.CSelectorSet method), 137  
Restore() (PySpin.ISelectorDigit method), 408  
ReverseX (PySpin.Camera attribute), 51, 185  
ReverseY (PySpin.Camera attribute), 51, 185  
RgbTransformLightSource (PySpin.Camera attribute), 51, 186

## S

Saturation (PySpin.Camera attribute), 51, 186  
SaturationEnable (PySpin.Camera attribute), 51, 186  
Save() (PySpin.IImage method), 399  
Save() (PySpin.Image method), 78, 418  
Scan3dAxisMax (PySpin.Camera attribute), 51, 186  
Scan3dAxisMin (PySpin.Camera attribute), 51, 186  
Scan3dCoordinateOffset (PySpin.Camera attribute), 51, 186  
Scan3dCoordinateReferenceSelector (PySpin.Camera attribute), 51, 186  
Scan3dCoordinateReferenceValue (PySpin.Camera attribute), 51, 186  
Scan3dCoordinateScale (PySpin.Camera attribute), 51, 186  
Scan3dCoordinateSelector (PySpin.Camera attribute), 52, 186  
Scan3dCoordinateSystem (PySpin.Camera attribute), 52, 186  
Scan3dCoordinateSystemReference (PySpin.Camera attribute), 52, 186  
Scan3dCoordinateTransformSelector (PySpin.Camera attribute), 52, 186  
Scan3dDistanceUnit (PySpin.Camera attribute), 52, 187  
Scan3dInvalidDataFlag (PySpin.Camera attribute), 52, 187  
Scan3dInvalidDataValue (PySpin.Camera attribute), 52, 187  
Scan3dOutputMode (PySpin.Camera attribute), 52, 187  
Scan3dTransformValue (PySpin.Camera attribute), 52, 187  
SendActionCommand() (PySpin.Interface method), 81, 423  
SendActionCommand() (PySpin.ISystem method), 410  
SendActionCommand() (PySpin.System method), 85, 449  
SensorDescription (PySpin.Camera attribute), 52, 187  
SensorDigitizationTaps (PySpin.Camera attribute), 52, 187  
SensorHeight (PySpin.Camera attribute), 52, 187  
SensorShutterMode (PySpin.Camera attribute), 52, 187  
SensorTaps (PySpin.Camera attribute), 52, 187  
SensorWidth (PySpin.Camera attribute), 53, 187  
SequencerConfigurationMode (PySpin.Camera attribute), 53, 187

SequencerConfigurationReset (PySpin.Camera attribute), 53, 187  
SequencerConfigurationValid (PySpin.Camera attribute), 53, 188  
SequencerFeatureEnable (PySpin.Camera attribute), 53, 188  
SequencerFeatureSelector (PySpin.Camera attribute), 53, 188  
SequencerMode (PySpin.Camera attribute), 53, 188  
SequencerPathSelector (PySpin.Camera attribute), 53, 188  
SequencerSetActive (PySpin.Camera attribute), 53, 188  
SequencerSetLoad (PySpin.Camera attribute), 53, 188  
SequencerSetNext (PySpin.Camera attribute), 53, 188  
SequencerSetSave (PySpin.Camera attribute), 53, 188  
SequencerSetSelector (PySpin.Camera attribute), 53, 188  
SequencerSetStart (PySpin.Camera attribute), 54, 188  
SequencerSetValid (PySpin.Camera attribute), 54, 188  
SequencerTriggerActivation (PySpin.Camera attribute), 54, 188  
SequencerTriggerSource (PySpin.Camera attribute), 54, 189  
SerialPortBaudRate (PySpin.Camera attribute), 54, 189  
SerialPortDataBits (PySpin.Camera attribute), 54, 189  
SerialPortParity (PySpin.Camera attribute), 54, 189  
SerialPortSelector (PySpin.Camera attribute), 54, 189  
SerialPortSource (PySpin.Camera attribute), 54, 189  
SerialPortStopBits (PySpin.Camera attribute), 54, 189  
SerialReceiveFramingErrorCount (PySpin.Camera attribute), 54, 189  
SerialReceiveParityErrorCount (PySpin.Camera attribute), 54, 189  
SerialReceiveQueueClear (PySpin.Camera attribute), 54, 189  
SerialReceiveQueueCurrentCharacterCount (PySpin.Camera attribute), 54, 189  
SerialReceiveQueueMaxCharacterCount (PySpin.Camera attribute), 55, 189  
SerialTransmitQueueCurrentCharacterCount (PySpin.Camera attribute), 55, 189  
SerialTransmitQueueMaxCharacterCount (PySpin.Camera attribute), 55, 189  
Set() (PySpin.CRegisterPtr method), 135  
Set() (PySpin.IRegister method), 407  
Set() (PySpin.RegisterNode method), 444  
SetChunks() (PySpin.ChunkData method), 71, 207  
SetChunks() (PySpin.IChunkData method), 229  
SetDefaultColorProcessing() (PySpin.Image static method), 79, 419  
SetEnumReference() (PySpin.IEnumReference method), 231  
SetEventType() (PySpin.Event method), 6, 221  
SetFirst() (PySpin.CSelectorSet method), 137  
SetFirst() (PySpin.ISelectorDigit method), 408



- SetGenICamCacheFolder() (in module PySpin), 445
- SetGenICamCLProtocolFolder() (in module PySpin), 445
- SetGenICamLogConfig() (in module PySpin), 445
- SetInfo() (PySpin.CFeatureBag method), 121
- SetInfo() (PySpin.IPersistScript method), 406
- SetIntValue() (PySpin.CEnumerationPtr method), 119
- SetIntValue() (PySpin.EnumNode method), 221
- SetIntValue() (PySpin.IEnumeration method), 232
- SetLoggingEventPriorityLevel() (PySpin.ISystem method), 410
- SetLoggingEventPriorityLevel() (PySpin.System method), 86, 450
- SetMaximumAVISize() (PySpin.AVIRecorder method), 98
- SetMessageCallback() (in module PySpin), 445
- SetNext() (PySpin.CSelectorSet method), 137
- SetNext() (PySpin.ISelectorDigit method), 408
- SetNodeHandle() (PySpin.Node method), 437
- SetNodeMap() (PySpin.Node method), 438
- SetNumEnums() (PySpin.IEnumReference method), 231
- SetProgressCallback() (in module PySpin), 445
- SetReference() (PySpin.BooleanNode method), 99
- SetReference() (PySpin.CategoryNode method), 202
- SetReference() (PySpin.CBooleanPtr method), 103
- SetReference() (PySpin.CCategoryPtr method), 107
- SetReference() (PySpin.CCommandPtr method), 111
- SetReference() (PySpin.CEnumEntryPtr method), 115
- SetReference() (PySpin.CEnumerationPtr method), 119
- SetReference() (PySpin.CIntegerPtr method), 125
- SetReference() (PySpin.CNodePtr method), 132
- SetReference() (PySpin.CommandNode method), 208
- SetReference() (PySpin.CRegisterPtr method), 136
- SetReference() (PySpin.CStringPtr method), 141
- SetReference() (PySpin.CValuePtr method), 144
- SetReference() (PySpin.EnumEntryNode method), 219
- SetReference() (PySpin.EnumNode method), 221
- SetReference() (PySpin.FloatNode method), 224
- SetReference() (PySpin.FloatRegNode method), 224
- SetReference() (PySpin.IntegerNode method), 422
- SetReference() (PySpin.IntRegNode method), 420
- SetReference() (PySpin.IReference method), 406
- SetReference() (PySpin.Node method), 438
- SetReference() (PySpin.RegisterNode method), 444
- SetReference() (PySpin.StringNode method), 446
- SetReference() (PySpin.StringRegNode method), 447
- SetReference() (PySpin.ValueNode method), 460
- SetValue() (PySpin.BooleanNode method), 99
- SetValue() (PySpin.CBooleanPtr method), 103
- SetValue() (PySpin.CIntegerPtr method), 125
- SetValue() (PySpin.CStringPtr method), 141
- SetValue() (PySpin.FloatNode method), 224
- SetValue() (PySpin.IBoolean method), 227
- SetValue() (PySpin.IEnumerationT\_AcquisitionModeEnum method), 233
- SetValue() (PySpin.IEnumerationT\_AcquisitionStatusSelectorEnums method), 234
- SetValue() (PySpin.IEnumerationT\_ActionUnconditionalModeEnums method), 235
- SetValue() (PySpin.IEnumerationT\_AdcBitDepthEnums method), 236
- SetValue() (PySpin.IEnumerationT\_AutoAlgorithmSelectorEnums method), 236
- SetValue() (PySpin.IEnumerationT\_AutoExposureControlPriorityEnums method), 237
- SetValue() (PySpin.IEnumerationT\_AutoExposureLightingModeEnums method), 238
- SetValue() (PySpin.IEnumerationT\_AutoExposureMeteringModeEnums method), 239
- SetValue() (PySpin.IEnumerationT\_AutoExposureTargetGreyValueAutoEnum method), 240
- SetValue() (PySpin.IEnumerationT\_BalanceRatioSelectorEnums method), 241
- SetValue() (PySpin.IEnumerationT\_BalanceWhiteAutoEnums method), 241
- SetValue() (PySpin.IEnumerationT\_BalanceWhiteAutoProfileEnums method), 242
- SetValue() (PySpin.IEnumerationT\_BinningHorizontalModeEnums method), 243
- SetValue() (PySpin.IEnumerationT\_BinningSelectorEnums method), 244
- SetValue() (PySpin.IEnumerationT\_BinningVerticalModeEnums method), 245
- SetValue() (PySpin.IEnumerationT\_BlackLevelAutoBalanceEnums method), 246
- SetValue() (PySpin.IEnumerationT\_BlackLevelAutoEnums method), 246
- SetValue() (PySpin.IEnumerationT\_BlackLevelSelectorEnums method), 247
- SetValue() (PySpin.IEnumerationT\_BsiFlatFieldCorrectionAutoEnums method), 248
- SetValue() (PySpin.IEnumerationT\_BsiFlatFieldCorrectionGainSelectorEnums method), 249
- SetValue() (PySpin.IEnumerationT\_ChunkBlackLevelSelectorEnums method), 250
- SetValue() (PySpin.IEnumerationT\_ChunkCounterSelectorEnums method), 251
- SetValue() (PySpin.IEnumerationT\_ChunkEncoderSelectorEnums method), 251
- SetValue() (PySpin.IEnumerationT\_ChunkEncoderStatusEnums method), 252
- SetValue() (PySpin.IEnumerationT\_ChunkExposureTimeSelectorEnums method), 253
- SetValue() (PySpin.IEnumerationT\_ChunkGainSelectorEnums method), 254
- SetValue() (PySpin.IEnumerationT\_ChunkImageComponentEnums method), 255
- SetValue() (PySpin.IEnumerationT\_ChunkPixelFormatEnums method), 256

SetValue() (PySpin.IEnumerationT_ChunkRegionIDEnums method), 256	SetValue() (PySpin.IEnumerationT_CxpLinkConfigurationStatusEnums method), 279
SetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinatesEnums method), 257	SetValue() (PySpin.IEnumerationT_CxpPoCxpStatusEnums method), 280
SetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinatesEnums method), 258	SetValue() (PySpin.IEnumerationT_DecimationHorizontalModeEnums method), 281
SetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinatesEnums method), 259	SetValue() (PySpin.IEnumerationT_DecimationSelectorEnums method), 282
SetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinatesEnums method), 260	SetValue() (PySpin.IEnumerationT_DecimationVerticalModeEnums method), 283
SetValue() (PySpin.IEnumerationT_ChunkScan3dCoordinatesEnums method), 261	SetValue() (PySpin.IEnumerationT_DeinterlacingEnums method), 283
SetValue() (PySpin.IEnumerationT_ChunkScan3dDistanceUnitsEnums method), 262	SetValue() (PySpin.IEnumerationT_DeviceAccessStatusEnum method), 284
SetValue() (PySpin.IEnumerationT_ChunkScan3dOutputModesEnums method), 263	SetValue() (PySpin.IEnumerationT_DeviceCharacterSetEnums method), 285
SetValue() (PySpin.IEnumerationT_ChunkSelectorEnums method), 263	SetValue() (PySpin.IEnumerationT_DeviceClockSelectorEnums method), 286
SetValue() (PySpin.IEnumerationT_ChunkSourceIDEnums method), 264	SetValue() (PySpin.IEnumerationT_DeviceConnectionStatusEnums method), 287
SetValue() (PySpin.IEnumerationT_ChunkTimerSelectorEnums method), 265	SetValue() (PySpin.IEnumerationT_DeviceCurrentSpeedEnum method), 287
SetValue() (PySpin.IEnumerationT_ChunkTransferStreamIDEnums method), 266	SetValue() (PySpin.IEnumerationT_DeviceEndiannessMechanismEnum method), 288
SetValue() (PySpin.IEnumerationT_CIConfigurationEnums method), 267	SetValue() (PySpin.IEnumerationT_DeviceIndicatorModeEnums method), 289
SetValue() (PySpin.IEnumerationT_CITimeSlotsCountEnums method), 267	SetValue() (PySpin.IEnumerationT_DeviceLinkHeartbeatModeEnums method), 290
SetValue() (PySpin.IEnumerationT_ColorTransformationSelectorsEnums method), 268	SetValue() (PySpin.IEnumerationT_DeviceLinkThroughputLimitModeEnums method), 291
SetValue() (PySpin.IEnumerationT_ColorTransformationValuesEnums method), 269	SetValue() (PySpin.IEnumerationT_DevicePowerSupplySelectorEnums method), 292
SetValue() (PySpin.IEnumerationT_CounterEventActivationEnums method), 270	SetValue() (PySpin.IEnumerationT_DeviceRegistersEndiannessEnums method), 293
SetValue() (PySpin.IEnumerationT_CounterEventSourceEnums method), 271	SetValue() (PySpin.IEnumerationT_DeviceScanTypeEnums method), 293
SetValue() (PySpin.IEnumerationT_CounterResetActivationEnums method), 272	SetValue() (PySpin.IEnumerationT_DeviceSerialPortBaudRateEnums method), 294
SetValue() (PySpin.IEnumerationT_CounterResetSourceEnums method), 273	SetValue() (PySpin.IEnumerationT_DeviceSerialPortSelectorEnums method), 295
SetValue() (PySpin.IEnumerationT_CounterSelectorEnums method), 273	SetValue() (PySpin.IEnumerationT_DeviceStreamChannelEndiannessEnum method), 296
SetValue() (PySpin.IEnumerationT_CounterStatusEnums method), 274	SetValue() (PySpin.IEnumerationT_DeviceStreamChannelTypeEnums method), 297
SetValue() (PySpin.IEnumerationT_CounterTriggerActivationEnums method), 275	SetValue() (PySpin.IEnumerationT_DeviceTapGeometryEnums method), 298
SetValue() (PySpin.IEnumerationT_CounterTriggerSourceEnums method), 276	SetValue() (PySpin.IEnumerationT_DeviceTemperatureSelectorEnums method), 299
SetValue() (PySpin.IEnumerationT_CxpConnectionTestModesEnums method), 277	SetValue() (PySpin.IEnumerationT_DeviceTLTypeEnums method), 298
SetValue() (PySpin.IEnumerationT_CxpLinkConfigurationEnums method), 277	SetValue() (PySpin.IEnumerationT_DeviceTypeEnum method), 300
SetValue() (PySpin.IEnumerationT_CxpLinkConfigurationEnums method), 278	SetValue() (PySpin.IEnumerationT_DeviceTypeEnum method), 301

SetValue() (PySpin.IEnumerationT_EncoderModeEnums method), 302	SetValue() (PySpin.IEnumerationT_GevGVSPExtendedIDModeEnums method), 325
SetValue() (PySpin.IEnumerationT_EncoderOutputModeEnums method), 303	SetValue() (PySpin.IEnumerationT_GevIEEE1588ClockAccuracyEnums method), 326
SetValue() (PySpin.IEnumerationT_EncoderResetActivationEnums method), 303	SetValue() (PySpin.IEnumerationT_GevIEEE1588ModeEnums method), 327
SetValue() (PySpin.IEnumerationT_EncoderResetSourceEnums method), 304	SetValue() (PySpin.IEnumerationT_GevIEEE1588StatusEnums method), 327
SetValue() (PySpin.IEnumerationT_EncoderSelectorEnums method), 305	SetValue() (PySpin.IEnumerationT_GevIPConfigurationStatusEnums method), 328
SetValue() (PySpin.IEnumerationT_EncoderSourceAEnums method), 306	SetValue() (PySpin.IEnumerationT_GevPhysicalLinkConfigurationEnums method), 329
SetValue() (PySpin.IEnumerationT_EncoderSourceBEnums method), 307	SetValue() (PySpin.IEnumerationT_GevSupportedOptionSelectorEnums method), 330
SetValue() (PySpin.IEnumerationT_EncoderStatusEnums method), 308	SetValue() (PySpin.IEnumerationT_GUIXMLLocationEnum method), 317
SetValue() (PySpin.IEnumerationT_EventNotificationEnums method), 308	SetValue() (PySpin.IEnumerationT_ImageComponentSelectorEnums method), 331
SetValue() (PySpin.IEnumerationT_EventSelectorEnums method), 309	SetValue() (PySpin.IEnumerationT_ImageCompressionJPEGFormatOption method), 332
SetValue() (PySpin.IEnumerationT_ExposureActiveModeEnums method), 310	SetValue() (PySpin.IEnumerationT_ImageCompressionModeEnums method), 332
SetValue() (PySpin.IEnumerationT_ExposureAutoEnums method), 311	SetValue() (PySpin.IEnumerationT_ImageCompressionRateOptionEnums method), 333
SetValue() (PySpin.IEnumerationT_ExposureModeEnums method), 312	SetValue() (PySpin.IEnumerationT_LineFormatEnums method), 335
SetValue() (PySpin.IEnumerationT_ExposureTimeModeEnums method), 312	SetValue() (PySpin.IEnumerationT_LineInputFilterSelectorEnums method), 336
SetValue() (PySpin.IEnumerationT_ExposureTimeSelectorEnums method), 313	SetValue() (PySpin.IEnumerationT_LineModeEnums method), 337
SetValue() (PySpin.IEnumerationT_FileOpenModeEnums method), 314	SetValue() (PySpin.IEnumerationT_LineSelectorEnums method), 337
SetValue() (PySpin.IEnumerationT_FileOperationSelectorEnums method), 315	SetValue() (PySpin.IEnumerationT_LineSourceEnums method), 338
SetValue() (PySpin.IEnumerationT_FileOperationStatusEnums method), 316	SetValue() (PySpin.IEnumerationT_LogicBlockLUTInputActivationEnums method), 339
SetValue() (PySpin.IEnumerationT_FileSelectorEnums method), 317	SetValue() (PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums method), 340
SetValue() (PySpin.IEnumerationT_GainAutoBalanceEnums method), 318	SetValue() (PySpin.IEnumerationT_LogicBlockLUTInputSourceEnums method), 341
SetValue() (PySpin.IEnumerationT_GainAutoEnums method), 319	SetValue() (PySpin.IEnumerationT_LogicBlockLUTSelectorEnums method), 342
SetValue() (PySpin.IEnumerationT_GainSelectorEnums method), 320	SetValue() (PySpin.IEnumerationT_LogicBlockSelectorEnums method), 342
SetValue() (PySpin.IEnumerationT_GenICamXMLLocationEnums method), 321	SetValue() (PySpin.IEnumerationT_LUTSelectorEnums method), 334
SetValue() (PySpin.IEnumerationT_GevCCPEnum method), 322	SetValue() (PySpin.IEnumerationT_PixelColorFilterEnums method), 344
SetValue() (PySpin.IEnumerationT_GevCCPEnums method), 322	SetValue() (PySpin.IEnumerationT_PixelFormatEnums method), 345
SetValue() (PySpin.IEnumerationT_GevCurrentPhysicalLinkConfigurationEnums method), 323	SetValue() (PySpin.IEnumerationT_PixelFormatInfoSelectorEnums method), 346
SetValue() (PySpin.IEnumerationT_GevGVCPEExtendedStatusEnums method), 324	SetValue() (PySpin.IEnumerationT_PixelSizeEnums method), 347

SetValue() (PySpin.IEnumerationT_POEStatusEnum method), 343	SetValue() (PySpin.IEnumerationT_SoftwareSignalSelectorEnums method), 369
SetValue() (PySpin.IEnumerationT_RegionDestinationEnums method), 347	SetValue() (PySpin.IEnumerationT_SourceSelectorEnums method), 370
SetValue() (PySpin.IEnumerationT_RegionModeEnums method), 348	SetValue() (PySpin.IEnumerationT_StreamBufferHandlingModeEnum method), 371
SetValue() (PySpin.IEnumerationT_RegionSelectorEnums method), 349	SetValue() (PySpin.IEnumerationT_StreamDefaultBufferCountModeEnum method), 372
SetValue() (PySpin.IEnumerationT_RgbTransformLightSourceEnums method), 350	SetValue() (PySpin.IEnumerationT_StreamTypeEnum method), 372
SetValue() (PySpin.IEnumerationT_Scan3dCoordinateReferenceEnums method), 351	SetValue() (PySpin.IEnumerationT_TestPatternEnums method), 373
SetValue() (PySpin.IEnumerationT_Scan3dCoordinateSelectorEnums method), 352	SetValue() (PySpin.IEnumerationT_TestPatternGeneratorSelectorEnums method), 374
SetValue() (PySpin.IEnumerationT_Scan3dCoordinateSystemEnums method), 352	SetValue() (PySpin.IEnumerationT_TimerSelectorEnums method), 375
SetValue() (PySpin.IEnumerationT_Scan3dCoordinateSystemReferenceEnums method), 353	SetValue() (PySpin.IEnumerationT_TimerStatusEnums method), 376
SetValue() (PySpin.IEnumerationT_Scan3dCoordinateTransformEnums method), 354	SetValue() (PySpin.IEnumerationT_TimerTriggerActivationEnums method), 377
SetValue() (PySpin.IEnumerationT_Scan3dDistanceUnitEnums method), 355	SetValue() (PySpin.IEnumerationT_TimerTriggerSourceEnums method), 377
SetValue() (PySpin.IEnumerationT_Scan3dOutputModeEnums method), 356	SetValue() (PySpin.IEnumerationT_TransferComponentSelectorEnums method), 378
SetValue() (PySpin.IEnumerationT_SensorDigitizationTapsEnums method), 357	SetValue() (PySpin.IEnumerationT_TransferControlModeEnums method), 379
SetValue() (PySpin.IEnumerationT_SensorShutterModeEnums method), 357	SetValue() (PySpin.IEnumerationT_TransferOperationModeEnums method), 380
SetValue() (PySpin.IEnumerationT_SensorTapsEnums method), 358	SetValue() (PySpin.IEnumerationT_TransferQueueModeEnums method), 381
SetValue() (PySpin.IEnumerationT_SequencerConfigurationEnums method), 359	SetValue() (PySpin.IEnumerationT_TransferSelectorEnums method), 382
SetValue() (PySpin.IEnumerationT_SequencerConfigurationSelectorEnums method), 360	SetValue() (PySpin.IEnumerationT_TransferStatusSelectorEnums method), 382
SetValue() (PySpin.IEnumerationT_SequencerFeatureSelectorEnums method), 361	SetValue() (PySpin.IEnumerationT_TransferTriggerActivationEnums method), 383
SetValue() (PySpin.IEnumerationT_SequencerModeEnums method), 362	SetValue() (PySpin.IEnumerationT_TransferTriggerModeEnums method), 384
SetValue() (PySpin.IEnumerationT_SequencerSetValidEnums method), 362	SetValue() (PySpin.IEnumerationT_TransferTriggerSelectorEnums method), 385
SetValue() (PySpin.IEnumerationT_SequencerTriggerActivationEnums method), 363	SetValue() (PySpin.IEnumerationT_TransferTriggerSourceEnums method), 386
SetValue() (PySpin.IEnumerationT_SequencerTriggerSourceEnums method), 364	SetValue() (PySpin.IEnumerationT_TriggerActivationEnums method), 387
SetValue() (PySpin.IEnumerationT_SerialPortBaudRateEnums method), 365	SetValue() (PySpin.IEnumerationT_TriggerModeEnums method), 387
SetValue() (PySpin.IEnumerationT_SerialPortParityEnums method), 366	SetValue() (PySpin.IEnumerationT_TriggerOverlapEnums method), 388
SetValue() (PySpin.IEnumerationT_SerialPortSelectorEnums method), 367	SetValue() (PySpin.IEnumerationT_TriggerSelectorEnums method), 389
SetValue() (PySpin.IEnumerationT_SerialPortSourceEnums method), 367	SetValue() (PySpin.IEnumerationT_TriggerSourceEnums method), 390
SetValue() (PySpin.IEnumerationT_SerialPortStopBitsEnums method), 368	SetValue() (PySpin.IEnumerationT_U3VCurrentSpeedEnums method), 391



- SetValue() (PySpin.IEnumerationT\_UserOutputSelectorEnums method), 392
- SetValue() (PySpin.IEnumerationT\_UserSetDefaultEnums method), 392
- SetValue() (PySpin.IEnumerationT\_UserSetFeatureSelectorEnums method), 393
- SetValue() (PySpin.IEnumerationT\_UserSetSelectorEnums method), 394
- SetValue() (PySpin.IEnumerationT\_WhiteClipSelectorEnums method), 395
- SetValue() (PySpin.IFloat method), 396
- SetValue() (PySpin.Integer method), 401
- SetValue() (PySpin.IntegerNode method), 422
- SetValue() (PySpin.IString method), 409
- SetValue() (PySpin.StringNode method), 446
- Sharpening (PySpin.Camera attribute), 55, 190
- SharpeningAuto (PySpin.Camera attribute), 55, 190
- SharpeningEnable (PySpin.Camera attribute), 55, 190
- SharpeningThreshold (PySpin.Camera attribute), 55, 190
- size() (PySpin.double\_autovector\_t method), 461
- size() (PySpin.gcstring method), 463
- size() (PySpin.int64\_autovector\_t method), 464
- size() (PySpin.node\_vector method), 465
- size() (PySpin.value\_vector method), 467
- SoftwareSignalPulse (PySpin.Camera attribute), 55, 190
- SoftwareSignalSelector (PySpin.Camera attribute), 55, 190
- SourceCount (PySpin.Camera attribute), 55, 190
- SourceSelector (PySpin.Camera attribute), 55, 190
- SpinUpdate\_SetMsgCallback() (in module PySpin), 445
- SpinUpdate\_SetProgCallback() (in module PySpin), 446
- Status (PySpin.ActionCommandResult attribute), 98
- StoreToBag() (PySpin.CFeatureBag method), 121
- StreamBlockTransferSize (PySpin.TransportLayerStream attribute), 95, 458
- StreamBufferHandlingMode (PySpin.TransportLayerStream attribute), 95, 458
- StreamBufferUnderrunCount (PySpin.TransportLayerStream attribute), 95, 458
- StreamCRCCheckEnable (PySpin.TransportLayerStream attribute), 95, 458
- StreamDefaultBufferCount (PySpin.TransportLayerStream attribute), 95, 458
- StreamDefaultBufferCountMax (PySpin.TransportLayerStream attribute), 95, 458
- StreamDefaultBufferCountMode (PySpin.TransportLayerStream attribute), 95, 458
- StreamFailedBufferCount (PySpin.TransportLayerStream attribute), 95, 458
- StreamID (PySpin.TransportLayerStream attribute), 95, 458
- StreamTotalBufferCount (PySpin.TransportLayerStream attribute), 95, 459
- StreamType (PySpin.TransportLayerStream attribute), 95, 459
- StringNode (class in PySpin), 446
- StringRegNode (class in PySpin), 447
- SubMinor (PySpin.Version\_t attribute), 460
- substr() (PySpin.gcstring method), 463
- swap() (PySpin.gcstring method), 463
- System (class in PySpin), 83, 447
- System\_GetInstance() (in module PySpin), 451
- SystemPtr (class in PySpin), 88, 451
- ## T
- Test0001 (PySpin.Camera attribute), 55, 190
- TestEventGenerate (PySpin.Camera attribute), 56, 190
- TestPattern (PySpin.Camera attribute), 56, 190
- TestPatternGeneratorSelector (PySpin.Camera attribute), 56, 190
- TestPendingAck (PySpin.Camera attribute), 56, 191
- thisown (PySpin.ActionCommandResult attribute), 98
- thisown (PySpin.ArrivalEvent attribute), 5, 10, 98
- thisown (PySpin.AVIOption attribute), 97
- thisown (PySpin.AVIRecorder attribute), 98
- thisown (PySpin.BMPOption attribute), 99
- thisown (PySpin.BooleanNode attribute), 100
- thisown (PySpin.Camera attribute), 61, 196
- thisown (PySpin.CameraBase attribute), 66, 200
- thisown (PySpin.CameraList attribute), 67, 202
- thisown (PySpin.CameraPtr attribute), 67, 202
- thisown (PySpin.CategoryNode attribute), 202
- thisown (PySpin.CBasePtr attribute), 100
- thisown (PySpin.CBooleanPtr attribute), 104
- thisown (PySpin.CCategoryPtr attribute), 107
- thisown (PySpin.CCommandPtr attribute), 111
- thisown (PySpin.CDeviceInfoPtr attribute), 112
- thisown (PySpin.CEnumEntryPtr attribute), 115
- thisown (PySpin.CEnumerationPtr attribute), 120
- thisown (PySpin.CFeatureBag attribute), 121
- thisown (PySpin.CFloatPtr attribute), 121
- thisown (PySpin.ChannelStatistics attribute), 203
- thisown (PySpin.ChunkData attribute), 71, 207
- thisown (PySpin.CIntegerPtr attribute), 126
- thisown (PySpin.CNodeMapDynPtr attribute), 128
- thisown (PySpin.CNodeMapPtr attribute), 129
- thisown (PySpin.CNodePtr attribute), 132
- thisown (PySpin.CommandNode attribute), 208
- thisown (PySpin.CRegisterPtr attribute), 136
- thisown (PySpin.CSelectorPtr attribute), 136
- thisown (PySpin.CSelectorSet attribute), 137
- thisown (PySpin.CStringPtr attribute), 141

- thisown (PySpin.CValuePtr attribute), 144
- thisown (PySpin.DeviceEvent attribute), 6, 209
- thisown (PySpin.double\_autovector\_t attribute), 461
- thisown (PySpin.EAccessModeClass attribute), 209
- thisown (PySpin.ECachingModeClass attribute), 210
- thisown (PySpin.EDisplayNotationClass attribute), 211
- thisown (PySpin.EEndianessClass attribute), 212
- thisown (PySpin.ESchemaVersionClass attribute), 212
- thisown (PySpin.EInputDirectionClass attribute), 213
- thisown (PySpin.ESpaceClass attribute), 214
- thisown (PySpin.EnumEntryNode attribute), 219
- thisown (PySpin.EnumNode attribute), 221
- thisown (PySpin.ERepresentationClass attribute), 215
- thisown (PySpin.ESignClass attribute), 215
- thisown (PySpin.ESlopeClass attribute), 216
- thisown (PySpin.EStandardNameSpaceClass attribute), 217
- thisown (PySpin.Event attribute), 7, 222
- thisown (PySpin.EVisibilityClass attribute), 217
- thisown (PySpin.EYesNoClass attribute), 218
- thisown (PySpin.FloatNode attribute), 224
- thisown (PySpin.FloatRegNode attribute), 224
- thisown (PySpin.gcstring attribute), 463
- thisown (PySpin.H264Option attribute), 226
- thisown (PySpin.IArrivalEvent attribute), 226
- thisown (PySpin.IBase attribute), 226
- thisown (PySpin.IBoolean attribute), 227
- thisown (PySpin.ICategory attribute), 227
- thisown (PySpin.IChunkData attribute), 229
- thisown (PySpin.ICommand attribute), 230
- thisown (PySpin.IDestroy attribute), 230
- thisown (PySpin.IDeviceEvent attribute), 230
- thisown (PySpin.IDeviceInfo attribute), 231
- thisown (PySpin.IEnumEntry attribute), 231
- thisown (PySpin.IEnumeration attribute), 232
- thisown (PySpin.IEnumerationT\_AcquisitionModeEnums attribute), 233
- thisown (PySpin.IEnumerationT\_AcquisitionStatusSelectorEnums attribute), 234
- thisown (PySpin.IEnumerationT\_ActionUnconditionalModeEnums attribute), 235
- thisown (PySpin.IEnumerationT\_AdcBitDepthEnums attribute), 236
- thisown (PySpin.IEnumerationT\_AutoAlgorithmSelectorEnums attribute), 237
- thisown (PySpin.IEnumerationT\_AutoExposureControlPriorityEnums attribute), 237
- thisown (PySpin.IEnumerationT\_AutoExposureLightingModeEnums attribute), 238
- thisown (PySpin.IEnumerationT\_AutoExposureMeteringModeEnums attribute), 239
- thisown (PySpin.IEnumerationT\_AutoExposureTargetGreyValueAuto attribute), 240
- thisown (PySpin.IEnumerationT\_BalanceRatioSelectorEnums attribute), 241
- thisown (PySpin.IEnumerationT\_BalanceWhiteAutoEnums attribute), 242
- thisown (PySpin.IEnumerationT\_BalanceWhiteAutoProfileEnums attribute), 242
- thisown (PySpin.IEnumerationT\_BinningHorizontalModeEnums attribute), 243
- thisown (PySpin.IEnumerationT\_BinningSelectorEnums attribute), 244
- thisown (PySpin.IEnumerationT\_BinningVerticalModeEnums attribute), 245
- thisown (PySpin.IEnumerationT\_BlackLevelAutoBalanceEnums attribute), 246
- thisown (PySpin.IEnumerationT\_BlackLevelAutoEnums attribute), 247
- thisown (PySpin.IEnumerationT\_BlackLevelSelectorEnums attribute), 247
- thisown (PySpin.IEnumerationT\_BsiFlatFieldCorrectionAutoEnums attribute), 248
- thisown (PySpin.IEnumerationT\_BsiFlatFieldCorrectionGainSelectorEnums attribute), 249
- thisown (PySpin.IEnumerationT\_ChunkBlackLevelSelectorEnums attribute), 250
- thisown (PySpin.IEnumerationT\_ChunkCounterSelectorEnums attribute), 251
- thisown (PySpin.IEnumerationT\_ChunkEncoderSelectorEnums attribute), 252
- thisown (PySpin.IEnumerationT\_ChunkEncoderStatusEnums attribute), 252
- thisown (PySpin.IEnumerationT\_ChunkExposureTimeSelectorEnums attribute), 253
- thisown (PySpin.IEnumerationT\_ChunkGainSelectorEnums attribute), 254
- thisown (PySpin.IEnumerationT\_ChunkImageComponentEnums attribute), 255
- thisown (PySpin.IEnumerationT\_ChunkPixelFormatEnums attribute), 256
- thisown (PySpin.IEnumerationT\_ChunkRegionIDEnums attribute), 257
- thisown (PySpin.IEnumerationT\_ChunkScan3dCoordinateReferenceSelectorEnums attribute), 258
- thisown (PySpin.IEnumerationT\_ChunkScan3dCoordinateSelectorEnums attribute), 258
- thisown (PySpin.IEnumerationT\_ChunkScan3dCoordinateSystemEnums attribute), 259
- thisown (PySpin.IEnumerationT\_ChunkScan3dCoordinateSystemReferenceSelectorEnums attribute), 260
- thisown (PySpin.IEnumerationT\_ChunkScan3dCoordinateTransformSelectorEnums attribute), 261
- thisown (PySpin.IEnumerationT\_ChunkScan3dDistanceUnitEnums attribute), 262
- thisown (PySpin.IEnumerationT\_ChunkScan3dOutputModeEnums attribute), 263

thisown (PySpin.IEnumerationT_ChunkSelectorEnums attribute), 264	thisown (PySpin.IEnumerationT_DeviceClockSelectorEnums attribute), 286
thisown (PySpin.IEnumerationT_ChunkSourceIDEnums attribute), 264	thisown (PySpin.IEnumerationT_DeviceConnectionStatusEnums attribute), 287
thisown (PySpin.IEnumerationT_ChunkTimerSelectorEnums attribute), 265	thisown (PySpin.IEnumerationT_DeviceCurrentSpeedEnum attribute), 288
thisown (PySpin.IEnumerationT_ChunkTransferStreamIDEnums attribute), 266	thisown (PySpin.IEnumerationT_DeviceEndiannessMechanismEnum attribute), 288
thisown (PySpin.IEnumerationT_CIConfigurationEnums attribute), 267	thisown (PySpin.IEnumerationT_DeviceIndicatorModeEnums attribute), 289
thisown (PySpin.IEnumerationT_CITimeSlotsCountEnums attribute), 268	thisown (PySpin.IEnumerationT_DeviceLinkHeartbeatModeEnums attribute), 290
thisown (PySpin.IEnumerationT_ColorTransformationSelectorEnums attribute), 268	thisown (PySpin.IEnumerationT_DeviceLinkThroughputLimitModeEnums attribute), 291
thisown (PySpin.IEnumerationT_ColorTransformationValueSelectorEnums attribute), 269	thisown (PySpin.IEnumerationT_DevicePowerSupplySelectorEnums attribute), 292
thisown (PySpin.IEnumerationT_CounterEventActivationEnums attribute), 270	thisown (PySpin.IEnumerationT_DeviceRegistersEndiannessEnums attribute), 293
thisown (PySpin.IEnumerationT_CounterEventSourceEnums attribute), 271	thisown (PySpin.IEnumerationT_DeviceScanTypeEnums attribute), 294
thisown (PySpin.IEnumerationT_CounterResetActivationEnums attribute), 272	thisown (PySpin.IEnumerationT_DeviceSerialPortBaudRateEnums attribute), 294
thisown (PySpin.IEnumerationT_CounterResetSourceEnums attribute), 273	thisown (PySpin.IEnumerationT_DeviceSerialPortSelectorEnums attribute), 295
thisown (PySpin.IEnumerationT_CounterSelectorEnums attribute), 274	thisown (PySpin.IEnumerationT_DeviceStreamChannelEndiannessEnums attribute), 296
thisown (PySpin.IEnumerationT_CounterStatusEnums attribute), 274	thisown (PySpin.IEnumerationT_DeviceStreamChannelTypeEnums attribute), 297
thisown (PySpin.IEnumerationT_CounterTriggerActivationEnums attribute), 275	thisown (PySpin.IEnumerationT_DeviceTapGeometryEnums attribute), 299
thisown (PySpin.IEnumerationT_CounterTriggerSourceEnums attribute), 276	thisown (PySpin.IEnumerationT_DeviceTemperatureSelectorEnums attribute), 299
thisown (PySpin.IEnumerationT_CxpConnectionTestModeEnums attribute), 277	thisown (PySpin.IEnumerationT_DeviceTLTypeEnums attribute), 298
thisown (PySpin.IEnumerationT_CxpLinkConfigurationEnums attribute), 278	thisown (PySpin.IEnumerationT_DeviceTypeEnum attribute), 300
thisown (PySpin.IEnumerationT_CxpLinkConfigurationPreferencesEnums attribute), 278	thisown (PySpin.IEnumerationT_DeviceTypeEnum attribute), 301
thisown (PySpin.IEnumerationT_CxpLinkConfigurationStatusEnums attribute), 279	thisown (PySpin.IEnumerationT_EncoderModeEnums attribute), 302
thisown (PySpin.IEnumerationT_CxpPoCxpStatusEnums attribute), 280	thisown (PySpin.IEnumerationT_EncoderOutputModeEnums attribute), 303
thisown (PySpin.IEnumerationT_DecimationHorizontalModeEnums attribute), 281	thisown (PySpin.IEnumerationT_EncoderResetActivationEnums attribute), 304
thisown (PySpin.IEnumerationT_DecimationSelectorEnums attribute), 282	thisown (PySpin.IEnumerationT_EncoderResetSourceEnums attribute), 304
thisown (PySpin.IEnumerationT_DecimationVerticalModeEnums attribute), 283	thisown (PySpin.IEnumerationT_EncoderSelectorEnums attribute), 305
thisown (PySpin.IEnumerationT_DeinterlacingEnums attribute), 284	thisown (PySpin.IEnumerationT_EncoderSourceAEnums attribute), 306
thisown (PySpin.IEnumerationT_DeviceAccessStatusEnum attribute), 284	thisown (PySpin.IEnumerationT_EncoderSourceBEnums attribute), 307
thisown (PySpin.IEnumerationT_DeviceCharacterSetEnum attribute), 285	thisown (PySpin.IEnumerationT_EncoderStatusEnums attribute), 308

thisown (PySpin.IEnumerationT_EventNotificationEnums attribute), 309	thisown (PySpin.IEnumerationT_ImageComponentSelectorEnums attribute), 331
thisown (PySpin.IEnumerationT_EventSelectorEnums attribute), 309	thisown (PySpin.IEnumerationT_ImageCompressionJPEGFormatOptionEnums attribute), 332
thisown (PySpin.IEnumerationT_ExposureActiveModeEnums attribute), 310	thisown (PySpin.IEnumerationT_ImageCompressionModeEnums attribute), 333
thisown (PySpin.IEnumerationT_ExposureAutoEnums attribute), 311	thisown (PySpin.IEnumerationT_ImageCompressionRateOptionEnums attribute), 333
thisown (PySpin.IEnumerationT_ExposureModeEnums attribute), 312	thisown (PySpin.IEnumerationT_LineFormatEnums attribute), 335
thisown (PySpin.IEnumerationT_ExposureTimeModeEnums attribute), 313	thisown (PySpin.IEnumerationT_LineInputFilterSelectorEnums attribute), 336
thisown (PySpin.IEnumerationT_ExposureTimeSelectorEnums attribute), 313	thisown (PySpin.IEnumerationT_LineModeEnums attribute), 337
thisown (PySpin.IEnumerationT_FileOpenModeEnums attribute), 314	thisown (PySpin.IEnumerationT_LineSelectorEnums attribute), 338
thisown (PySpin.IEnumerationT_FileOperationSelectorEnums attribute), 315	thisown (PySpin.IEnumerationT_LineSourceEnums attribute), 338
thisown (PySpin.IEnumerationT_FileOperationStatusEnums attribute), 316	thisown (PySpin.IEnumerationT_LogicBlockLUTInputActivationEnums attribute), 339
thisown (PySpin.IEnumerationT_FileSelectorEnums attribute), 317	thisown (PySpin.IEnumerationT_LogicBlockLUTInputSelectorEnums attribute), 340
thisown (PySpin.IEnumerationT_GainAutoBalanceEnums attribute), 318	thisown (PySpin.IEnumerationT_LogicBlockLUTInputSourceEnums attribute), 341
thisown (PySpin.IEnumerationT_GainAutoEnums attribute), 319	thisown (PySpin.IEnumerationT_LogicBlockLUTSelectorEnums attribute), 342
thisown (PySpin.IEnumerationT_GainSelectorEnums attribute), 320	thisown (PySpin.IEnumerationT_LogicBlockSelectorEnums attribute), 343
thisown (PySpin.IEnumerationT_GenICamXMLLocationEnums attribute), 321	thisown (PySpin.IEnumerationT_LUTSelectorEnums attribute), 334
thisown (PySpin.IEnumerationT_GevCCPEnum attribute), 322	thisown (PySpin.IEnumerationT_PixelColorFilterEnums attribute), 344
thisown (PySpin.IEnumerationT_GevCCPEnums attribute), 322	thisown (PySpin.IEnumerationT_PixelFormatEnums attribute), 345
thisown (PySpin.IEnumerationT_GevCurrentPhysicalLinkConfigurationEnums attribute), 323	thisown (PySpin.IEnumerationT_PixelFormatInfoSelectorEnums attribute), 346
thisown (PySpin.IEnumerationT_GevGVCPExtendedStatusEnums attribute), 324	thisown (PySpin.IEnumerationT_PixelSizeEnums attribute), 347
thisown (PySpin.IEnumerationT_GevGVSPExtendedIDModeEnums attribute), 325	thisown (PySpin.IEnumerationT_POEStatusEnum attribute), 343
thisown (PySpin.IEnumerationT_GevIEEE1588ClockAccuracyEnums attribute), 326	thisown (PySpin.IEnumerationT_RegionDestinationEnums attribute), 348
thisown (PySpin.IEnumerationT_GevIEEE1588ModeEnums attribute), 327	thisown (PySpin.IEnumerationT_RegionModeEnums attribute), 348
thisown (PySpin.IEnumerationT_GevIEEE1588StatusEnums attribute), 328	thisown (PySpin.IEnumerationT_RegionSelectorEnums attribute), 349
thisown (PySpin.IEnumerationT_GevIPConfigurationStatusEnums attribute), 328	thisown (PySpin.IEnumerationT_RgbTransformLightSourceEnums attribute), 350
thisown (PySpin.IEnumerationT_GevPhysicalLinkConfigurationEnums attribute), 329	thisown (PySpin.IEnumerationT_Scan3dCoordinateReferenceSelectorEnums attribute), 351
thisown (PySpin.IEnumerationT_GevSupportedOptionSelectorEnums attribute), 330	thisown (PySpin.IEnumerationT_Scan3dCoordinateSelectorEnums attribute), 352
thisown (PySpin.IEnumerationT_GUIXMLLocationEnum attribute), 318	thisown (PySpin.IEnumerationT_Scan3dCoordinateSystemEnums attribute), 353



[thisown \(PySpin.IEnumerationT\\_Scan3dCoordinateSystemReferenceEnum attribute\), 353](#)  
[thisown \(PySpin.IEnumerationT\\_Scan3dCoordinateTransformSelectorEnum attribute\), 354](#)  
[thisown \(PySpin.IEnumerationT\\_Scan3dDistanceUnitEnum attribute\), 355](#)  
[thisown \(PySpin.IEnumerationT\\_Scan3dOutputModeEnum attribute\), 356](#)  
[thisown \(PySpin.IEnumerationT\\_SensorDigitizationTapsEnum attribute\), 357](#)  
[thisown \(PySpin.IEnumerationT\\_SensorShutterModeEnum attribute\), 358](#)  
[thisown \(PySpin.IEnumerationT\\_SensorTapsEnum attribute\), 358](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerConfigurationModeEnum attribute\), 359](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerConfigurationValidEnum attribute\), 360](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerFeatureSelectorEnum attribute\), 361](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerModeEnum attribute\), 362](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerSetValidEnum attribute\), 363](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerTriggerActivationEnum attribute\), 363](#)  
[thisown \(PySpin.IEnumerationT\\_SequencerTriggerSourceEnum attribute\), 364](#)  
[thisown \(PySpin.IEnumerationT\\_SerialPortBaudRateEnum attribute\), 365](#)  
[thisown \(PySpin.IEnumerationT\\_SerialPortParityEnum attribute\), 366](#)  
[thisown \(PySpin.IEnumerationT\\_SerialPortSelectorEnum attribute\), 367](#)  
[thisown \(PySpin.IEnumerationT\\_SerialPortSourceEnum attribute\), 368](#)  
[thisown \(PySpin.IEnumerationT\\_SerialPortStopBitsEnum attribute\), 368](#)  
[thisown \(PySpin.IEnumerationT\\_SoftwareSignalSelectorEnum attribute\), 369](#)  
[thisown \(PySpin.IEnumerationT\\_SourceSelectorEnum attribute\), 370](#)  
[thisown \(PySpin.IEnumerationT\\_StreamBufferHandlingModeEnum attribute\), 371](#)  
[thisown \(PySpin.IEnumerationT\\_StreamDefaultBufferCountModeEnum attribute\), 372](#)  
[thisown \(PySpin.IEnumerationT\\_StreamTypeEnum attribute\), 373](#)  
[thisown \(PySpin.IEnumerationT\\_TestPatternEnum attribute\), 373](#)  
[thisown \(PySpin.IEnumerationT\\_TestPatternGeneratorSelectorEnum attribute\), 374](#)  
[thisown \(PySpin.IEnumerationT\\_TimerSelectorEnum attribute\), 375](#)  
[thisown \(PySpin.IEnumerationT\\_TimerStatusEnum attribute\), 376](#)  
[thisown \(PySpin.IEnumerationT\\_TimerTriggerActivationEnum attribute\), 377](#)  
[thisown \(PySpin.IEnumerationT\\_TimerTriggerSourceEnum attribute\), 378](#)  
[thisown \(PySpin.IEnumerationT\\_TransferComponentSelectorEnum attribute\), 378](#)  
[thisown \(PySpin.IEnumerationT\\_TransferControlModeEnum attribute\), 379](#)  
[thisown \(PySpin.IEnumerationT\\_TransferOperationModeEnum attribute\), 380](#)  
[thisown \(PySpin.IEnumerationT\\_TransferQueueModeEnum attribute\), 381](#)  
[thisown \(PySpin.IEnumerationT\\_TransferSelectorEnum attribute\), 382](#)  
[thisown \(PySpin.IEnumerationT\\_TransferStatusSelectorEnum attribute\), 383](#)  
[thisown \(PySpin.IEnumerationT\\_TransferTriggerActivationEnum attribute\), 383](#)  
[thisown \(PySpin.IEnumerationT\\_TransferTriggerModeEnum attribute\), 384](#)  
[thisown \(PySpin.IEnumerationT\\_TransferTriggerSelectorEnum attribute\), 385](#)  
[thisown \(PySpin.IEnumerationT\\_TransferTriggerSourceEnum attribute\), 386](#)  
[thisown \(PySpin.IEnumerationT\\_TriggerActivationEnum attribute\), 387](#)  
[thisown \(PySpin.IEnumerationT\\_TriggerModeEnum attribute\), 388](#)  
[thisown \(PySpin.IEnumerationT\\_TriggerOverlapEnum attribute\), 388](#)  
[thisown \(PySpin.IEnumerationT\\_TriggerSelectorEnum attribute\), 389](#)  
[thisown \(PySpin.IEnumerationT\\_TriggerSourceEnum attribute\), 390](#)  
[thisown \(PySpin.IEnumerationT\\_U3VCurrentSpeedEnum attribute\), 391](#)  
[thisown \(PySpin.IEnumerationT\\_UserOutputSelectorEnum attribute\), 392](#)  
[thisown \(PySpin.IEnumerationT\\_UserSetDefaultEnum attribute\), 393](#)  
[thisown \(PySpin.IEnumerationT\\_UserSetFeatureSelectorEnum attribute\), 393](#)  
[thisown \(PySpin.IEnumerationT\\_UserSetSelectorEnum attribute\), 394](#)  
[thisown \(PySpin.IEnumerationT\\_WhiteClipSelectorEnum attribute\), 395](#)  
[thisown \(PySpin.IEnumReference attribute\), 231](#)  
[thisown \(PySpin.IFloat attribute\), 396](#)  
[thisown \(PySpin.IImage attribute\), 400](#)  
[thisown \(PySpin.IImageEvent attribute\), 400](#)  
[thisown \(PySpin.Integer attribute\), 401](#)  
[thisown \(PySpin.InterfaceEvent attribute\), 401](#)

- thisown (PySpin.ILoggingEvent attribute), 402
- thisown (PySpin.Image attribute), 79, 419
- thisown (PySpin.ImageEvent attribute), 7, 419
- thisown (PySpin.ImagePtr attribute), 80, 420
- thisown (PySpin.INode attribute), 404
- thisown (PySpin.INodeMap attribute), 404
- thisown (PySpin.INodeMapDyn attribute), 406
- thisown (PySpin.int64\_autovector\_t attribute), 464
- thisown (PySpin.IntegerNode attribute), 423
- thisown (PySpin.Interface attribute), 82, 425
- thisown (PySpin.InterfaceEvent attribute), 7, 425
- thisown (PySpin.InterfaceList attribute), 83, 426
- thisown (PySpin.InterfacePtr attribute), 83, 426
- thisown (PySpin.IntRegNode attribute), 420
- thisown (PySpin.IPersistScript attribute), 406
- thisown (PySpin.IReference attribute), 406
- thisown (PySpin.IRegister attribute), 407
- thisown (PySpin.IRemovalEvent attribute), 407
- thisown (PySpin.ISelector attribute), 408
- thisown (PySpin.ISelectorDigit attribute), 408
- thisown (PySpin.IString attribute), 409
- thisown (PySpin.ISystem attribute), 411
- thisown (PySpin.IValue attribute), 411
- thisown (PySpin.JPEGOption attribute), 431
- thisown (PySpin.JPG2Option attribute), 431
- thisown (PySpin.LoggingEvent attribute), 8, 431
- thisown (PySpin.LoggingEventData attribute), 433
- thisown (PySpin.LoggingEventDataPtr attribute), 8, 433
- thisown (PySpin.MJPGOption attribute), 433
- thisown (PySpin.Node attribute), 438
- thisown (PySpin.node\_vector attribute), 465
- thisown (PySpin.NodeCallback attribute), 438
- thisown (PySpin.NodeMap attribute), 442
- thisown (PySpin.PGMOption attribute), 442
- thisown (PySpin.PNGOption attribute), 443
- thisown (PySpin.PPMOption attribute), 443
- thisown (PySpin.RegisterNode attribute), 444
- thisown (PySpin.RemovalEvent attribute), 8, 445
- thisown (PySpin.StringNode attribute), 447
- thisown (PySpin.StringRegNode attribute), 447
- thisown (PySpin.System attribute), 87, 451
- thisown (PySpin.SystemPtr attribute), 88, 451
- thisown (PySpin.TIFFOption attribute), 452
- thisown (PySpin.TransportLayerDevice attribute), 91, 455
- thisown (PySpin.TransportLayerInterface attribute), 94, 457
- thisown (PySpin.TransportLayerStream attribute), 95, 459
- thisown (PySpin.value\_vector attribute), 467
- thisown (PySpin.ValueNode attribute), 460
- thisown (PySpin.Version\_t attribute), 460
- ThrowBadAlloc() (in module PySpin), 452
- TIFFOption (class in PySpin), 451
- TimerDelay (PySpin.Camera attribute), 56, 191
- TimerDuration (PySpin.Camera attribute), 56, 191
- TimerReset (PySpin.Camera attribute), 56, 191
- TimerSelector (PySpin.Camera attribute), 56, 191
- TimerStatus (PySpin.Camera attribute), 56, 191
- TimerTriggerActivation (PySpin.Camera attribute), 56, 191
- TimerTriggerSource (PySpin.Camera attribute), 56, 191
- TimerValue (PySpin.Camera attribute), 56, 191
- Timestamp (PySpin.Camera attribute), 56, 191
- TimestampIncrement (PySpin.Camera attribute), 56, 191
- TimestampLatch (PySpin.Camera attribute), 57, 191
- TimestampLatchValue (PySpin.Camera attribute), 57, 191
- TimestampReset (PySpin.Camera attribute), 57, 191
- TLDevice (PySpin.CameraBase attribute), 65, 200
- TLInterface (PySpin.Interface attribute), 82, 425
- TLParamsLocked (PySpin.Camera attribute), 55, 190
- TLStream (PySpin.CameraBase attribute), 65, 200
- Tokenize() (in module PySpin), 452
- ToString() (PySpin.CBooleanPtr method), 104
- ToString() (PySpin.CCategoryPtr method), 107
- ToString() (PySpin.CCommandPtr method), 111
- ToString() (PySpin.CEnumEntryPtr method), 115
- ToString() (PySpin.CEnumerationPtr method), 119
- ToString() (PySpin.CIntegerPtr method), 125
- ToString() (PySpin.CRegisterPtr method), 136
- ToString() (PySpin.CSelectorSet method), 137
- ToString() (PySpin.CStringPtr method), 141
- ToString() (PySpin.CValuePtr method), 144
- ToString() (PySpin.EAccessModeClass static method), 209
- ToString() (PySpin.ECachingModeClass static method), 210
- ToString() (PySpin.EDisplayNotationClass static method), 211
- ToString() (PySpin.EEndianessClass static method), 211
- ToString() (PySpin.EGenApiSchemaVersionClass static method), 212
- ToString() (PySpin.EInputDirectionClass static method), 213
- ToString() (PySpin.ENamespaceClass static method), 214
- ToString() (PySpin.ERepresentationClass static method), 214
- ToString() (PySpin.ESignClass static method), 215
- ToString() (PySpin.ESlopeClass static method), 216
- ToString() (PySpin.EStandardNameSpaceClass static method), 217
- ToString() (PySpin.EVisibilityClass static method), 217
- ToString() (PySpin.EYesNoClass static method), 218
- ToString() (PySpin.ISelectorDigit method), 408
- ToString() (PySpin.IValue method), 411
- ToString() (PySpin.ValueNode method), 460

- TransferAbort (PySpin.Camera attribute), 57, 192
- TransferBlockCount (PySpin.Camera attribute), 57, 192
- TransferBurstCount (PySpin.Camera attribute), 57, 192
- TransferComponentSelector (PySpin.Camera attribute), 57, 192
- TransferControlMode (PySpin.Camera attribute), 57, 192
- TransferOperationMode (PySpin.Camera attribute), 57, 192
- TransferPause (PySpin.Camera attribute), 57, 192
- TransferQueueCurrentBlockCount (PySpin.Camera attribute), 57, 192
- TransferQueueMaxBlockCount (PySpin.Camera attribute), 57, 192
- TransferQueueMode (PySpin.Camera attribute), 57, 192
- TransferQueueOverflowCount (PySpin.Camera attribute), 58, 192
- TransferResume (PySpin.Camera attribute), 58, 192
- TransferSelector (PySpin.Camera attribute), 58, 192
- TransferStart (PySpin.Camera attribute), 58, 193
- TransferStatus (PySpin.Camera attribute), 58, 193
- TransferStatusSelector (PySpin.Camera attribute), 58, 193
- TransferStop (PySpin.Camera attribute), 58, 193
- TransferStreamChannel (PySpin.Camera attribute), 58, 193
- TransferTriggerActivation (PySpin.Camera attribute), 58, 193
- TransferTriggerMode (PySpin.Camera attribute), 58, 193
- TransferTriggerSelector (PySpin.Camera attribute), 58, 193
- TransferTriggerSource (PySpin.Camera attribute), 58, 193
- TransportLayerDevice (class in PySpin), 89, 452
- TransportLayerInterface (class in PySpin), 92, 455
- TransportLayerStream (class in PySpin), 94, 457
- TriggerActivation (PySpin.Camera attribute), 58, 193
- TriggerDelay (PySpin.Camera attribute), 58, 193
- TriggerDivider (PySpin.Camera attribute), 59, 193
- TriggerEventTest (PySpin.Camera attribute), 59, 193
- TriggerMode (PySpin.Camera attribute), 59, 193
- TriggerMultiplier (PySpin.Camera attribute), 59, 194
- TriggerOverlap (PySpin.Camera attribute), 59, 194
- TriggerSelector (PySpin.Camera attribute), 59, 194
- TriggerSoftware (PySpin.Camera attribute), 59, 194
- TriggerSource (PySpin.Camera attribute), 59, 194
- U**
- U3VAccessPrivilege (PySpin.Camera attribute), 59, 194
- U3VCPCapability (PySpin.Camera attribute), 59, 194
- U3VCPEIRMAvailable (PySpin.Camera attribute), 59, 194
- U3VCPIIDC2Available (PySpin.Camera attribute), 59, 194
- U3VCPSIRMAvailable (PySpin.Camera attribute), 59, 194
- U3VCurrentSpeed (PySpin.Camera attribute), 60, 194
- U3VMaxAcknowledgeTransferLength (PySpin.Camera attribute), 60, 194
- U3VMaxCommandTransferLength (PySpin.Camera attribute), 60, 194
- U3VMaxDeviceResponseTime (PySpin.Camera attribute), 60, 195
- U3VMessageChannelID (PySpin.Camera attribute), 60, 195
- U3VNumberOfStreamChannels (PySpin.Camera attribute), 60, 195
- U3VVersionMajor (PySpin.Camera attribute), 60, 195
- U3VVersionMinor (PySpin.Camera attribute), 60, 195
- UnregisterAllLoggingEvent() (PySpin.ISystem method), 410
- UnregisterAllLoggingEvent() (PySpin.System method), 87, 450
- UnregisterEvent() (PySpin.CameraBase method), 65, 200
- UnregisterEvent() (PySpin.Interface method), 82, 425
- UnregisterInterfaceEvent() (PySpin.ISystem method), 410
- UnregisterInterfaceEvent() (PySpin.System method), 87, 451
- UnregisterLoggingEvent() (PySpin.ISystem method), 410
- UnregisterLoggingEvent() (PySpin.System method), 87, 451
- UpdateCameras() (PySpin.Interface method), 82, 425
- UpdateCameras() (PySpin.ISystem method), 410
- UpdateCameras() (PySpin.System method), 87, 451
- UpdateFirmware() (in module PySpin), 459
- UpdateFirmwareConsole() (in module PySpin), 459
- UrlDecode() (in module PySpin), 459
- UrlEncode() (in module PySpin), 459
- UserOutputSelector (PySpin.Camera attribute), 60, 195
- UserOutputValue (PySpin.Camera attribute), 60, 195
- UserOutputValueAll (PySpin.Camera attribute), 60, 195
- UserOutputValueAllMask (PySpin.Camera attribute), 60, 195
- UserSetDefault (PySpin.Camera attribute), 60, 195
- UserSetFeatureEnable (PySpin.Camera attribute), 60, 195
- UserSetFeatureSelector (PySpin.Camera attribute), 61, 195
- UserSetLoad (PySpin.Camera attribute), 61, 195
- UserSetSave (PySpin.Camera attribute), 61, 195
- UserSetSelector (PySpin.Camera attribute), 61, 196
- V**
- V3\_3Enable (PySpin.Camera attribute), 61, 196
- value\_vector (class in PySpin), 465
- ValueNode (class in PySpin), 459
- Version\_t (class in PySpin), 460

## W

WhiteClip (PySpin.Camera attribute), [61](#), [196](#)

WhiteClipSelector (PySpin.Camera attribute), [61](#), [196](#)

Width (PySpin.Camera attribute), [61](#), [196](#)

width (PySpin.H264Option attribute), [226](#)

WidthMax (PySpin.Camera attribute), [61](#), [196](#)