eBUS SDK • Receive • Edge

Feature-rich GigE Vision and USB3 Vision compliant software development kit

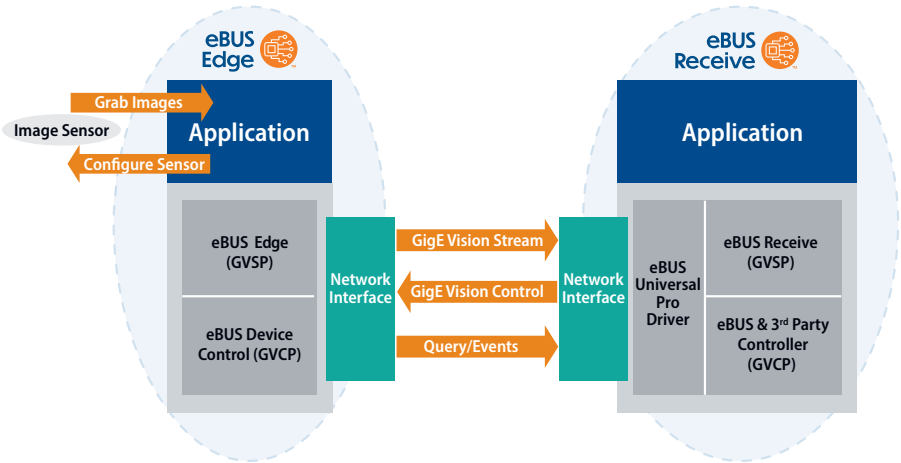
Overview

eBUS is a software platform for developing and deploying imaging and sensor applications across GigE Vision, USB3 Vision, and emerging high-bandwidth Ethernet architectures, including RoCEv2-enabled networks. Built on a unified API and portable across Windows and Linux operating systems, eBUS simplifies integration with standards-compliant cameras, sensors, and imaging devices from multiple vendors.

The platform includes eBUS SDK for application development, eBUS Receive for high-performance image and data reception, eBUS Edge for GigE Vision standards-compliant image and data transmission from imaging embedded devices, and the eBUS Player Classic Toolkit for evaluation, configuration, diagnostics, and troubleshooting.

Benefits

- Develop and deploy applications using a single API across GigE Vision, USB3 Vision, and RoCEv2-enabled architectures
- Eliminate the need to maintain multiple vendor-specific camera SDKs
- Select the best camera or sensor for the application without vendor lock-in
- Accelerate development using C++, .NET, and Python APIs
- Achieve low-latency, low-jitter image transport with reduced CPU utilization
- Deploy applications across desktop, server, embedded, and edge computing platforms
- Support today's imaging standards while maintaining flexibility for future transport technologies



Features

Standards & Interoperability

- GigE Vision and USB3 Vision support
- GenICam-compliant device interoperability
- GVSP and GVRSP streaming protocol support
- Multiple payload types including image, raw, chunk, multi-part, and GenDC

Performance & Streaming

- High-performance image and data streaming
- eBUS Universal Pro Driver minimizes CPU usage
- Buffer management and pixel format conversion
- Multicasting and action commands
- Network statistics and diagnostics
- RapidPIX lossless compression/decompression support

Development & Integration

- Device discovery, configuration, and control
- Dynamically generated GenICam XML
- Sample applications and source code
- GStreamer plug-ins for eBUS Receive and eBUS Edge
- ROS2 camera driver support

Deployment

- Windows and Linux operating systems
- x86_64 and ARM architectures
- NVIDIA Jetson platforms
- Raspberry Pi platforms
- STM32MP2 support
- Runtime packages for lightweight embedded deployments
- Support for virtualized and containerized environments

GigE Vision USB3 Vision GenICam

Pleora Technologies

Unified Development Environment

eBUS SDK provides a unified software development environment for building production-ready imaging and sensor applications. Using a common API across supported transport technologies, developers can quickly adapt applications for different devices while avoiding the complexity of maintaining multiple vendor-specific SDKs.

Available in C++, .NET, and Python, eBUS SDK enables seamless interoperability with standards-compliant GigE Vision, USB3 Vision, and GenICam devices from Pleora and third-party manufacturers.

Included with eBUS SDK

- Development libraries and APIs
- Technical documentation
- Sample applications and source code
- eBUS Player Classic Toolkit
- Online support resources

Evaluation License

A 30-day evaluation license is available beginning with eBUS SDK 7.0, enabling developers to evaluate interoperability, performance, and application workflows before production deployment.

eBUS SDK SEAT LICENSE (eBUS SDK 7.1 AND HIGHER) – KEY-BASED LICENSING	
Physical Machine (Bare-Metal)	
990-4100	**eBUS SDK Physical Machine Seat License Key** Provides one user with access, on a physical machine (bare-metal), to all available eBUS SDK modules for both eBUS Edge and eBUS Receive modules. Includes the multiple GigE Vision stream channel with any payload type eBUS Edge module (990-4105), and the eBUS GigE Vision Receive Runtime (990-4111) and the eBUS USB3 Vision Receive module (990-4115) for all supported platforms and a one-year subscription to eBUS SDK Basic Maintenance and Support (990-1029).
990-4102	**eBUS SDK Physical Machine Developer Seat License Key Bundle** Provides one user with access, on a physical machine (bare-metal), to all available eBUS SDK modules for both eBUS Edge and eBUS Receive modules. Includes the multiple GigE Vision stream channel with any payload type eBUS Edge module (990-4105), and the eBUS GigE Vision Receive Runtime (990-4111) and the eBUS USB3 Vision Receive module (990-4115) for all supported platforms and a one-year subscription to eBUS SDK Developer Annual Maintenance and Support.
Virtual Machine or Containerized Environment	
990-4101	**eBUS SDK Virtual Machine or Containerized Environment Seat License Key** Provides one user with access, on a virtual machine or containerized environment, to all available eBUS SDK modules for both eBUS Edge and eBUS Receive modules. Includes the multiple GigE Vision stream channel with any payload type eBUS Edge module (990-4105), and the eBUS GigE Vision Receive Runtime (990-4111) and the eBUS USB3 Vision Receive module (990-4115) for all supported platforms and a one-year subscription to eBUS SDK Basic Maintenance and Support (990-1029).
990-4103	**eBUS SDK Virtual Machine or Containerized Environment Developer Seat License Key Bundle** Provides one user with access, on a virtual machine or containerized environment, to all available eBUS SDK modules for both eBUS Edge and eBUS Receive modules. Includes the multiple GigE Vision stream channel with any payload type eBUS Edge module (990-4105), and the eBUS GigE Vision Receive Runtime (990-4111) and the eBUS USB3 Vision Receive module (990-4115) for all supported platforms and a one-year subscription to eBUS SDK Developer Annual Maintenance and Support.
eBUS SDK Evaluation Seat License	
990-4104	**eBUS SDK Evaluation Seat License Key** Provides one user with access, on a physical machine, virtual machine, or containerized environment, to all available eBUS SDK modules for both eBUS Edge and eBUS Receive modules. Includes the multiple GigE Vision stream channel with any payload type eBUS Edge module (990-4105), and the eBUS GigE Vision Receive Runtime (990-4111) and the eBUS USB3 Vision Receive module (990-4115). Maintenance and support are not included. NB: eBUS SDK evaluation packages are available for Windows 11 and Ubuntu 24.04 LTS (x86).
PREVIOUS GENERATIONS eBUS SDK (VER 3.1 – 7.0)	
Physical Machines (Bare-Metal) and Virtual Machines or in a Containerized Environment – File-based License, requires a Fixed MAC Address from the Deployment System	
990-1024	**eBUS SDK Seat License** Entitles a single user, on a physical machine, virtual machine, or containerized environment, access to all available eBUS GigE Vision and USB3 Vision modules (eBUS Edge (990-4000), GEV-Rx and U3V-Rx). Includes one year maintenance for access to all eBUS SDK updates. Required for use with eBUS 6.0 onwards. eBUS Edge module is available for Windows and Linux only. Developer Support Subscription sold separately.

eBUS Receive — High-Performance Data Acquisition

eBUS Receive provides high-performance image and data acquisition for host-based applications. It manages device discovery, configuration, streaming, and buffer handling while delivering acquired data to user applications through a unified software interface.

The included eBUS Universal Pro Driver minimizes CPU utilization and delivers deterministic, low-latency transport performance for demanding real-time imaging applications.

Key Capabilities

- GigE Vision and USB3 Vision image reception
- GVSP and GVRSP streaming support
- High-speed buffer management
- Multi-camera support
- C++, .NET, and Python APIs
- Windows and Linux (x86_64 and ARM) support

Licensing Requirement & Capabilities

- Required when receiving streams from non-Pleora GigE Vision devices
- One license per host system
- Removes image and video watermarking
- Supports unlimited receive streams
- Supports unlimited connected GigE Vision or USB3 Vision devices (Dongle can be used with either a GigE Vision device, a USB3 Vision device, or with both simultaneously. Each connected USB3 Vision devices must only use a single stream channel.)

RECEIVER RUNTIME LICENSING (eBUS SDK 7.1 AND HIGHER) – KEY-BASED LICENSE

Physical Machine (Bare-Metal)

990-4111	**eBUS GigE Vision Receive Runtime License Key for Physical Machines (Bare-Metal) — All Supported Platforms** For applications deployed on a physical machine (bare-metal) that receives GigE Vision streams from devices that do not contain Pleora transmitter technology. Supports x86 platforms (Windows and Linux), Linux ARM edge devices and appliances including NVIDIA Jetson edge devices and embedded ARM platforms such as: Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm Dragon Wing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4113	**eBUS GigE Vision Receive Runtime License Key for Physical Machines (Bare-Metal) — Embedded Platforms** For applications deployed on a physical machine (bare-metal) that receives GigE Vision streams from devices that do not contain Pleora transmitter technology. Supports embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4115	**eBUS USB3 Vision Receive Runtime License Key for Physical Machines (Bare-Metal) — All Supported Platforms.** For applications deployed on a physical machine (bare-metal) that receives USB3 Vision streams from devices that do not contain Pleora transmitter technology. Supports x86 platforms (Windows and Linux), Linux ARM edge devices and appliances including NVIDIA Jetson edge devices and embedded ARM platforms such as Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4117	**eBUS USB3 Vision Receive Runtime License Key for Physical Machines (Bare-Metal) — Embedded Platforms** For applications deployed on a physical machine (bare-metal) that receive USB3 Vision streams from devices that do not contain Pleora transmitter technology. Supports embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4119	**eBUS GigE Vision and USB3 Vision Receive Runtime License Key for Physical Machines (Bare-Metal) — All Supported Platforms.** For applications deployed on a physical machine (bare-metal) that receives GigE Vision and USB3 Vision streams from devices that do not contain Pleora transmitter technology. Supports x86 platforms (Windows and Linux), Linux ARM edge devices and appliances including NVIDIA Jetson edge devices and embedded ARM platforms such as Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4121	**eBUS GigE Vision and USB3 Vision Receive Runtime License Key for Physical Machines (Bare-Metal) — Embedded Platforms.** For applications deployed on a physical machine (bare-metal) that receives GigE Vision and USB3 Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.

Virtual Machine or Containerized Environment

990-4112	**eBUS GigE Vision Receive Runtime License Key for Virtual Machines or Containerized Environments — All Supported Platforms** For applications deployed on a virtual machine or containerized environment that receives GigE Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports x86 platforms (Windows and Linux), Linux ARM edge devices and appliances including NVIDIA Jetson edge devices and embedded ARM platforms such as: Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4114	**eBUS GigE Vision Receive Runtime License Key for Virtual Machines or Containerized Environments — Embedded Platforms** For applications deployed on a virtual machine or containerized environment that receives GigE Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.

eBUS Receive (cont'd)

990-4116	**eBUS USB3 Vision Receive Runtime License Key for Virtual Machines or Containerized Environments — All Supported Platforms** For applications deployed on a virtual machine or containerized environment that receives USB3 Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports x86 platforms (Windows and Linux), Linux ARM edge devices and appliances including NVIDIA Jetson edge devices and embedded ARM platforms such as: Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4118	**eBUS USB3 Vision Receive Runtime License Key for Virtual Machines or Containerized Environments — Embedded Platforms** For applications deployed on a virtual machine or containerized environment that receives USB3 Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4120	**eBUS GigE Vision and USB3 Vision Receive Runtime License Key for Virtual Machines or Containerized Environments — All Supported Platforms** For applications deployed on a virtual machine or containerized environment that receives GigE Vision and USB3 Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports x86 platforms (Windows and Linux), Linux ARM edge devices and appliances including NVIDIA Jetson edge devices and embedded ARM platforms such as: Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4122	**eBUS GigE Vision and USB3 Vision Receive Runtime License Key for Virtual Machines or Containerized Environments — Embedded Platforms** For applications deployed on a virtual machine or containerized environment that receives GigE Vision and USB3 Vision streams from cameras or devices that do not contain Pleora transmitter technology. Supports embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.

eBUS Receive Runtime Dongle (eBUS SDK 5.0 and Higher)

990-1018	**GEV/U3V-Rx Dongle.** USB micro-dongle provides GigE Vision receive runtime license and USB3 Vision receive runtime license. Requires eBUS SDK 5.0 or higher for Windows support and eBUS SDK 6.2 or higher for Linux (x86 platform) support. NB: Dongle not supported on Linux (ARM platforms).

PREVIOUS GENERATIONS eBUS SDK (VER 3.1 – 7.0)

Physical Machines (Bare-Metal) and Virtual Machines or in a Containerized Environment – File-based License, requires a Fixed MAC Address from the Deployment System

990-1000	**eBUS Receive GEV-Rx License File.** GigE Vision receiver runtime license required for applications that receive GigE Vision streams from device that does not contain Pleora transmitter technology. One license per device required to remove a watermark from the video or image. No limit to number of receive streams per device.
990-1005	**eBUS Receive U3V-Rx License File.** USB3 Vision runtime license required for applications that receive USB3 Vision streams from a device that does not contain Pleora transmitter technology. One license per device required to remove a watermark from the video or image. No limit to number of receive streams per device.

Software-Based GigE Vision Transmission

eBUS Edge is a software-based GigE Vision transmitter that enables processors, embedded systems, and intelligent sensors to operate as standards-compliant GigE Vision devices without requiring dedicated transmission hardware.

By adding eBUS Edge to a device software stack, developers can transmit image and sensor data while supporting standard GigE Vision control and configuration mechanisms.

Key Capabilities

- Software-based GigE Vision and GenICam compliant image and data transmission
- Device control and configuration
- Compatibility with third-party GigE Vision applications
- C++, .NET, and Python APIs

eBUS EDGE TRANSMITTER (eBUS SDK 7.1 AND HIGHER) – KEY-BASED LICENSING

Physical Machine (Bare-Metal)

990-4105	**eBUS Edge Runtime License Key for Physical Machines (Bare Metal) — Multiple GigE Vision Stream Channels with Any Payload Type** For eBUS Edge applications deployed on a physical machine (bare-metal). Supports multiple GigE Vision stream channels, subject only to available bandwidth and hardware capabilities, and all supported payload types: image payload with extended chunk mode (metadata), chunk data payload, multipart payload, and GenDC payload.
990-4107	**eBUS Edge Runtime License Key for Physical Machines (Bare Metal) — Single GigE Vision Stream Channel with Any Payload Type** For eBUS Edge applications deployed on a physical machine (bare-metal). Supports one GigE Vision stream channel and all supported payload types: image payload with extended chunk mode (metadata), chunk data payload, multipart payload, and GenDC payload.
990-4109	**eBUS Edge Runtime License Key for Physical Machines (Bare Metal) — Single GigE Vision Stream Channel with Image Payload Type** For eBUS Edge applications deployed on a physical machine (bare-metal). Supports one GigE Vision stream channel and the image payload type with extended chunk mode (metadata).

Virtual Machine or Containerized Environment

990-4106	**eBUS Edge Runtime License Key for Virtual Machines or Containerized Environments — Multiple GigE Vision Stream Channels with Any Payload Type.** For eBUS Edge applications deployed on a virtual machine or con-tainerized environment. Supports multiple GigE Vision stream channels, subject only to available bandwidth and hardware capabilities, and all supported payload types: image payload with extended chunk mode (metadata), chunk data payload, multipart payload, and GenDC payload.
990-4108	**eBUS Edge Runtime License Key for Virtual Machines or Containerized Environments — Single GigE Vision Stream Channel with Any Payload Type** For eBUS Edge applications deployed on a virtual machine or containerized environment. Supports one GigE Vision stream channel and all supported payload types: image payload with extended chunk mode (metadata), chunk data payload, multipart payload, and GenDC payload.
990-4110	**eBUS Edge Runtime License Key for Virtual Machines or Containerized Environments — Single GigE Vision Stream Channel with Image Payload Type** For eBUS Edge applications deployed on a virtual machine or containerized environment. Supports one GigE Vision stream channel and the image payload type with extended chunk mode (metadata).

PREVIOUS GENERATIONS eBUS SDK (VER 3.1 – 7.0)

Physical Machines (Bare-Metal) and Virtual Machines or in a Containerized Environment – File-based License, requires a Fixed MAC Address from the Deployment System

990-4000	**eBUS Edge Runtime License — Multi-Source with Any Payload Type.** Supports multiple stream channels (limited by available bandwidth only and the hardware capabilities) and ANY supported payload type (including: image payload with extended chunk mode (metadata), chunk data payload (raw chunks), multipart payload and GenDC payload) to transmit image/video data.



End-to-End Imaging Connectivity

eBUS SDK Transmit + Receive Bundles provides all the tools needed to acquire, process, display, record, and transmit GigE Vision, USB3 Vision, and GenICam-compliant data streams, enabling faster development, simplified integration, and seamless end-to-end system connectivity.

Transmit capabilities

Supports multiple GigE Vision stream channels, subject only to available bandwidth and hardware capabilities, and all supported GigE Vision payload types: image payload with extended chunk mode (metadata), chunk data payload, multipart payload, and GenDC payload.

Receive capabilities

One license is required per host system to remove the watermark from images or video received from a third-party GigE Vision or USB3 Vision devices. The license does not limit the number of receive streams or connected GigE Vision or USB3 Vision devices

eBUS SDK TRANSMIT + RECEIVE BUNDLES (eBUS SDK 7.1 AND HIGHER) – KEY-BASED LICENSING

Physical Machine (Bare-Metal)

990-4123	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS GigE Vision Receive (All Supported Platforms) Runtime Bundle License Key for Physical Machines (Bare-Metal)** Combined runtime license for applications deployed on a physical machine (bare-metal) that receives streams from GigE Vision devices and transmits GigE Vision streams using eBUS Edge. Supported on x86 platforms (Windows and Linux), Linux ARM edge devices and appliances (including NVIDIA Jetson edge devices), and supported embedded ARM platforms including: Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deploy-ments).
990-4125	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS GigE Vision Receive (Embedded Platforms) Runtime Bundle License Key for Physical Machines (Bare-Metal)** Combined runtime license for applications deployed on a physical machine (bare-metal) that receives streams from GigE Vision devices and transmits GigE Vision streams using eBUS Edge. Supported on embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments
990-4127	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS USB3 Vision Receive (All Supported Platforms) Runtime Bundle License Key for Physical Machines (Bare-Metal)** Combined runtime license for applications deployed on a physical machine (bare-metal) that receives streams from GigE Vision devices and transmits USB3 Vision streams using eBUS Edge. Supported on x86 platforms (Windows and Linux), Linux ARM edge devices and appliances (including NVIDIA Jetson edge devices), and supported embedded ARM platforms, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4129	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS USB3 Vision Receive Runtime (Embedded Platforms) Bundle License Key for Physical Machines (Bare-Metal)** Combined runtime license for applications deployed on a physical machine (bare-metal) that receives streams from GigE Vision devices and transmits USB3 Vision streams using eBUS Edge. Supports multiple GigE Vision stream channels, subject only to available bandwidth and hardware capabilities, and all supported GigE Vision payload types: image payload with extended chunk mode (metadata), chunk data payload, multipart payload, and GenDC supported on embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.

Virtual Machine or Containerized Environment

990-4124	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS GigE Vision Receive Runtime (All Supported Platforms) Bundle License Key for Virtual Machines or Containerized Environments** Combined runtime license for applications deployed on a virtual machine or containerized environment that receives streams from GigE Vision devices and transmits GigE Vision streams using eBUS Edge. Supported on x86 platforms (Windows and Linux), Linux ARM edge devices and appliances (including NVIDIA Jetson edge devices), and supported embedded ARM platforms, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments
990-4126	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS GigE Vision Receive Runtime (Embedded Platforms) Bundle License Key for Virtual Machines or Containerized Environments** Combined runtime license for applications deployed on a virtual machine or containerized environment that receives streams from GigE Vision devices and transmits GigE Vision streams using eBUS Edge. Supported on embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4128	**eBUS Edge (Multiple GigE Vision Stream Channels and Any Payload) and eBUS USB3 Vision Receive Runtime (All Supported Platforms) Bundle License Key for Virtual Machines or Containerized Environments** Combined runtime license for applications deployed on a virtual machine or containerized environment that receives streams from USB3 Vision devices and transmits GigE Vision streams using eBUS Edge. Supported on x86 platforms (Windows and Linux), Linux ARM edge devices and appliances (including NVIDIA Jetson edge devices), and supported embedded ARM platforms, including: Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.
990-4130	**eBUS Edge (Multiple Gi/gE Vision Stream Channels and Any Payload) and eBUS USB3 Vision Receive Runtime (Embedded Platforms) Bundle License Key for Virtual Machines or Containerized Environments** Combined runtime license for applications deployed on a virtual machine or containerized environment that receives streams from USB3 Vision devices and transmits GigE Vision streams using eBUS Edge. Supported on embedded ARM platforms only, including Raspberry Pi 4B, Raspberry Pi 5B, Qualcomm DragonWing, and Yocto 4.0-, 5.0- or 6.0-based deployments.

eBUS Player Classic Toolkit

Included with eBUS SDK and available as a standalone download, the eBUS Player Classic Toolkit provides setup, configuration, diagnostics, and performance optimization tools for GigE Vision and USB3 Vision systems.

Includes

- eBUS Player Classic for device discovery, configuration, control, and live image viewing
- eBUS Universal Pro Driver for low-latency, low-CPU image transport
- Raw Image Viewer for displaying and analyzing captured image files
- Camera Link Setup Assistant for simplified Camera Link configuration
- RapidPIX Evaluation Tool for compression, decompression, and CPU utilization analysis

Developer Support Subscriptions

Annual maintenance and support subscriptions help accelerate development, simplify deployment, and reduce total cost of ownership.

BASIC	STANDARD	DEVELOPER
• Software updates • Installation support • Online resources	• Everything in Basic • Code samples • Best-practice guidance • Configuration troubleshooting	• Everything in Standard • Priority engineer access • Functional development support • Advanced technical assistance

SUPPORTED DEVELOPMENT ENVIRONMENTS
CC# .NET, and VB .NET using Visual Studio 2022, and .NET version 8[1]
C++ using Visual Studio, 2019 and 2022[1]
C++ using GCC on Red Hat Linux and Ubuntu[2]
Python Support[2] • Windows 11/10 (64-bit): 3.8 - 3.13[3] • Ubuntu 26.04 LTS (64-bit): 3.14 (Default)[4] • Ubuntu 24.04 LTS (64-bit): 3.12 (Default)[4] • Ubuntu 22.04 LTS (64-bit): 3.10.6 (Default)[4] • Ubuntu 20.04 LTS (64-bit): 3.8.10 (Default)[4] • CentOS 9 Stream (64-bit): 3.9 (Default)[4] • NVIDIA Jetson ARM (JetPack 7.2): 3.12.3 (Default)[4] • NVIDIA Jetson ARM (JetPack 5.1): 3.8.10 (Default)[4] • NVIDIA Jetson ARM (JetPack 6.2): 3.10 (Default)[4] • NVIDIA Jetson ARM (JetPack 6.2): 3.10 (Default)[4] • Debian 13 for ARM for Raspberry Pi 4B / 5: 3.13 (Default)[4] • Yocto 6.0 (Wynrose): 3.14 (Default)[4] • Yocto 5.0 (Scarthgap): 3.12 (Default)[4] • Yocto 4.0 (Kirkstone): 3.10 (Default)[4] • OpenSTLinux 6.1: 3.12 (Default)[4]

[1] For both eBUS Receive and eBUS Edge
[2] Python not installed by default on this Operating System
[3] For Python 3.13, please contact Pleora support
[4] Python comes pre-packaged with specified version on this particular Operating System

SUPPORTED OPERATING SYSTEMS		
	GigE Vision 3.0[1]	**USB3 Vision 1.2**
• Microsoft Windows 10 and 11 (64-bit) on x86_64 architecture	Supported	Supported
• Red Hat Enterprise LInux 9 (64-bit) and CentOS Stream 9 (64-bit) on x86_64 architecture	Supported	Supported
• Ubuntu 20.04 LTS (64-bit) on x86_64 architecture • Ubuntu 22.04 LTS (64-bit) on x86_64 architecture • Ubuntu 24.04 LTS (64-bit) on x86_64 architecture • Ubuntu 26.04 LTS (64-bit) on x86_64 architecture	Supported	Supported
• Ubuntu 20.04 LTS (64-bit) on NVIDIA Jetson AGX Xavier, Xavier NX, AGX Orin, Orin NX, Orin Nano (JetPack 5.1.4) • Ubuntu 22.04 LTS (64-bit) on NVIDIA AGX Orin and Orin NX (JetPack 6.2) • Ubuntu 24.04 LTS (64-bit) on NVIDIA Thor T4000, Thor T5000, AGX Orin and Orin NX (JetPack 7.2)	Supported	Supported
• Raspberry Pi OS (64-bit, Debian 13 based, Kernel 6.1)	Supported	Supported
• Yocto 4.0[2] (Kirkstone) • Yocto 5.0[2] (Scarthgap) • Yocto 6.0[2] (Wynrose)	Supported	Supported
• OpenSTLinux 6.1[3]	Supported	Supported

[1] eBUS Receive: GigE Vision 3.0 (and earlier); eBUS Edge: GigE Vision 2.2
[2] Tested on NXP i.MX8 platform, Raspberry Pi4B/5 platforms and MediaTek Genio 510 platforms
[3] For eBUS Edge only, tested on STM32 MP2 platform

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