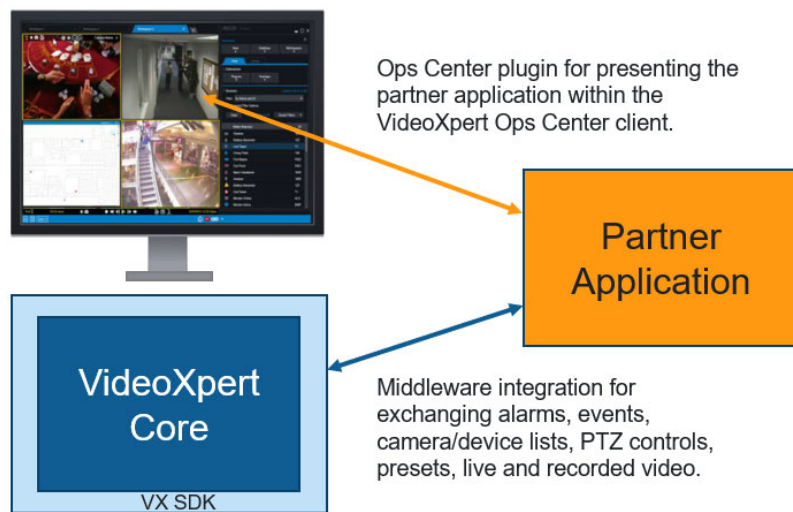


Pelco Developer Overview

The short document is a getting started guide for Pelco developers – in particular for developers creating programmatic integrations with VideoXpert. The SDKs and associated collateral are intended for experienced C++ or C# developers that are also familiar with Microsoft .NET environments.

Pelco VideoXpert Integrations

For VideoXpert there are two main developer integration points. The first is *middleware* integration for exchanging alarms, events, devices, controls, and sending live or recorded video. This type of integration is done programmatically via the VideoXpert software developer kit (VXSDK). The second common integration point is an application plugin to the VideoXpert operator user interface. An example of this second plugin integration is an analytics solution which is presented in the VideoXpert Ops Center client. There is a separate plugin developer kit (PDK) for creating Ops Center plugins. VideoXpert integrations could contain one or both of these.



System Integrators and customers can use the same SDKs to customize their VideoXpert solutions which is frequently done to meet unique project specific requirements.

VideoXpert also has configurable integration services for monitoring events, listening for and responding to ASCII commands, and providing RTSP endpoints for accessing video streams. In particular, the ASCII service provides a lighter weight integration mechanism. These utility services and supporting documentation are downloadable from the [VideoXpert Pro](#) and [VideoXpert Enterprise](#) pelco.com web pages.

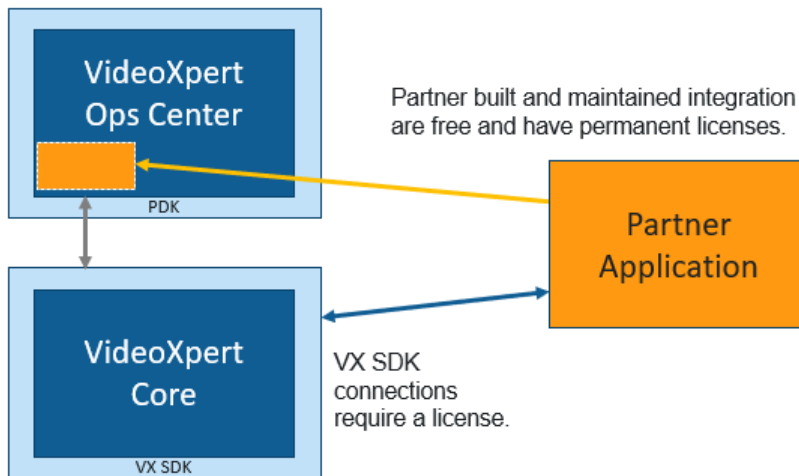
Getting Started

1. Obtain developer keys – both the VXSDK and the PDK require keys in order to build integrations. More details are in the licensing section below. Your Pelco Technical Sales Engineer (TSE) or channel partner can help obtain a developer key.
2. Download the VXSDK for either NuGet or GitHub
 - a. NuGet <https://www.nuget.org/packages?q=vxsdk>. This site has packages for the SDK, a pair of .NET wrappers, and a video streaming library.
 - b. GitHub (registration required) <https://github.com/pelcointegrations>.

- c. The content is largely the same with the main difference being the packaging and how the SDK and examples are installed. Everything posted in either is in the public domain.
- 3. Middleware SDK Documentation, example code and sample applications
 - a. [VXSDK Documentation via GitHub](#)
 - b. GitHub: [Example code and applications](#)
 - c. NuGet: [Example applications are included in the -Media packages](#)
- 4. The VideoXpert Plugin Developer Kit (PDK) is also available via GitHub Pelco integrations at <https://github.com/pelcointegrations/VxPDK-SimplePlugin>.

Licensing

Any integration or customization that connects to the VideoXpert Core via the VX SDK requires a runtime license. This license is managed within VideoXpert and much match the VX SDK key. This license is created by Pelco upon completion of an integration or customization and before testing or deployment.



Integration licenses that could be used by multiple customers or in multiple projects are added to the Pelco product list and ordering system. Partner integration licenses are effectively free, have no cost, and are permanent. Pelco created and maintained integrations typically have a cost and are “stackable” one-year licenses (multiple one-year license can be added effectively creating a multi-year license).

Ops Center plugins do not require a runtime license unless they also connect to the VideoXpert Core via the VX SDK. Some simple integrations are plug-ins that don’t connect to the VX SDK and do not require any license. Other more sophisticated integrations could contain both middleware and a plugin that also connects to the VX SDK and then require two separate licenses.

For VideoXpert Developers

Pelco VideoXpert Pro and Enterprise are Microsoft .Net solutions. The Pelco SDKs are downloadable packages. Additionally, we provide a robust set of Pelco sample integrations applications that are all public domain accessible via [GitHub pelcointegrations](#). The sample applications even include a functional VMS that has been user by partners to create robust integrations. The SDKs are thoroughly documented and completed by an on-line forum for support. The SDKs and associated collateral are intended for experienced C++ or C# developers that are also familiar with Microsoft .NET environments.

Developer forums are migrating to <https://support.pelco.com/>, and there is a specific community for Integrations and SDK.