

# Wisenet Open Platform v5.00

# Programming Guide

v5.00

2024-04-01

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# Revision History

The table below provides the version information and revision history of this document. Refer to 2.0x documents for checking revision history prior to version 3.00.

Version	Date	Description
5.00	2023-12-13	Add the MT8137
4.02	2023-12-16	Added and modified the docker command Modified the Troubleshooting contents (The Trouble Shooting document is newly created.)
4.01	2021-05-03	Added CLI Added Ubuntu 20.04 docker Unsupported Eclipse plugins
4.00	2020-08-31	Added a version 4.00 feature list
3.60	2019-12-20	Added an installation guide for plugin 64 bit
3.52	2019-09-02	Added a new version number  [XML Editor] Added new platforms (T3000) on image
3.51	2019-06-10	Added a new version number
3.50	2018-10-29	[Installing Package] <ul style="list-style-type: none"><li>Modified the version number of the Debian package</li></ul> [Creating a New Project] [XML Editor] <ul style="list-style-type: none"><li>Added new platforms (XF8000, T4000) on image</li></ul> [Web Page Design] <ul style="list-style-type: none"><li>Modified WEB UI on image</li></ul> [Device Preferences] <ul style="list-style-type: none"><li>Deleted content</li></ul>
3.00_2nd	2017-12-08	Added supported Models <ul style="list-style-type: none"><li>Thermal Models</li></ul>
3.00	2017-04-14	New revision

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# 1 Introduction to Wisenet Open Platform

## 1.1 Overview

---

The Wisenet Open Platform (WOP) uses a standardized API to enable you to add additional functions to an IP camera without changing the existing software.

This platform allows you to download and install third-party applications on an IP camera to integrate an IP camera with other systems and use it for various purposes. For example, the end user can install a platform for an access control system, and the IP camera can be easily integrated with the access control system. Alternately, the end user can install an application that provides video analysis functions like people counting, which enables the use of an IP camera to control a system.

## 1.2 Key Features of Wisenet Open Platform

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The Wisenet Open Platform SDK provides five key functions: real-time media streaming, video control, video analytics, recording, and video setup. In addition to these features, the SDK APIs provide several events and network functions. Refer to the SDK API document.

- Real-time media streaming
  - Open Platform SDK supports various media formats: raw video (yuv format), encoded video (MJPEG, H.264, H.265 format), and encoded audio (G.711 format).  
e.g., an application provides video analytics functions by using your unique analysis algorithm.
- Video control
  - By using video profile APIs, you can make an application that can change and control video. You can change the video source to NTSC or PAL format and add or delete a video profile according to their your own purposes.  
e.g., an application connects to VMS (Video Management System) and controls the video stream provided to end users.
- Video analytics
  - Open Platform provides basic video analysis that is used by IP cameras: motion detection, face detection, appear/disappear, tampering event, intelligent video, enter/exit, and alarm event.

e.g., an application triggers an alarm when an event has occurred.

- Recording
  - With the SDK APIs, you can store video streams on SD cards and NAS storage. End users can store the video streams on an SD card without an extra storage system and back them up easily.  
  
e.g., an application stores a video stream on an SD card when motion is detected.
- Video setup
  - You can set the video according to your preference. SDK APIs provide functions to set or get privacy mask for videos.  
  
e.g., you can store the video stream with a private mask on a SD card or in storage.

## 1.3 What's New in Wisenet Open Platform SDK

---

### New Features in v5.00

- Added a MT8137 toolchain
  - Added a toolchain to build a Q dual light camera

### New Features in v4.02

- Command to run Docker
  - Modified the command to run Docker
  - Inserted a command for conveniently installing Debian
- Removed unsupported models
  - Removed models related to OP
- Created and registered new documents related to troubleshooting

### New Features in v4.01

- Support docker
  - Added a Docker image file to provide a development environment.
- Add a **CLI** command
  - Added CLI (Command line interface) to simplify project creation and setup and to disable Eclipse plugins.
- No more support for Eclipse plugins
  - Replaced Eclipse plugins with CLI.

## **New Features in v4.00**

- Application signature
  - Added the application signature feature to prevent security risks, such as application tampering.
- SD card-dedicated use
  - Added an API that enables you to dedicate the usage of their SD cards to open platform applications only.
- Raw image pointer direct access (for WN7 or later)
  - Added a feature that enables you to directly access the raw image pointer so that you can use raw images with up to 4K resolution.

## **New Features in v3.60**

- Combined compilation environment
  - Combined a 32-bit-based platform with a 64-bit-based platform to allow operation in the same environment.

## **New Features in v3.52**

- Dynamic event
  - The application can send events for regular templates.
  - Refer to the SDKAPI document
- NAND flash space
  - Application can use NAND flash space.
  - Refer to the SDKAPI document
- Bug fixes
  - Fixed web functions
  - Fixed Eclipse plugin bugs (Install to Camera: port, file size)
- Internal modification
  - Synchronized with X series camera firmware

## **New Features in v3.51**

- Internal modification
  - Synchronized with X series camera firmware

## **New Features in v3.50**

- SUNAPI API

- Added an API for using SUNAPI in the application
- RS-485 event
  - Added an event to transfer RS-485 data by using the terminal
- Proxy API
  - Added an API for setting proxy configuration
- Log event
  - Added output events to write the event log on camera
- CPU/Memory limit
  - Modified CPU/Memory usage limit
  - An event occurs when the system total usage is over 80% (Max 3 times).
- Fixed defective issues
  - Included improved performance caused by VOC and defective issues
- Upgraded Debian
  - Added sample applications on Debian (/opt/opensdk/opensdk-3.50/SampleApplication)
  - Upgraded to the latest version of libraries

## **New Features in v3.00**

- Raw audio
  - Open Platform SDK supports raw audio  
e.g., an application provides audio analytics functions using your unique analysis algorithm.
- Application filename
  - The application filename can be changed after compiling
  - OriginalAppName\_v{version}.cap  
e.g., ServerPushMJPEG.cap → ServerPushMJPEG\_v170414.cap
- JAVA 8
  - Updated the development environment
- Eclipse Neon2
  - Updated the development environment

## **1.4 Prerequisites**

---

## Open Platform Resources of WN5 Series

X series 2 mega (XNB-6000 and so on), 5 mega (XNB-8000 and so on)

	System TOTAL	Open Platform Usability Range
CPU	3040 DMIPS	Up to 80% of the system
RAM	352 MB	Up to 80% of the system
Flash	256 MB	20 MB

## Open Platform Resources of S3L Series

Q series 2 mega (QNO-6082R and so on), 5 mega (QNO-8080R and so on)

	System TOTAL	Open Platform Usability Range
CPU	2040 DMIPS	Up to 80% of the system
RAM	225 MB	Up to 80% of the system
Flash	256 MB	8 MB

## Open Platform Resources of CV2x Series

P series AI camera (PNO-A9081R and so on)

	System TOTAL	Open Platform Usability Range
CPU	9273.6 DMIPS	Up to 80% of the system
RAM	4 GB	Up to 80% of the system
Flash	512 MB	50 MB

## Open Platform Resources of CV22S66 Series

LPR camera (TNO-7180R and so on)

	System TOTAL	Open Platform Usability Range
CPU	9273.6 DMIPS	Up to 80% of the system
RAM	2 GB	Up to 80% of the system
Flash	512 MByte	183 Mbyte

## Open Platform Resources of WN7 Series

X series 4K camera (XNV-9082R and so on)

	System TOTAL	Open Platform Usability Range
--	--------------	-------------------------------



<b>CPU</b>	3420 DMIPS	Up to 80% of the system
<b>RAM</b>	4 GB	Up to 80% of the system
<b>Flash</b>	512 MB	50 MB

## Open Platform Resources of CV2x 2M Series

P series AI 2M camera (PNO-A6081R and so on)

	<b>System TOTAL</b>	<b>Open Platform Usability Range</b>
<b>CPU</b>	9273.6 DMIPS	Up to 80% of the system
<b>RAM</b>	4 GB	Up to 80% of the system
<b>Flash</b>	512 MB	150 MB

Most SDK Wisenet cameras support Wisenet Open Platform.

Refer to the Hanwha\_opensdk\_camera.pdf file on our STEP site to check the SOC information, the supported SDK version, and the firmware version by camera models.

- <https://step.hanwha-security.com>

## Open Platform Resources of MT8137 Series

Q dual light series (QNE-C9013RL and so on)

	<b>System TOTAL</b>	<b>Open Platform Usability Range</b>
<b>CPU</b>	3420 DMIPS	Up to 90% of the system
<b>RAM</b>	2 GB	Up to 90% of the system
<b>Flash</b>	1 GB	50 MB

Most SDK Wisenet cameras support Wisenet Open Platform.

Refer to the Hanwha\_opensdk\_camera.pdf file on our STEP site to check the SOC information, the supported SDK version, and the firmware version by camera models.

# 2 Developing an Application

## 2.1 Prerequisites

---

To develop a Wisenet Open Platform (WOP) application, prepare the following:

- Operating system: Linux or Windows
- Docker
- Code development editor

### Note

Wisenet Open Platform version 4.01 or later supports application development using Docker. For information on versions earlier than version 4.01, visit our STEP site at <https://step.hanwha-security.com>.

## 2.2 Installing the Open Platform SDK

---

### Running Docker Images (Linux, Mac)

#### Note

To run Docker images, install Docker first. For installing Docker, visit the site at <https://docs.docker.com>.

Follow the steps below:

---

Step 1. Access the Linux server with the sudo privilege (administrator privilege).

```
<user_id>@ubuntu# sudo su
```

Step 2. Unzip the Opensdk\_Docker\_Image\_5.00\_R#\_byJenkins.tar.gz. in the workspace. And load the compressed file as a Docker image.

```
root@ubuntu:/home/<user_id># sudo tar zxvf  
Opensdk_Docker_Image_5.00_R#_byJenkins.tar.gz  
root@ubuntu:/home/<user_id># docker load -i wop_<version>.tar
```

Step 3. Check the loaded image.

```
root@ubuntu:/home/<user_id># docker images
```

- Step 4. Run the image as a container to access the Wisenet Open Platform 5.00 environment. If the shared folder locates “/mnt”, run the command below:

```
root@ubuntu:/home/<user_id># docker run --rm -it --volume="$PWD:/mnt" wop:5.00 /bin/bash
```

If you use Window Terminal, run the command below:

```
C:\Opensdk_Docker_Image_5.00_R15_byJenkins> docker run --rm -it --volume="$($pwd):/mnt" wop:5.00 /bin/bash
```

- Step 5. Exit the container.

```
root@ubuntu:/home/<user_id># exit
```

## Running Docker Images (Windows)

### Note

To run Docker images, install Docker Desktop first.

### Follow the steps below:

---

- Step 1. Run Docker Desktop Installer.exe to install Docker Desktop.
- Step 2. Make sure you don't select [Use the WSL 2-based engine] in order not to use WSL2.
- Step 3. After running Docker Desktop, run Windows PowerShell as an administrator.
- Step 4. Follow steps 2 to 5 of “Running Docker Images (Linux, Mac)”.

## Installing the Debian Package (Linux)

### Follow the steps below:

---

- Step 1. Get the SDK package “wisenet\_opensdk-5.00.deb”.

```
<user_id>@ubuntu:/home/<user_id># sudo -s
root@ubuntu:/home/<user_id># apt-get update
root@ubuntu:/home/<user_id># apt-get install curl
root@ubuntu:/home/<user_id># apt-get install libssl-dev
root@ubuntu:/home/<user_id># apt-get install libtar-dev
root@ubuntu:/home/<user_id># apt-get install libssl-ocaml
root@ubuntu:/home/<user_id># apt-get install libc6-dev
root@ubuntu:/home/<user_id># apt-get install build-essential
root@ubuntu:/home/<user_id># apt-get install libcurl4-gnutls-dev
```

Step 2. Install third-party packages as required by “wisenet\_opensdk-5.00.deb”. Go to the directory where the SDK package resides.

Step 3. Install the SDK package by running the command below:

```
root@ubuntu:/home/<user_id># dpkg -i wisenet_opensdk-<version>.deb
```

Step 4. Log out and log in again.

## 2.3 CLI Guide

---

### **opensdk\_new\_project**

Create a new template code.

```
opensdk_new_project -n ${app_name} -v ${app_version} -s ${sdk_version} -p  
${platform}
```

**Example:**

```
~# opensdk_new_project -n WOP -v 1.0 -s 5.00 -p WN7
```

If you want to add multiple platforms, add as many -p options as you want.

**Example:**

```
~# opensdk_new_project -n WOP -v 1.0 -s 5.00 -p WN7 -p CV2X
```

### **opensdk\_install**

Install the application on the camera.

```
opensdk_install -a ${app_name} -i ${camera_ip} -u ${camera_id} -w  
${camera_password}
```

**Example:**

```
~# opensdk_install -a WOP -i 192.168.1.1 -u admin -w password123!
```

### **opensdk\_check\_platform**

Check the camera’s platform.

```
opensdk_check_platform -m ${camera_model_name}
```

**Example:**

```
~# opensdk_check_platform -m XNV-9082R
```

### **opensdk\_packager**

Compress and encrypt the application files.

```
opensdk_packager
```

**Example:**

```
~# make clean; make; opensdk_packager
```

## 2.4 Folder and File Structure

---

The folder and file structures of the application are as follows:



**Includes**

Contains the paths to header files and toolchains required to build a project.

**bin**

Contains bin files generated when building a project.

**html**

Contains images, css, fonts, styles, and index.html files to configure the web pages.

**inc**

Contains header files.

**res**

Contains image files used in applications.

**src**

[App\_name].cpp – defines application operations, receives data and events, and sends responses accordingly.

**IpCameraManifest.xml**

- Application overview
  - Application details: Overall information of the application (application name, application location, version, vendor, description, target SDK, min SDK required, and max SDK)
  - Supported platforms: SOC information of cameras to be installed in the application (you can make changes)
  - Application configuration: Key and Value information (you can make changes)
- Application settings
  - Input events: Determines whether to receive information such as encoded video, raw video, raw audio, and VA events.
  - Permission: Determines whether to allow PTZ, Device, and SD card access.

**libs**

Contains library files.

**Makefile**

Builds codes to create binary files.

**App\_name.cap**

The executable file to be installed on the camera created via the **opensdk\_packager** command.

## 2.5 Creating a WOP Application Using CLI

---

The following is an example of creating an application named “Wisenet”, building it, and installing it on an XNV-9082R camera.

### Note

Check the Wisenet Open Platform (WOP) version supported by the camera and use the SDK of the applicable version. The **CGI** command to check the WOP version is as follows:

```
http://<camera IP>/stw-cgi/system.cgi?msubmenu=deviceinfo&action=view
```

### Follow the steps below:

- Step 1. Run the **CGI** command to check the Wisenet Open Platform version supported by the XNV-9082R camera model.

```
http://192.168.1.100/stw-cgi/system.cgi?msubmenu=deviceinfo&action=view
```

You will receive the following response saying: "You should use WOP SDK 5.00 for application development."

```
Model=TNM-C4940TDR
...
OpenSDKVersion=5.00_230629
```

- Step 2. From the Linux editor, check the platform of the TNM-C4940TDRcamera model in the document (Hanwha\_opensdk\_camera\_XXXXXXX.pdf)

- Step 3. Create a template code to develop the version 1.0 application named "Wisenet" under the SDK version 5.00. The Wisenet application will be used on the camera developed under the WN7 platform.

```
# opensdk_new_project -n wisenet -v 1.0 -s 5.00 -p WN7
```

- Step 4. Go to the folder that contains the application.

- Step 5. Build, encrypt, and package the **# cd Wisenet** application.

```
wisenet# make clean;make;opensdk_packager
```

Folders and their structures are as follows: For a detailed description of each folder and file, refer to "2.4 Folder and File Structure."

```
├─Includes
├─bin
├─html
│  └─css
│  └─fonts
│  └─images
│  └─styles
│  └─index.xml
├─inc
└─res
```

```

|   └─images
├─src
|   └─[App_name].cpp
├─IpCameraManifest.xml
|   └─Application Overview
|       └─Application Details
|           └─Supported Platforms
|               └─Application Configuration
├─Application Settings
|       └─Input Events
|           └─Permission
├─Makefile
└─App_name.cap

```

### Caution

For a platform that requires a certificate, if it is not located under "/opt/opensdk/signature," the application won't be installed on the camera correctly.

### Issuing a certificate

- Download a test key and a test certificate (valid for 3 months) from our STEP site during the application development phase.
- After registering an application you've developed on our STEP site, request a signature key and a certificate for it.
  - A. Request a signature key and certificate on our STEP site. You will receive them via email.
  - B. Save the signature key and certificate received from Hanwha Vision under the following directory on your development PC:  
"/opt/opensdk/signature"
  - C. Execute `opensdk_packager`, and then an electronically signed package file will be created.
  - D. When installing an open platform application on a camera, the camera software checks the signature and certificate of the application and only installs applications free of forgery.

Step 6. Install the Wisenet application on the camera with the IP address of 192.168.1.100, provided that the camera access ID and password are admin and test123456 respectively. For how to install an application from the camera web viewer, refer to "4.2 Installing an Application to the IP Camera."

```
wisenet# opensdk_install -a wisenet -i 192.168.1.100 -u admin -w test123456
```



# 3 Debugging

A Remote Debug viewer is a command-line application used to view logs from a third-party application. Execute this application, included in the SDK package, from the Linux command prompt.

RemoteDebugViewer is located in `/opt/opensdk/opensdk-<version>/common/bin`.

Or, you can find it easily by running the command below:

```
# which RemoteDebugViewer
```

## 3.1 Usage of Remote Debug Viewer

---

Use the following API in a third-party application to get logs from the Remote Debug viewer:

```
void debug_message(const char *fmt, ...);
```

Input arguments for the Remote Debug viewer:

- i IP address of IP camera
- p HTTP port number on IP camera
- u User name of IP camera
- w Password of IP camera
- d Viewer port number
- a Application name

**Example:**

```
# ./RemoteDebugViewer -i 192.168.1.100 -p 80 -u admin -w 4321 -  
d 8080 -a ServerPushMJPEG
```

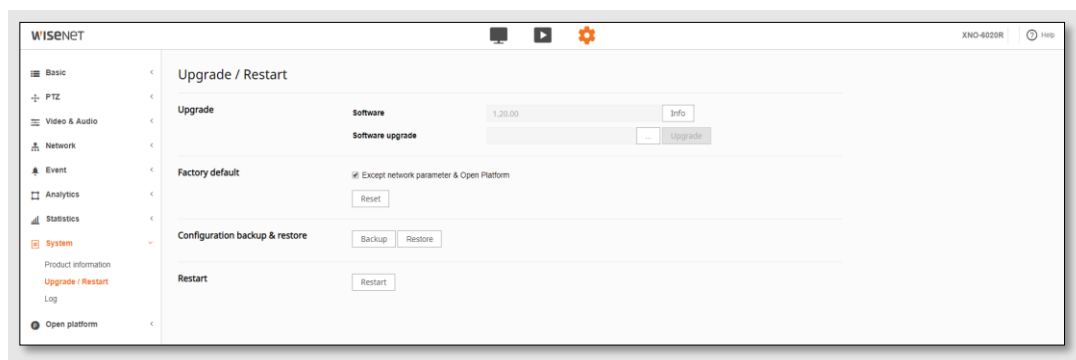
# 4 Managing an Application in Web Viewer

## 4.1 Upgrading Camera Software

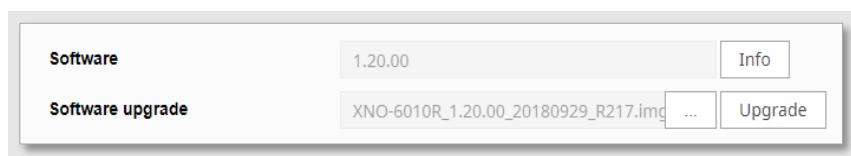
To properly manage the application on the camera, use the latest firmware.

Follow the steps below:

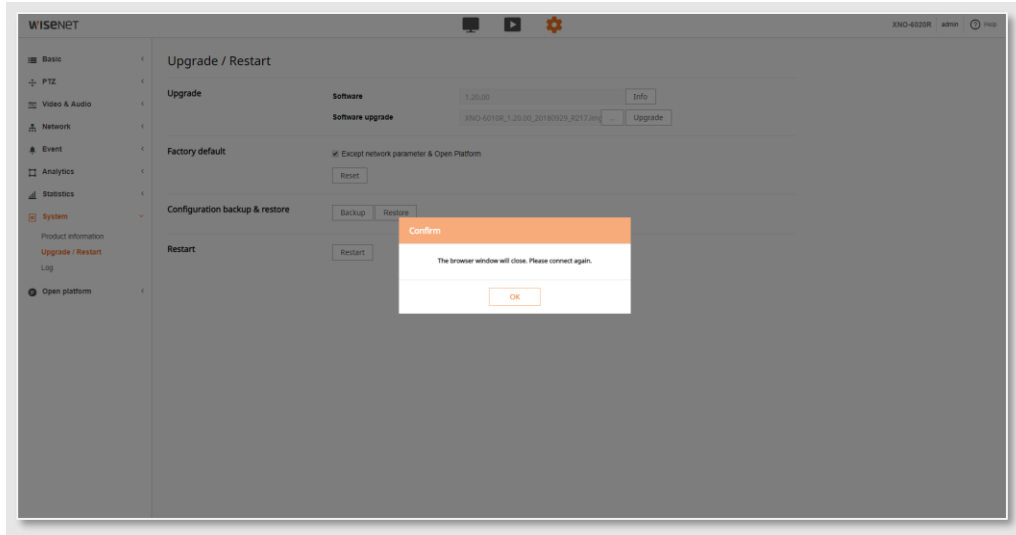
- Step 1. Download the latest firmware file from Hanwha Vision.
- Step 2. Log in to the IP camera.
- Step 3. Go to [Setup] > [System] > [Upgrade/Restart].



- Step 4. Click the [...] button and select the firmware file. Click [Upgrade].



- Step 5. The camera will shut down while upgrading, and then it will reboot.



## 4.2 Installing an Application to the IP Camera

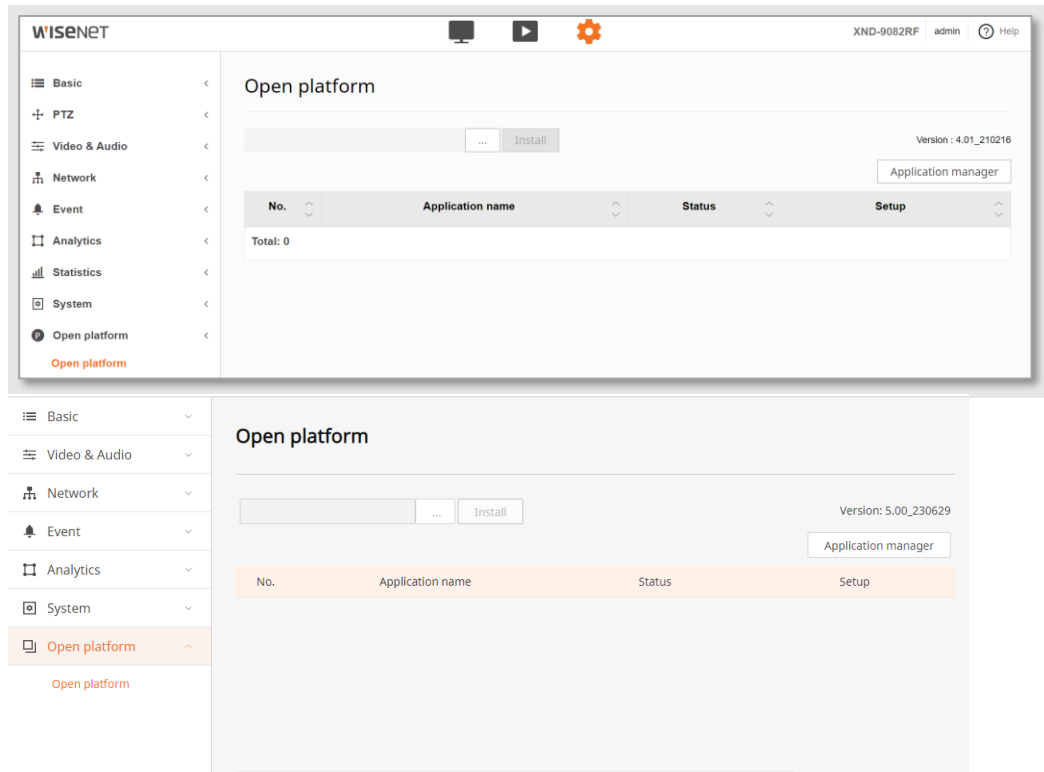
---

Follow the steps below:

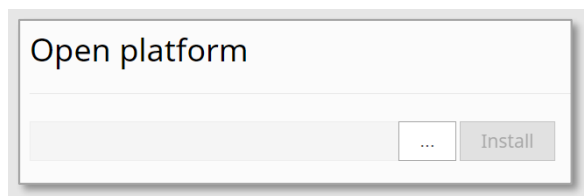
---

- Step 1. Get a .cap file of the application to install.
- Step 2. Log in to the camera.

Go to [Setup] > [Open platform]. You can check the current open platform version that the camera supports. (For example, you can see the version, 5.00\_220216, on the image below.)

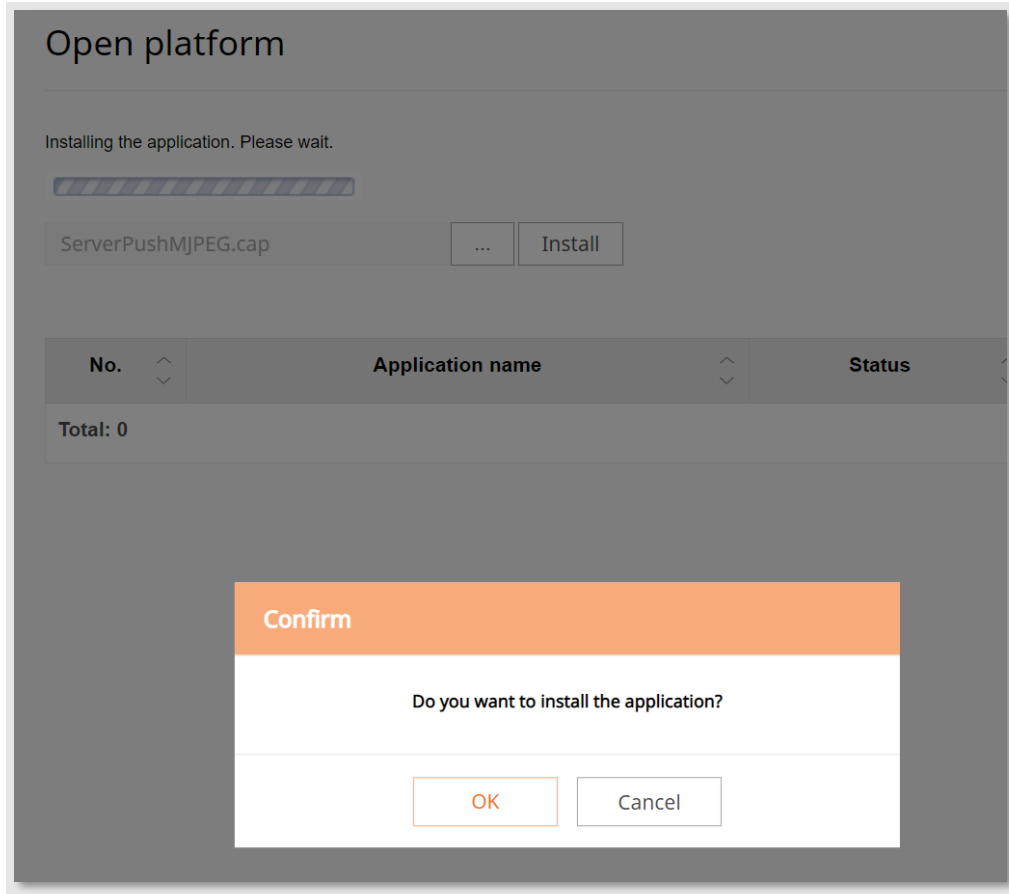


Step 3. Click the [...] button on the top and locate the installation package (.cap file).



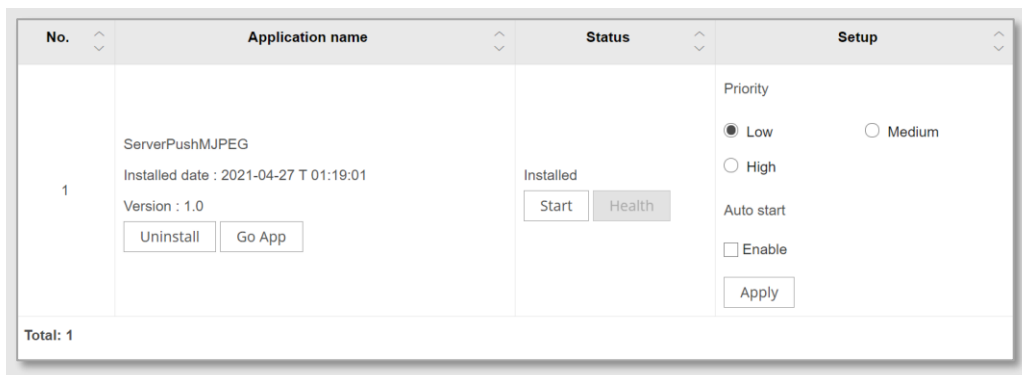
Step 4. Click [Install]. Then the application will be uploaded, and a window will pop up asking if you want to grant permission to the application.

Step 5. Click [OK] to grant permissions and install the application. The application will be installed, and a message box will be shown.



Step 6. If the cap file is not appropriate, it will not be installed, and an error message will appear.

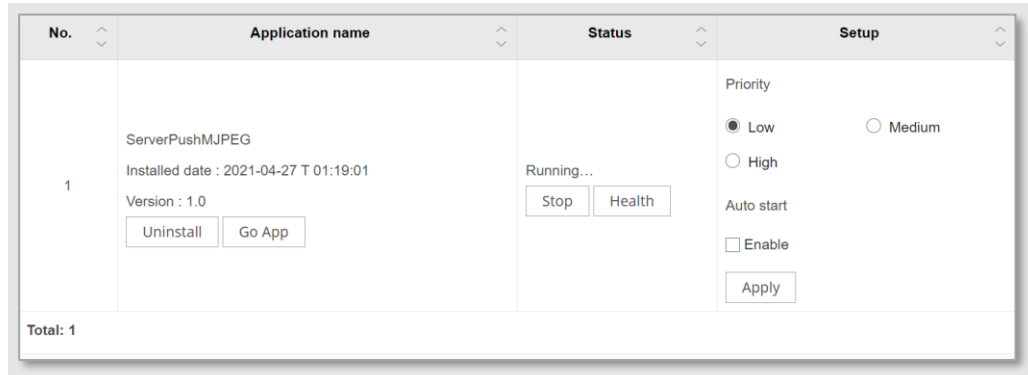
Step 7. It will appear in the list of installed applications. The status will be changed to "Installed".



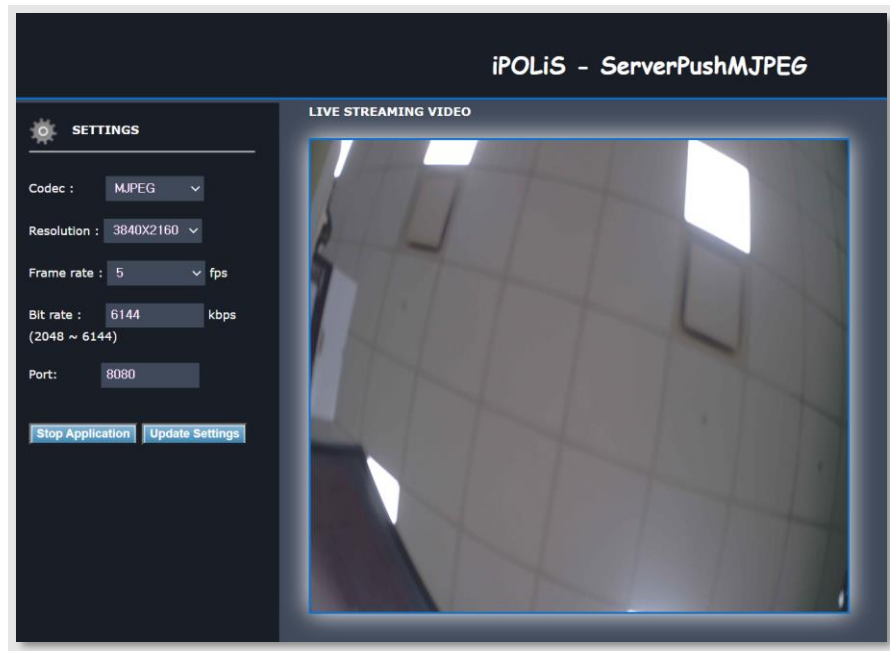
## 4.3 Executing an Application

Follow the steps below:

Step 1. Under [Status] click [Start]. The application will start, and the status will be changed to “Running”.



Step 2. To view the running application, click [Go App].



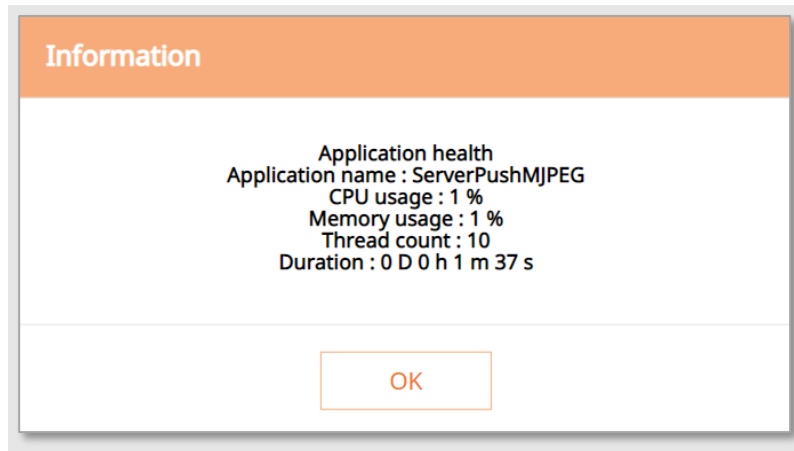
## 4.4 Checking Application Health

Check the health of any running application.

**Follow the steps below:**

Step 1. Under [Status] click [Health].

Step 2. A window pops up, showing the CPU usage, memory usage, thread count, and duration of the application. Click [OK] to close the window.



## 4.5 Application Settings

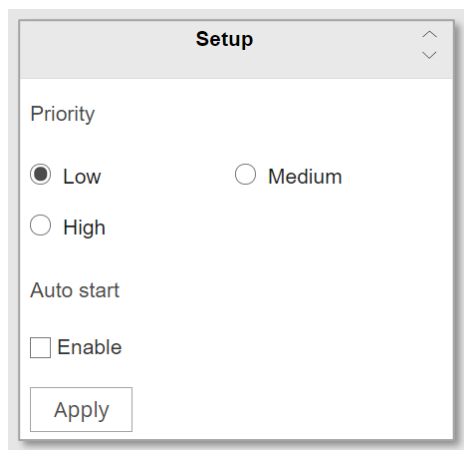
---

Set the priority of an application and set the auto-start option.

**Follow the steps below:**

---

- Step 1. In [Priority], you can set the priority among running applications. If the resource usage of the whole camera (including the main task of the camera and applications) becomes too high, the application set as "low priority" will close first.
- Step 2. In [Auto start] select [Enable] to execute the application automatically when the camera is powered on and the main task is executed.
- Step 3. Click [Apply] to apply the changes. A success message window pops up.



## 4.6 Application Manager

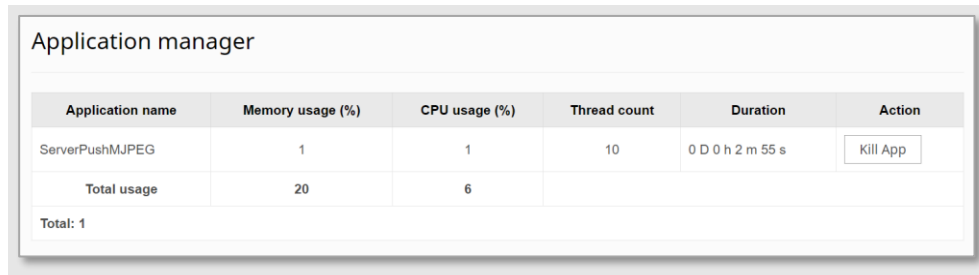
---

Like the [Health] function, the camera gives information on all running applications when you click [Application manager].

**Follow the steps below:**

---

- Step 1. Click [Application manager].
- Step 2. A window pops up, showing CPU usage, memory usage, thread count, and duration of all running applications.
- Step 3. To close the application, click [Kill App].



The screenshot shows a window titled "Application manager" containing a table with the following data:

Application name	Memory usage (%)	CPU usage (%)	Thread count	Duration	Action
ServerPushMJPEG	1	1	10	0 D 0 h 2 m 55 s	<input type="button" value="Kill App"/>
Total usage	20	6			
Total: 1					

## 4.7 Stopping an Application

---

To stop a running application, click [Stop]. Then the status will thereafter be changed to "Stopped".

## 4.8 Uninstalling an Application

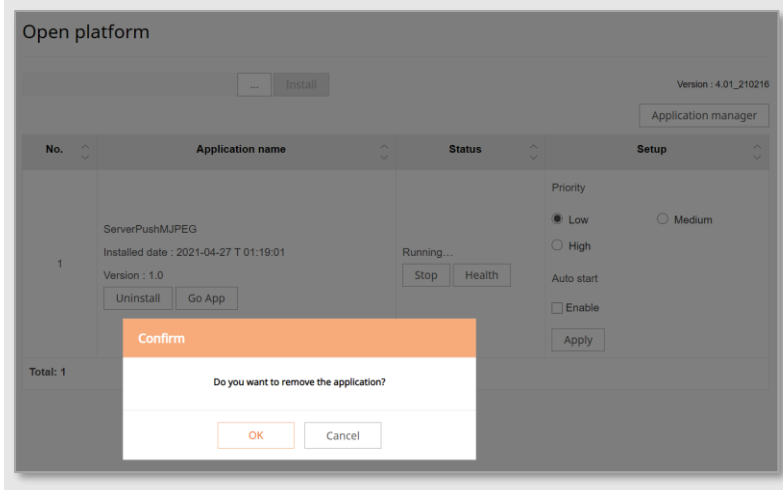
---

**Follow the steps below:**

---

- Step 1. To uninstall an application, click [Uninstall].
- Step 2. Click [OK] to confirm the uninstallation.
- Step 3. The application will be removed from the list of installed applications.





# 5 Sample Application

Various sample application files are available from the Wisenet Open Platform SDK.

You may find sample application files under the following path:

```
opt/opensdk/opensdk-${SDK_VERSION}/SampleApplication
```

	Device	Record	Free size	Total size	Status	
<input checked="" type="radio"/>	SD Card	On	29.70 GB	29.71 GB	Recording	Format
<input type="radio"/>	NAS	Off	0 MB	0 MB	None	Format

**Factory default**  Except network parameter & Open Platform

Reset

# 6 Technical Support

The company operates a membership program for partners who use Wisenet products. Visit our STEP site at:

- <https://step.hanwha-security.com>

For those who signed up as an application or technology partner at the initial subscription on our STEP site, the following services are available for the Open Platform SDK.

- Download the SDK versions.
- SDK version and platform information supported by camera models.
- AppTest.key and AppTest.crt are available to be downloaded for the application signing test.
- Personal keys and certificates are issued in order to install the developed apps on cameras.

If you have any inquiries about the development of the Wisenet Open Platform application, visit our STEP site and select [Help Desk] > [Q&A].