



Unifeye SDK[®]

Mobile

Supported Devices

iPhone

Supported and Recommended Hardware

- iPhone, iPhone 3G, iPhone 3G S with Firmware 2.1 to 3.1

Known Issues:

- Live camera view is not accessible on current firmware versions. The latest iPhone 3G S supports the capturing of videos, but unfortunately it cannot be used for live-image processing.

Symbian

Supported Hardware

- Any device with S60 3rd Edition FP1 and upwards, like Nokia E71, Nokia 5800

Recommended Hardware

- A mobile phone with Hardware Graphics Accelerator, e.g. Nokia N95

Known Issues:

- Phones without Hardware graphics acceleration have lower performance (e.g. Nokia 5800 3-8fps depending on camera resolution)



A comprehensive listing of devices with S60 3rd Edition FP1 and upwards can be found at [http://en.wikipedia.org/wiki/S60_\(software_platform\)](http://en.wikipedia.org/wiki/S60_(software_platform)).

Windows Mobile

Supported Hardware

- Any device with Windows Mobile 6.1 or Windows Mobile 6.5, e.g Samsung Omnia i900, HTC Touch, HTC TyNT II, Asus P565, Asus P522w,..

Recommended Hardware

- A mobile phone with Hardware Graphics Accelerator, e.g. HTC Touch Diamond

Known Issues:

- On some mobile phones, the camera image appears rotated 90°. The current workaround is to rotate the windows display (e.g. Omnia i900, Asus P565, Asus P522w). Settings → System → Display → Orientation
- We use software rendering on default. Some devices display has not the same aspect ratio as the camera. In this case a diagonal line may appear.