

# **DLP® Advanced Light Control Software Development Kit for Lightcrafter™ Evaluation Modules User's Guide**

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## **1 Introduction**

This document will guide you through the build process for the DLP® Advanced Light Control (ALC) Software Development Kit (SDK) for Lightcrafter™ evaluation modules (hereto referred as DLP ALC SDK). Please note that these instructions apply to versions 2.0 and later of the DLP ALC SDK. It will also demonstrate by example how to build the source code for the related TI Designs ([TIDA-00254](#), [TIDA-00361](#), [TIDA-00362](#)) by walking through the build procedure for TIDA-00254.

The following pieces of software are required to build the DLP ALC SDK:

1. CMake v3.1: <https://cmake.org/download/>
2. Qt v5.3.2 (for the MinGW 4.8 compiler): <http://download.qt.io/archive/qt/5.3/5.3.2/>
3. OpenCV v2.4.10: <https://sourceforge.net/projects/opencvlibrary/files/opencv-win/2.4.10/>
4. Doxygen v1.8.11: <http://www.stack.nl/~dimitri/doxygen/download.html>
5. TI DLP SDK v2.0: <http://www.ti.com/tool/DLP-ALC-LIGHTCRAFTER-SDK>

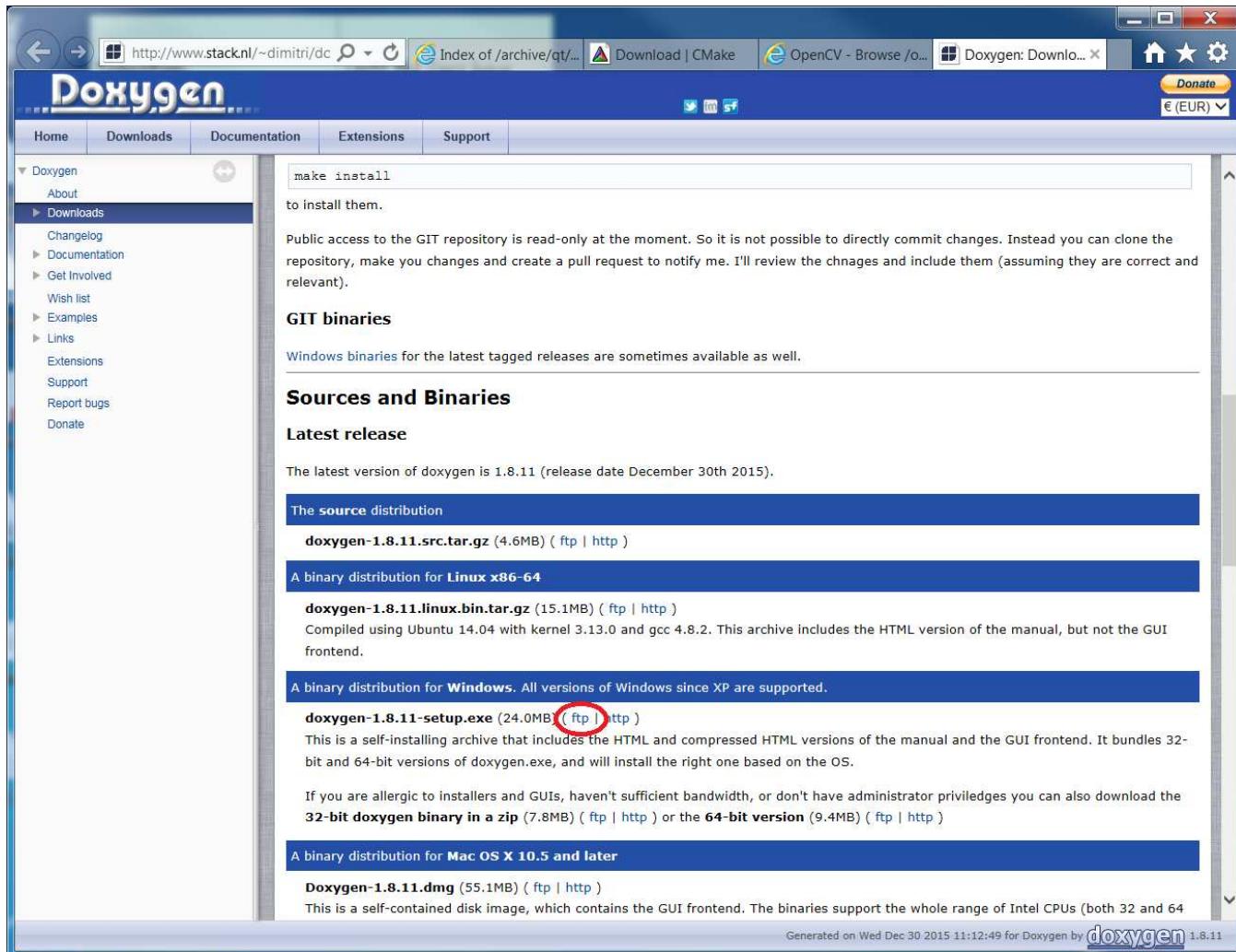
Be sure to download the proper file types for your system. These downloads are large and, depending on your web connection, can take a long time. Throughout this guide we will be using a 32-bit Windows 7 system. The file names and approximate sizes in this case are:

- *cmake-3.5.0-win32-x86.msi* (15 Mb)
- *qt-opensource-windows-x86-mingw482\_opengl-5.3.2.exe* (737 Mb)
- *opencv-2.1.10.exe* (367.3 Mb)
- *doxygen-1.8.11-setup.exe* (24 Mb)
- *DLPSDK-2.0-windows-installer.zip* (7kB)

## 2 Installing Doxygen

This section guides the user through the installation of Doxygen. Doxygen is used to help generate documentation from the source code.

1. Using the link in [Section 1](#), download the Windows binary distribution. Click on the “ftp” link highlighted in [Figure 1](#).



**Figure 1. Doxygen Website**

2. Run the downloaded file and follow the prompts through the Doxygen installer, leaving the options as their default values unless your system requires them to be changed.
3. Doxygen is now installed.

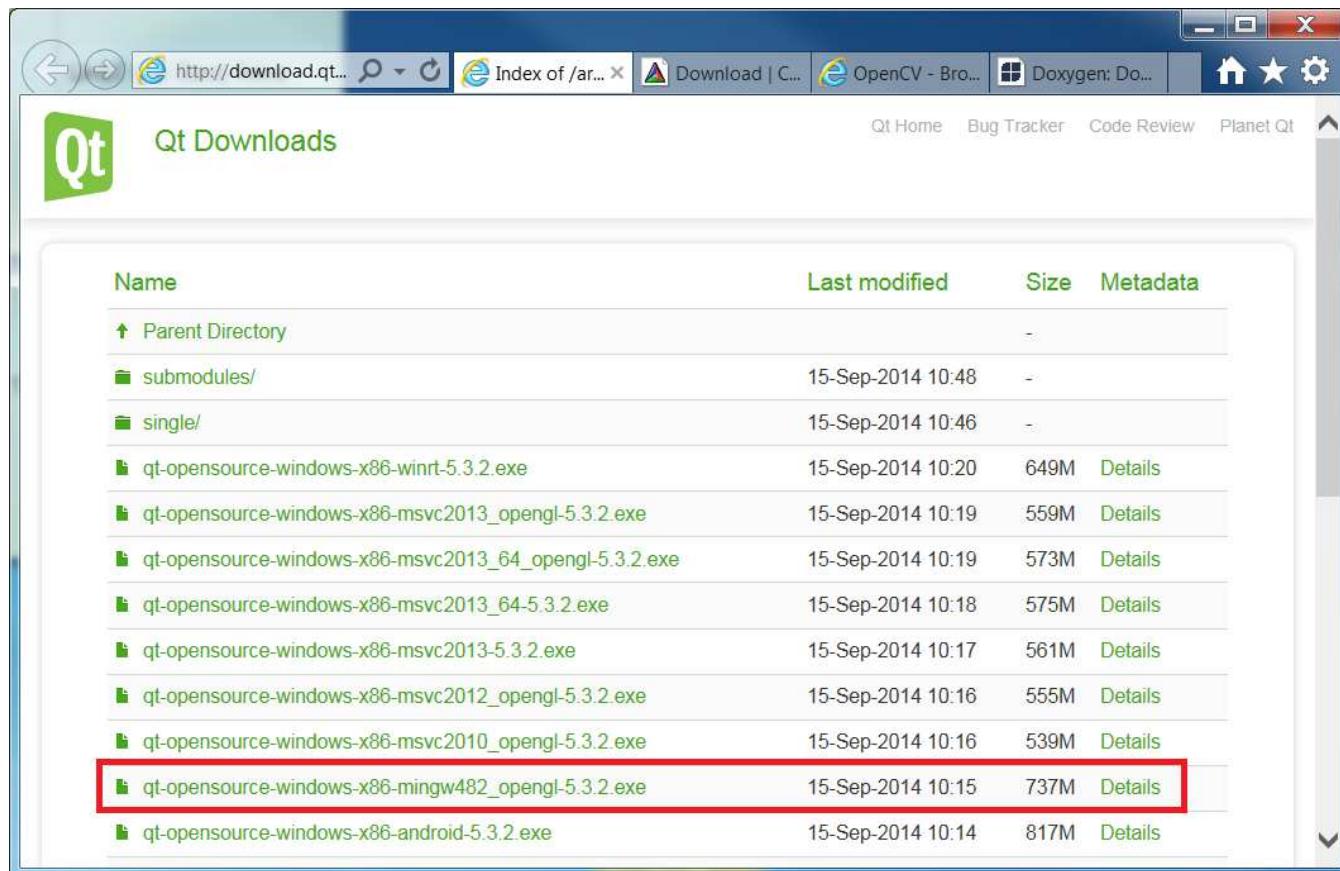
### 3 Installing Qt

This section guides the user through the installation of Qt ("cute"). Qt is an integrated development environment (IDE) used in a wide variety of applications. The Texas Instruments DLP ALC SDK uses the MinGW compiler bundled with Qt.

1. Download `qt-opensource-windows-x86-mingw482_opengl-5.3.2.exe` from the link given in [Section 1](#).

[Figure 2](#) shows the Qt website and indicates which file to download.

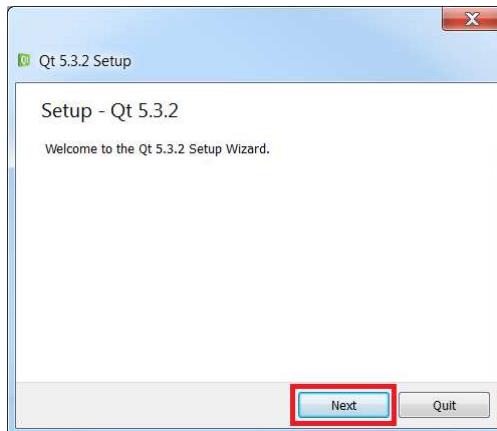
**Note:** The DLP ALC SDK uses C++ 11 and will not compile using an out of date compiler.



| Name   | Last modified     | Size | Metadata                |
|--|-------------------|------|-------------------------|
| ↑ Parent Directory                                     |                   | -    |                         |
| submodules/  | 15-Sep-2014 10:48 | -    |                         |
| single/  | 15-Sep-2014 10:46 | -    |                         |
| qt-opensource-windows-x86-winrt-5.3.2.exe              | 15-Sep-2014 10:20 | 649M | <a href="#">Details</a> |
| qt-opensource-windows-x86-msvc2013_opengl-5.3.2.exe    | 15-Sep-2014 10:19 | 559M | <a href="#">Details</a> |
| qt-opensource-windows-x86-msvc2013_64_opengl-5.3.2.exe | 15-Sep-2014 10:19 | 573M | <a href="#">Details</a> |
| qt-opensource-windows-x86-msvc2013_64-5.3.2.exe        | 15-Sep-2014 10:18 | 575M | <a href="#">Details</a> |
| qt-opensource-windows-x86-msvc2013-5.3.2.exe           | 15-Sep-2014 10:17 | 561M | <a href="#">Details</a> |
| qt-opensource-windows-x86-msvc2012_opengl-5.3.2.exe    | 15-Sep-2014 10:16 | 555M | <a href="#">Details</a> |
| qt-opensource-windows-x86-msvc2010_opengl-5.3.2.exe    | 15-Sep-2014 10:16 | 539M | <a href="#">Details</a> |
| qt-opensource-windows-x86-mingw482_opengl-5.3.2.exe    | 15-Sep-2014 10:15 | 737M | <a href="#">Details</a> |
| qt-opensource-windows-x86-android-5.3.2.exe            | 15-Sep-2014 10:14 | 817M | <a href="#">Details</a> |

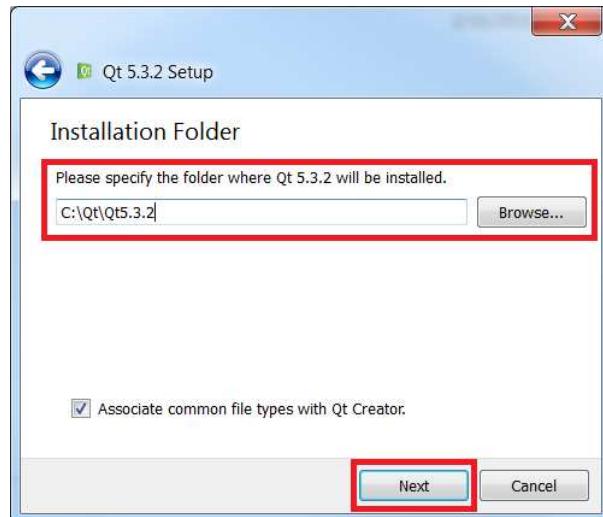
**Figure 2. Qt Website**

2. Run the downloaded executable file. Click the "Next" button shown in [Figure 3](#).



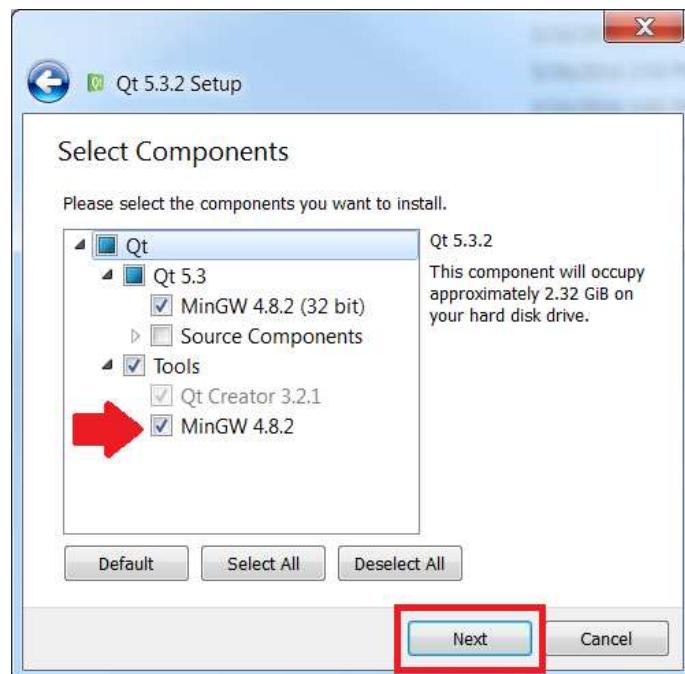
**Figure 3. Qt Initial Run**

3. Select an installation path as shown in [Figure 4](#) and click “Next.”



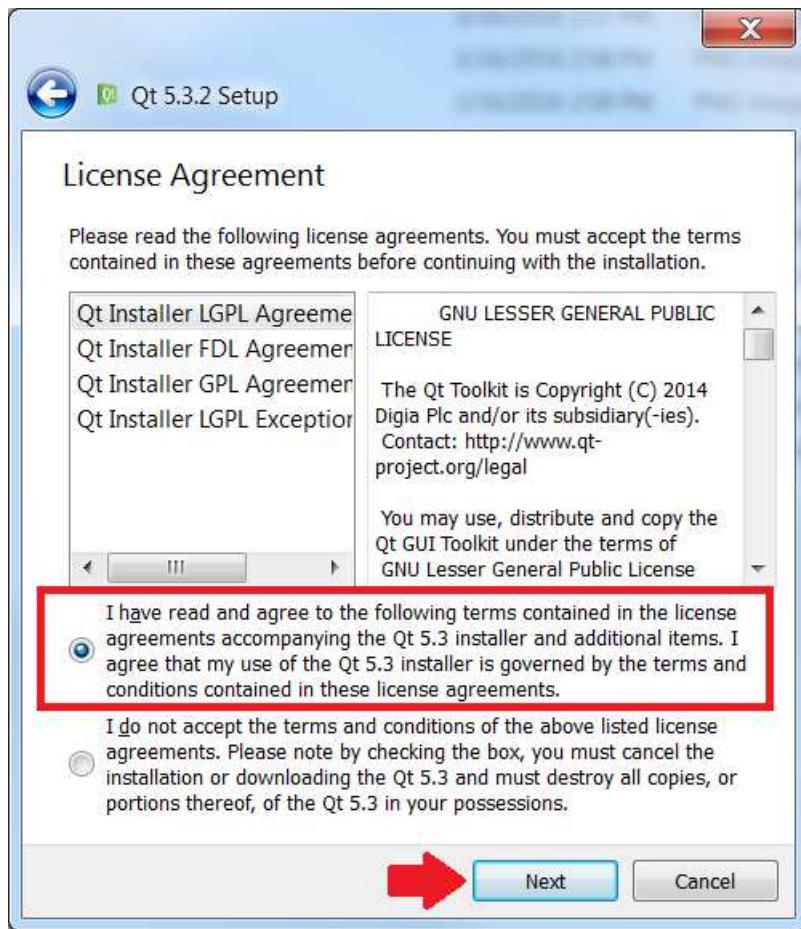
**Figure 4. Qt Install Folder**

4. In the “Select Components” window, expand the “Tools,” drop-down. As indicated in [Figure 5](#), check the box next to MinGW 4.8.2. Click “Next.”



**Figure 5. Install Components**

5. As shown in [Figure 6](#), read and accept the license agreement and click “Next.”



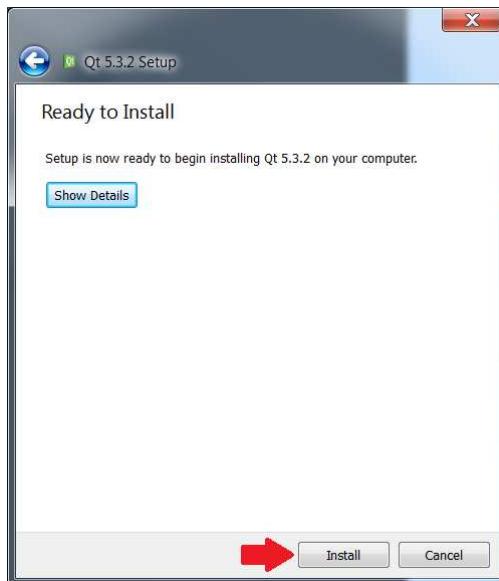
**Figure 6. Qt License Agreement**

6. If required by your system, select a different location in the Start Menu where you would like to create shortcuts. [Figure 7](#) shows the default value. Once completed, click “Next.”



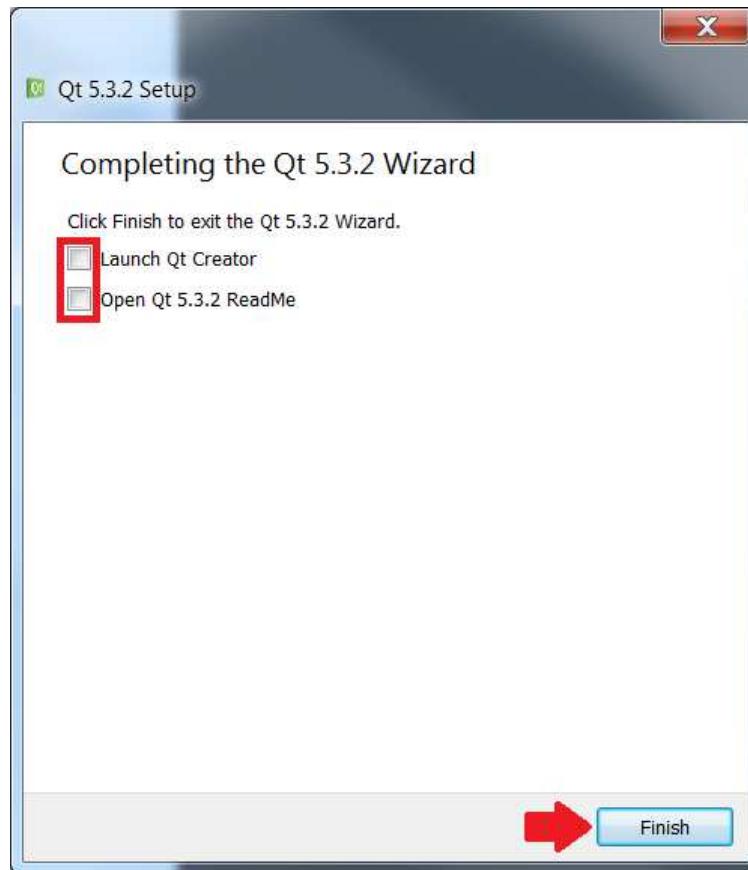
**Figure 7. Qt Start Menu Shortcuts**

7. Qt is now ready to install, click “Install” as shown in [Figure 8](#). Qt will begin installing. Wait for the installation to complete.



**Figure 8. Qt Ready to Install**

- Once Qt has finished installing, click "Finish." Uncheck the boxes for launching Qt Creator and opening the readme as in [Figure 9](#).



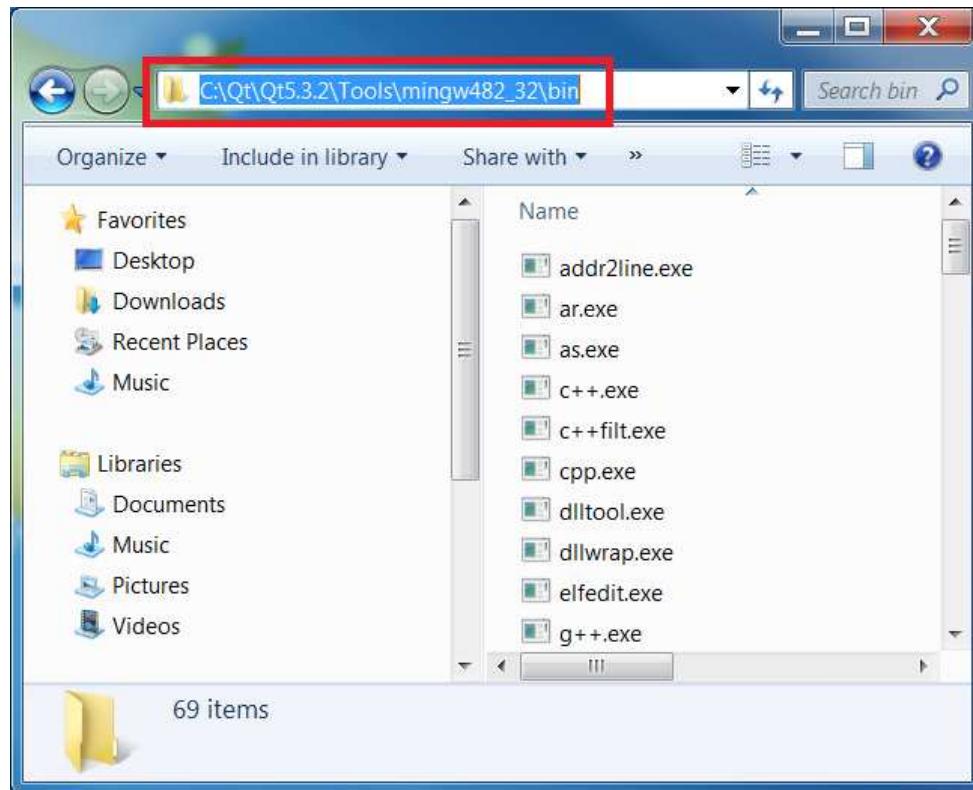
**Figure 9. Qt Install Complete**

- Qt is now installed.

## 4 Configuring the System to Use MinGW

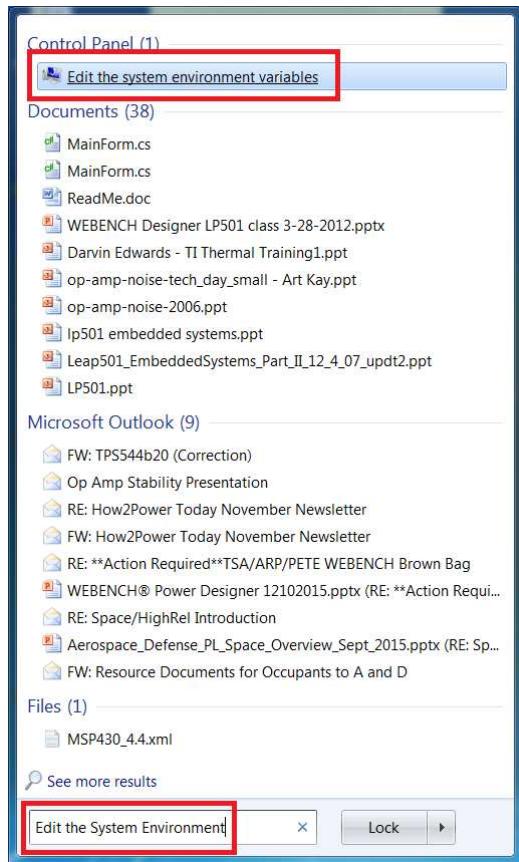
This section guides the user through modifying environment variables to add the MinGW compiler installed with Qt used by the DLP ALC SDK.

1. Using File Explorer, navigate to the Qt installation location and find the MinGW binary folder location. Copy the path. In this example, shown in [Figure 10](#), the path is C:\Qt\Qt5.3.2\Tools\mingw482\_32\bin



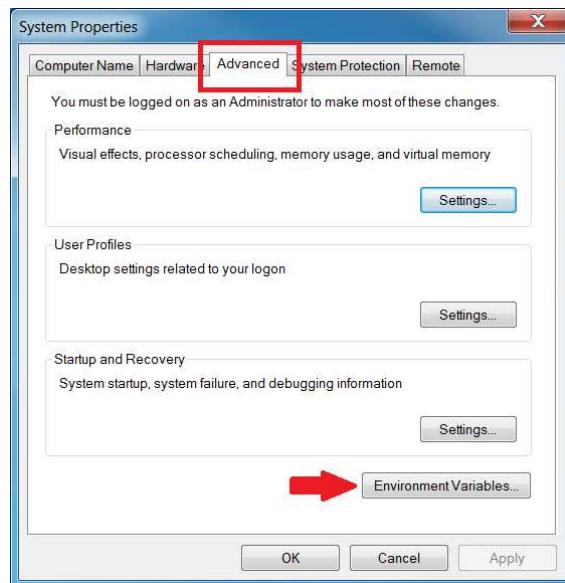
**Figure 10. MinGW Path**

2. In the Start Menu, search for “Edit the System Environment” and select “Edit the system environment variables.” Refer to [Figure 11](#).



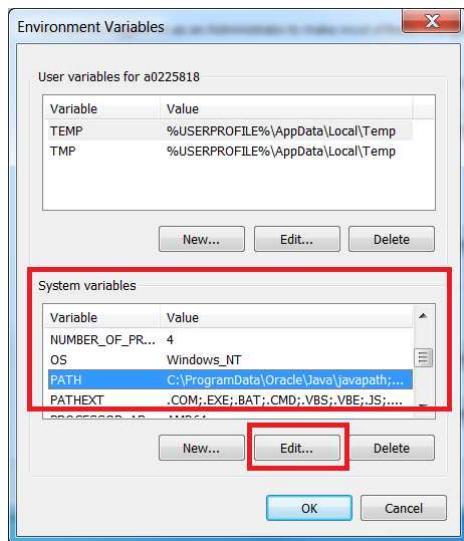
**Figure 11. System Environment Variables**

3. Once the system properties window opens, select the “Environment Variables” button in the “Advanced” tab as shown in [Figure 12](#).



**Figure 12. Open Environment Variables**

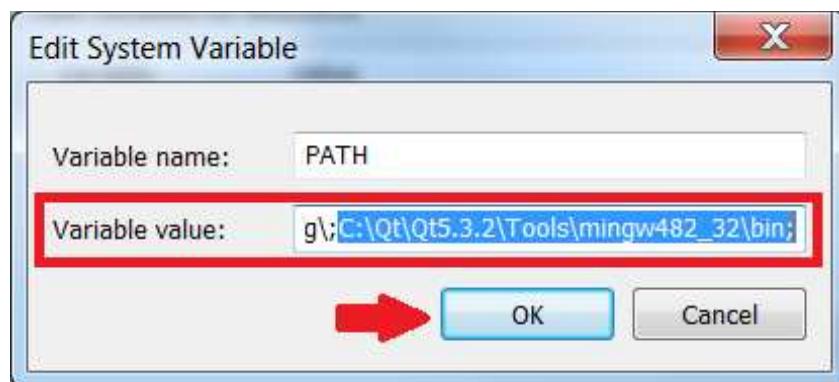
4. In the system variables field, browse to the entry labeled “Path” or “PATH.” Highlight the entry and click “Edit” as shown in [Figure 13](#).



**Figure 13. Edit PATH Environment Variable**

5. Insert the MinGW path that was copied earlier at the end of the “Variable value” field as shown in [Figure 14](#). Click “OK” to make the changes.

**Note:** Make sure that the entries in this field are separated by a semicolon.



**Figure 14. Insert MinGW Path**

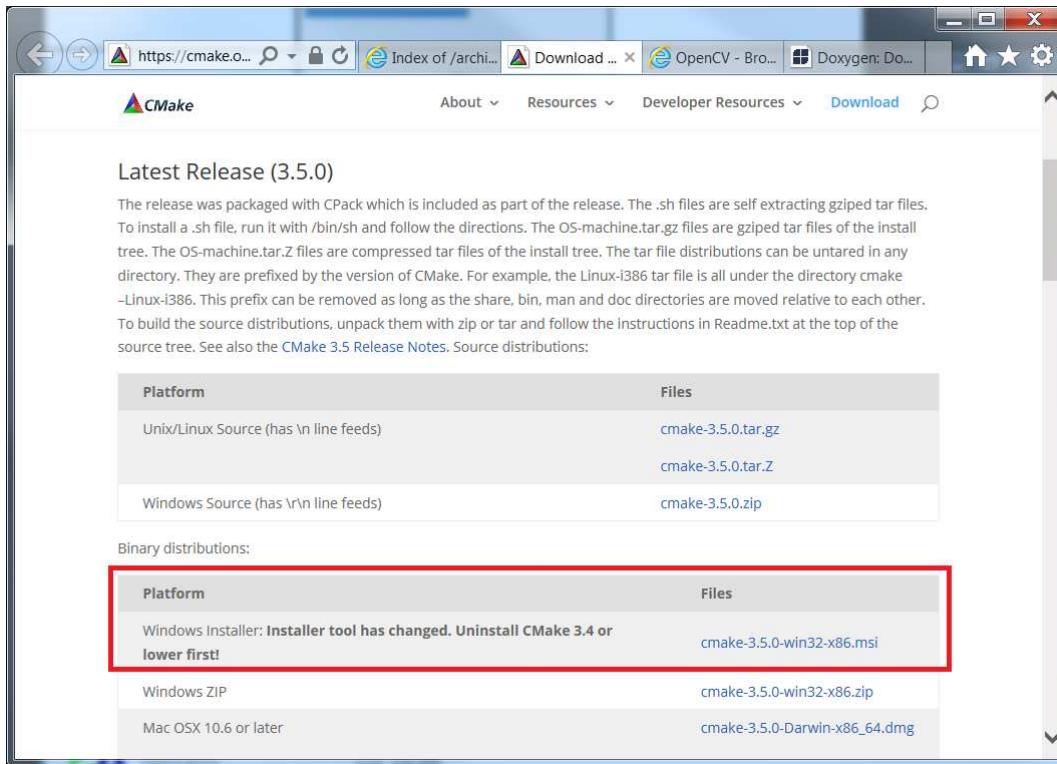
6. Click “OK” to get out of the Environment Variables window. Qt and MinGW have been installed and configured for the remaining steps in this build process.

**Note:** At this stage, restart the computer for the changes to take effect.

## 5 Installing CMake

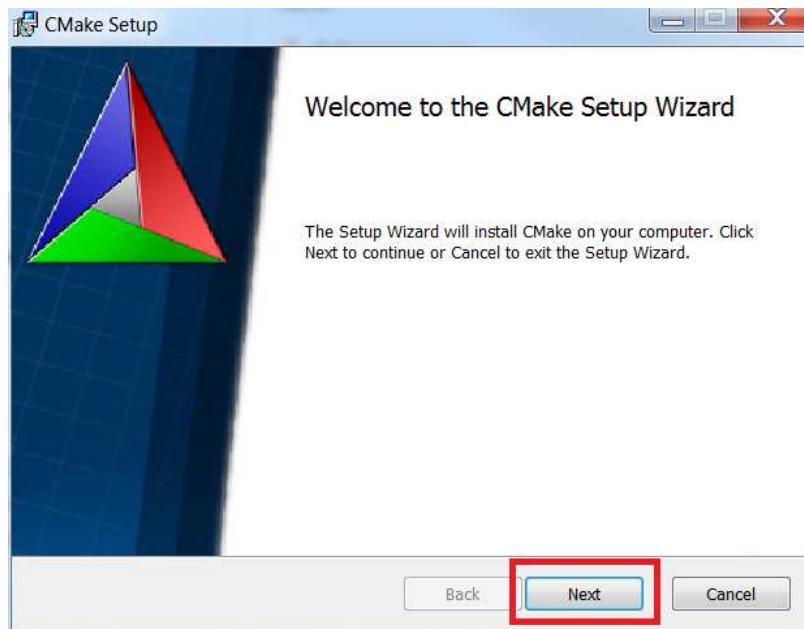
This section guides the user on how to install CMake, which is used to build OpenCV and the DLP ALC SDK.

1. Download CMake from the link in [Section 1](#). Select the Windows installer as shown in [Figure 15](#).



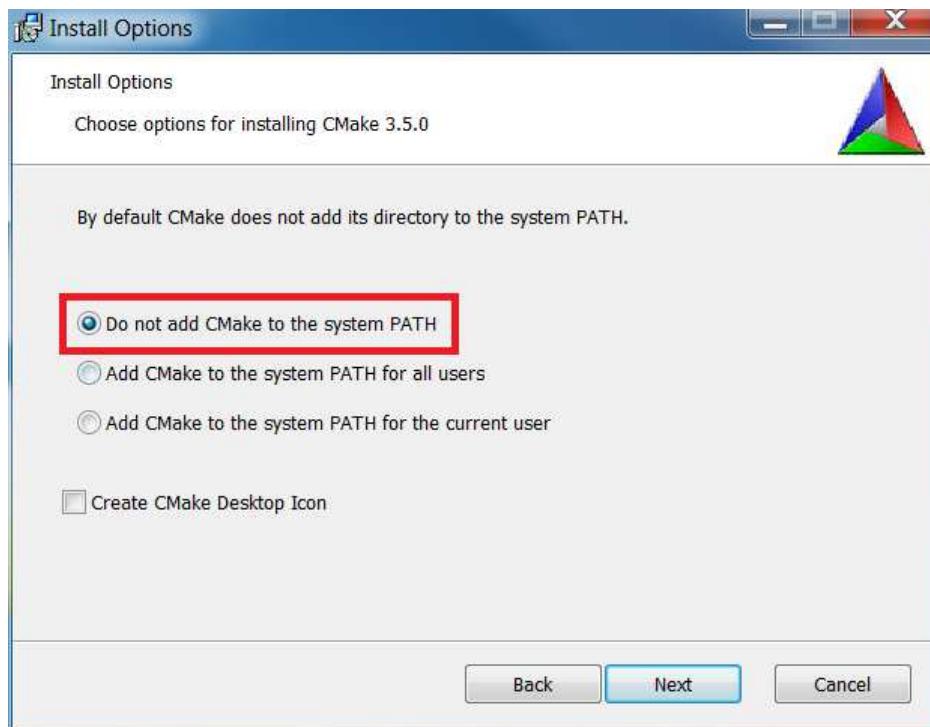
**Figure 15. CMake Website**

2. Once the download is complete, run the executable. Click “Next” as shown in [Figure 16](#).



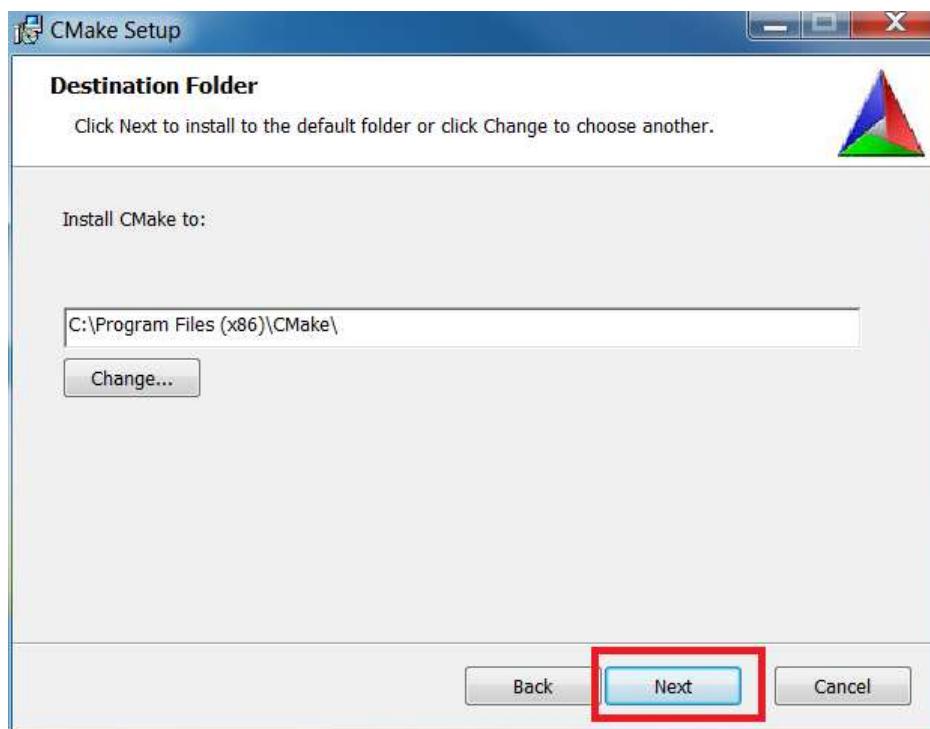
**Figure 16. Open CMake Installer**

3. Read and accept the license agreement. In the Install Options window, select the radio button indicating “Do not add CMake to the system PATH” as shown in [Figure 17](#).



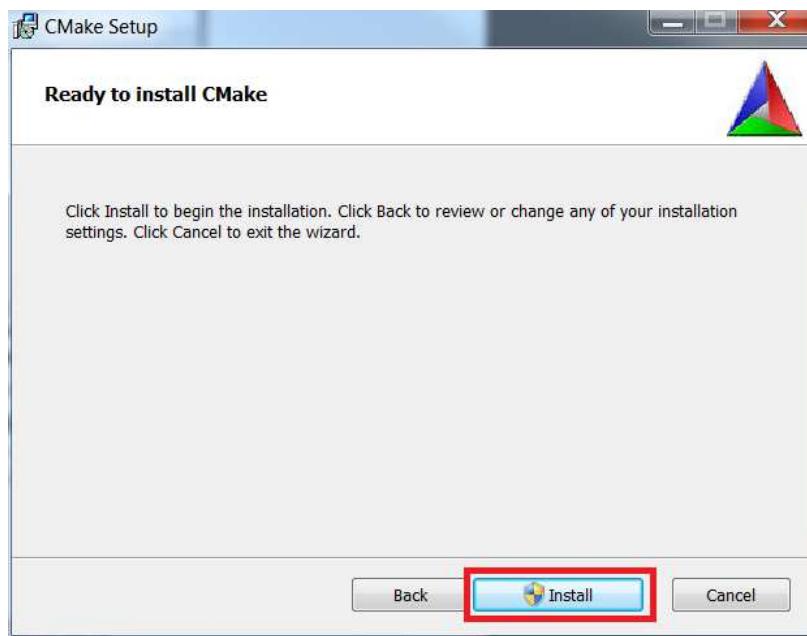
**Figure 17. CMake Install Options**

4. Choose a destination folder for CMake, click “Next” as shown in [Figure 18](#).



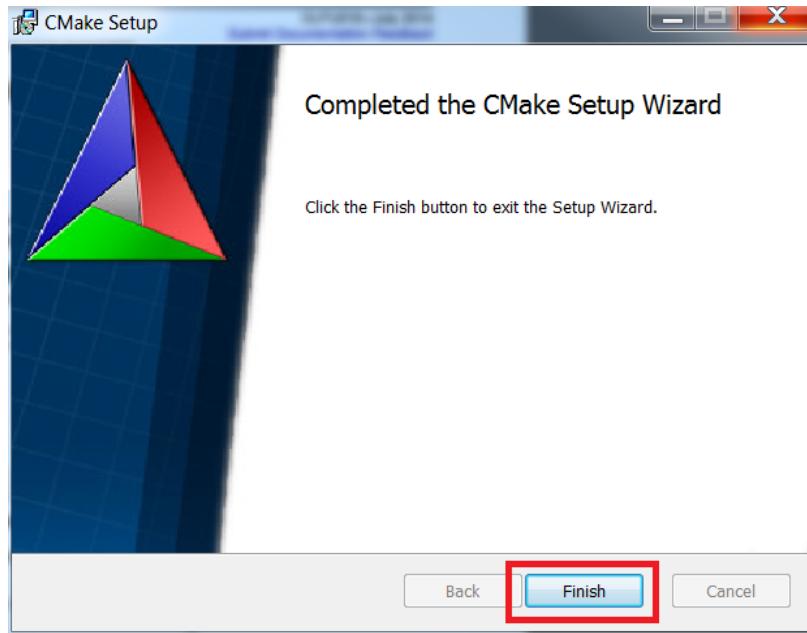
**Figure 18. CMake Destination Folder**

5. Click “Install” as shown in [Figure 19](#) and let CMake run.



**Figure 19. CMake Ready to Install**

6. Click “Finish” as shown in [Figure 20](#) and CMake is now installed.

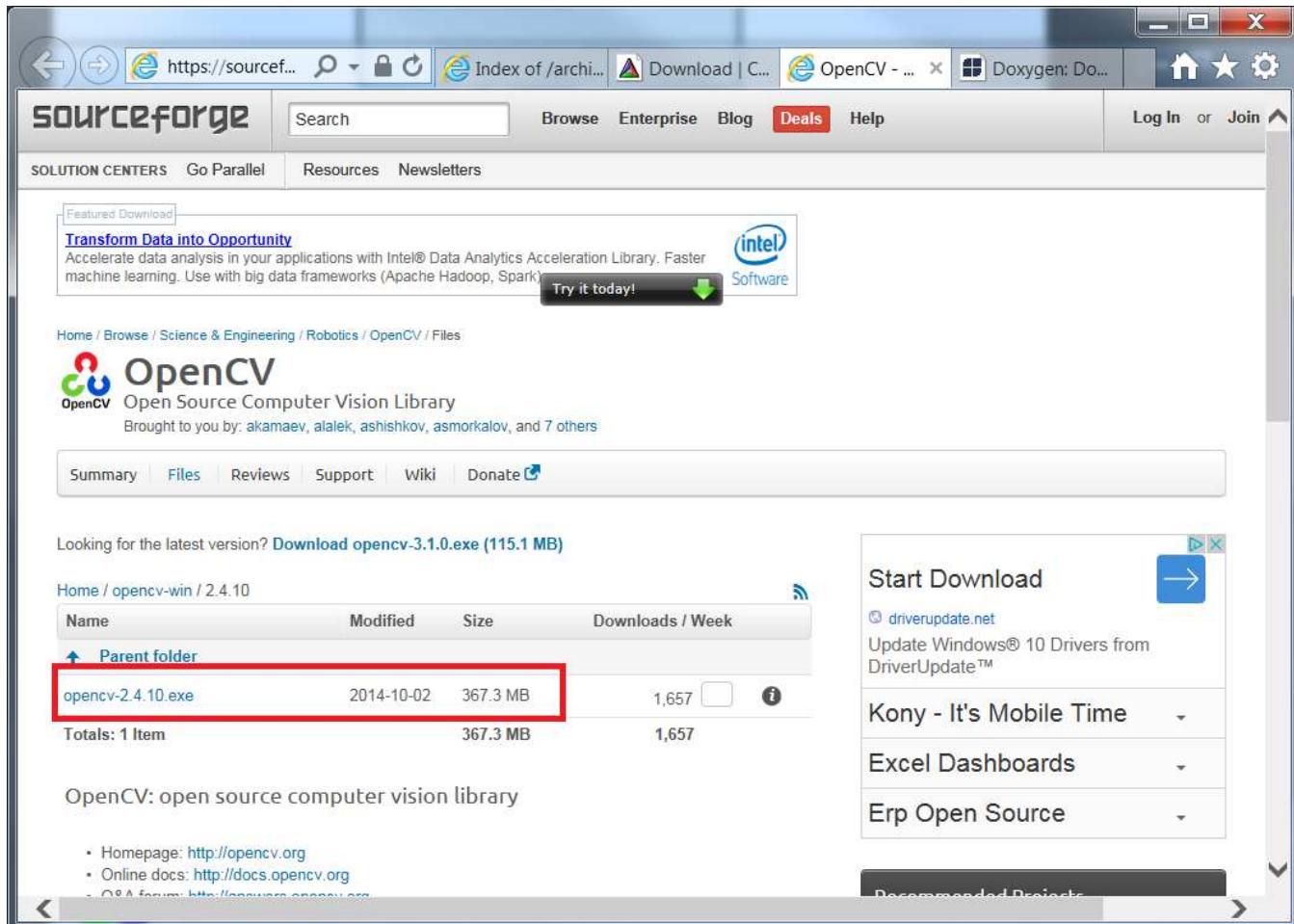


**Figure 20. CMake Finished**

## 6 Building OpenCV

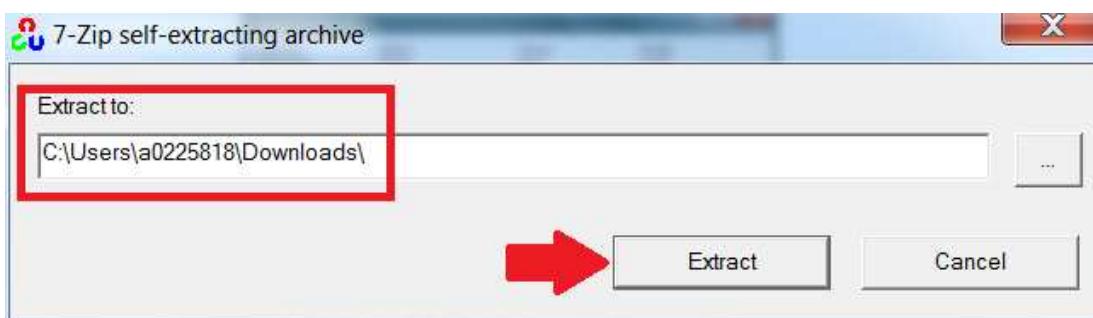
OpenCV is an open source library dedicated to computer and machine vision applications. It is used by the DLP ALC SDK for its algorithms. This section guides the user on building OpenCV using CMake.

1. Download OpenCV from the link in [Section 1](#). [Figure 21](#) shows the link on the download page. Once the download is complete, run the executable.



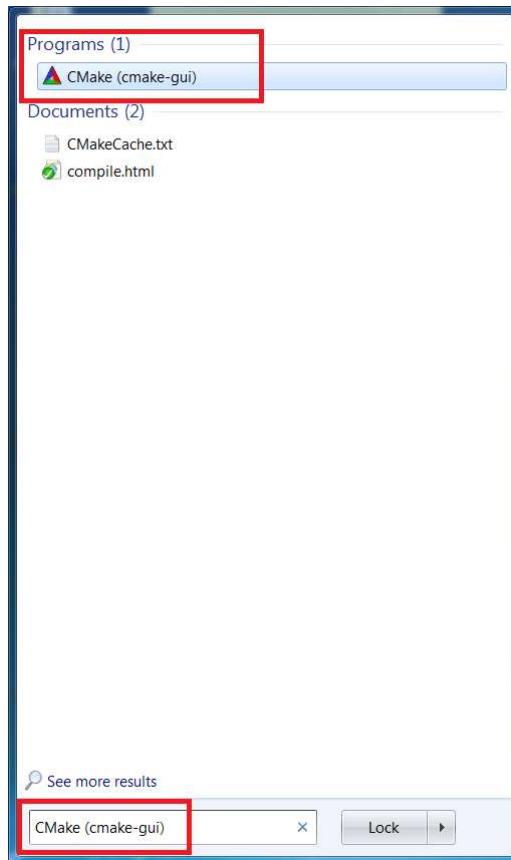
**Figure 21. OpenCV Website**

2. Choose a suitable place to extract the files and select “Extract” as shown in [Figure 22](#).



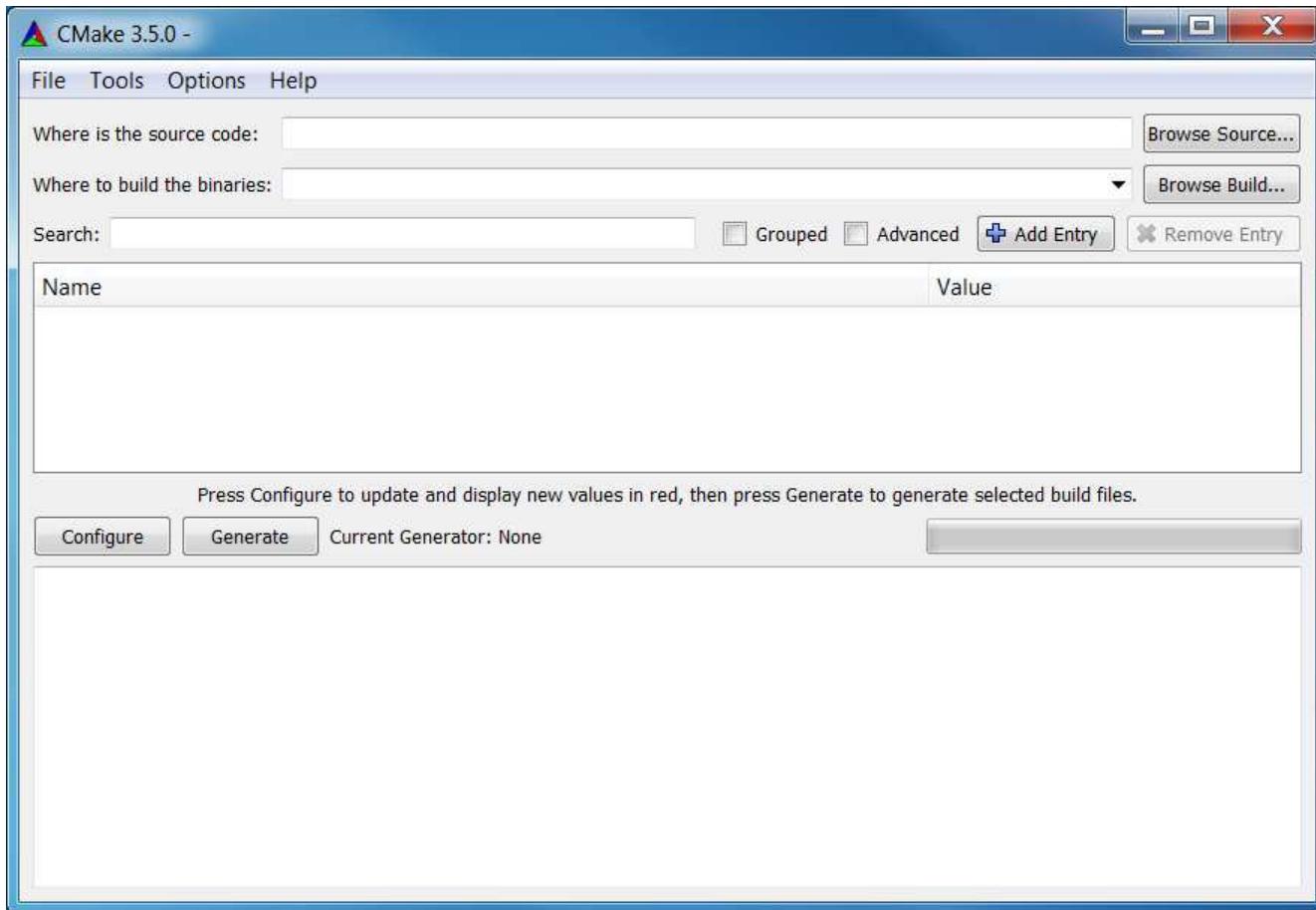
**Figure 22. Extract OpenCV**

3. Once the files have extracted, open the Start Menu. Search for and select “CMake (cmake-gui)” as shown in [Figure 23](#).



**Figure 23. Find CMake to Build OpenCV**

4. When the GUI is first opened, it should look like [Figure 24](#).



**Figure 24. Default CMake GUI**

5. Check the “Grouped” box and browse for the path of the OpenCV source files. The path should be of the form C:/Users/<username>/Downloads/opencv/sources as shown in Figure 25.

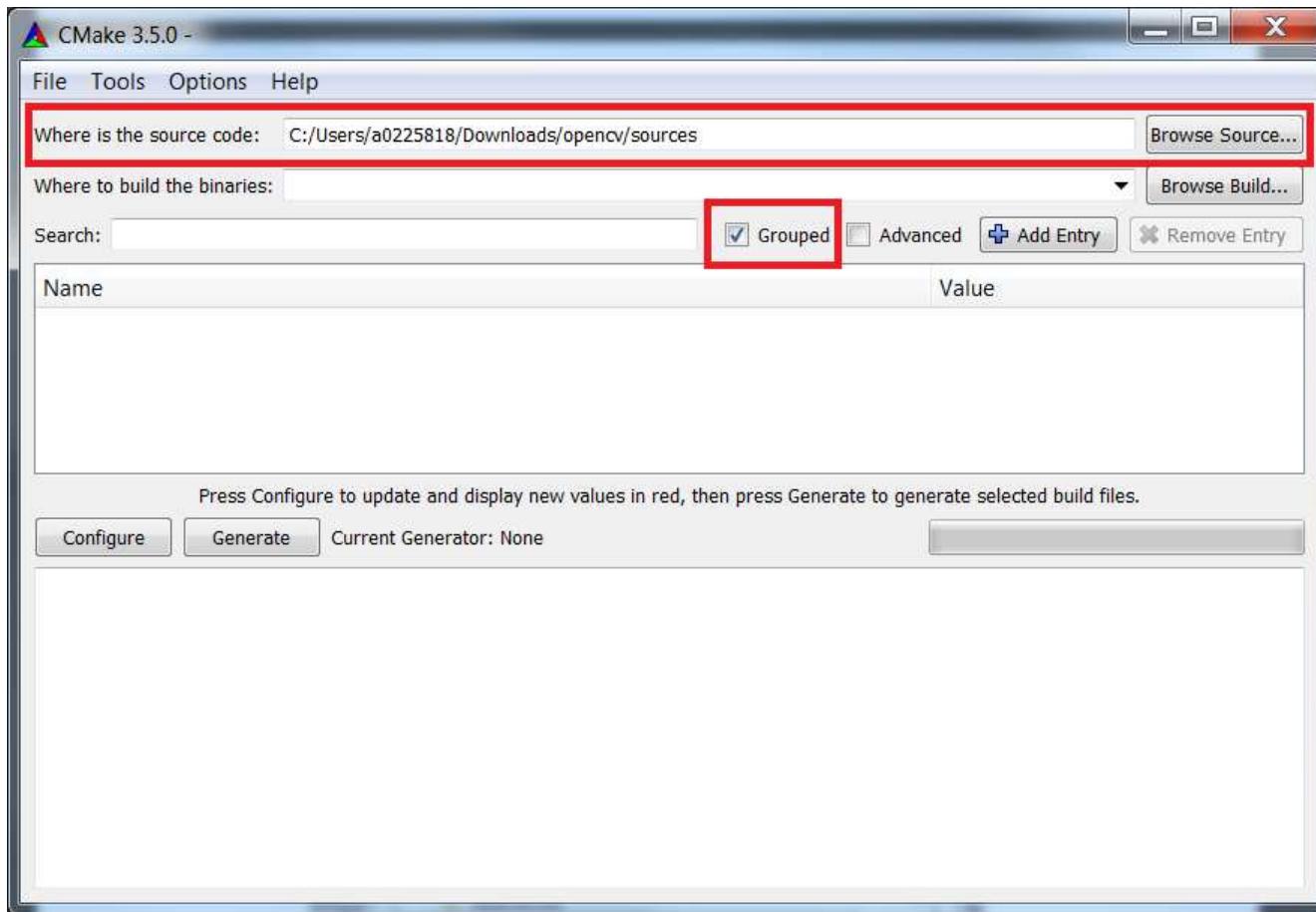
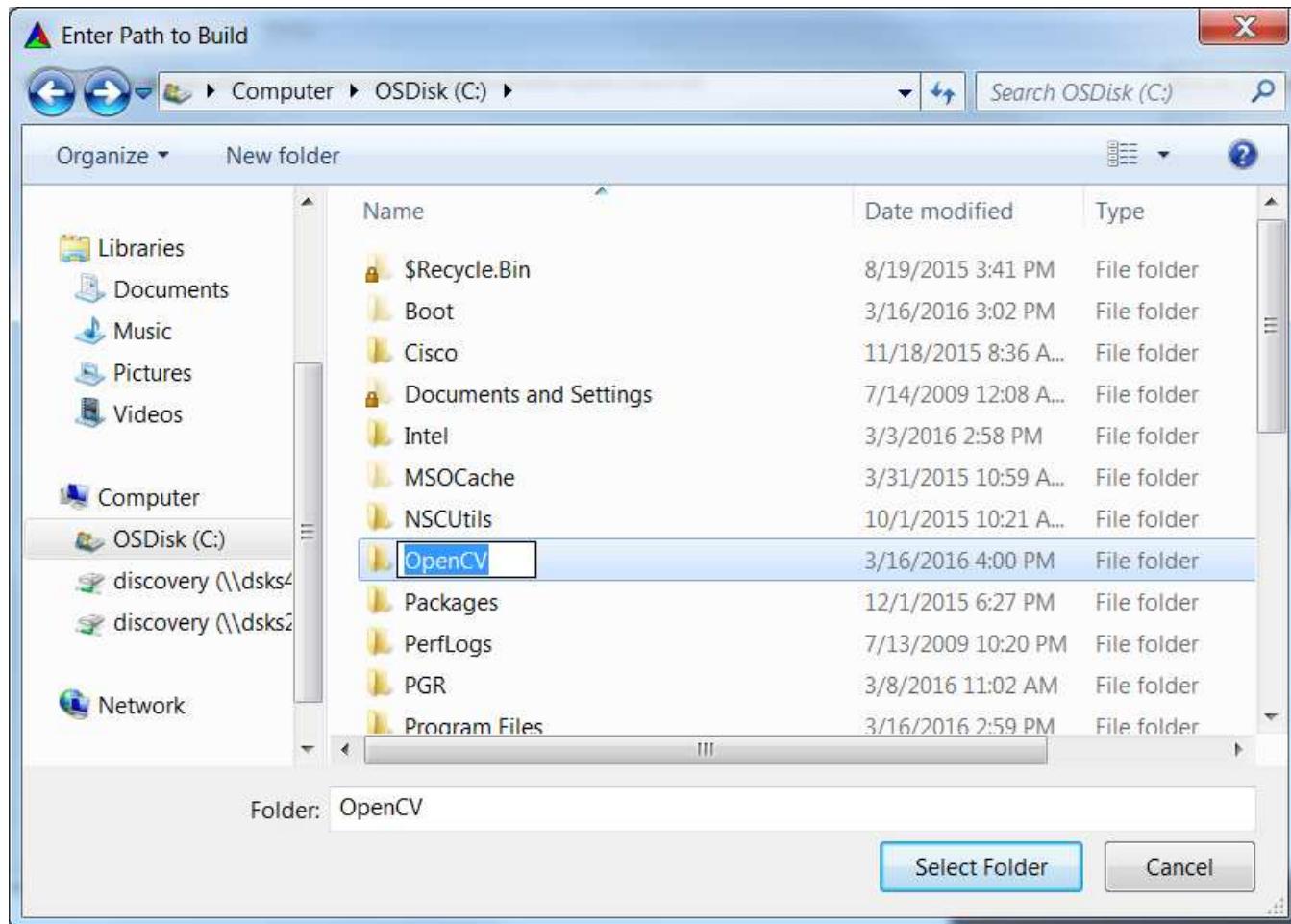


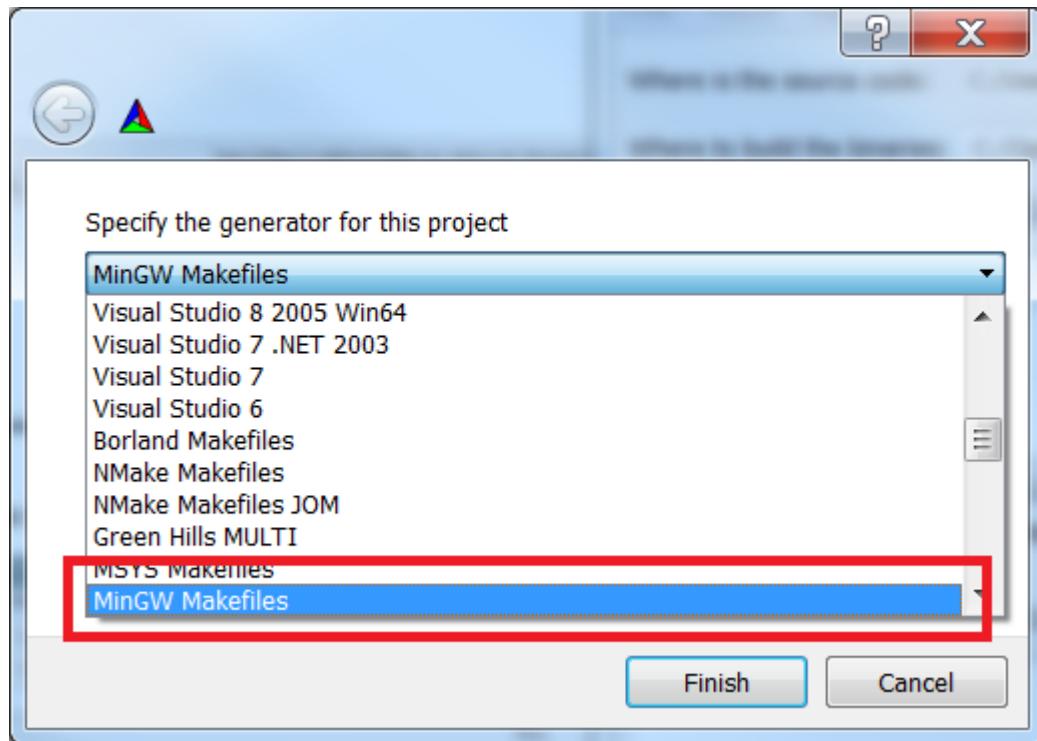
Figure 25. Set Source Path

6. Click “Browse Build” and create a new folder for the built OpenCV files as shown in [Figure 26](#).



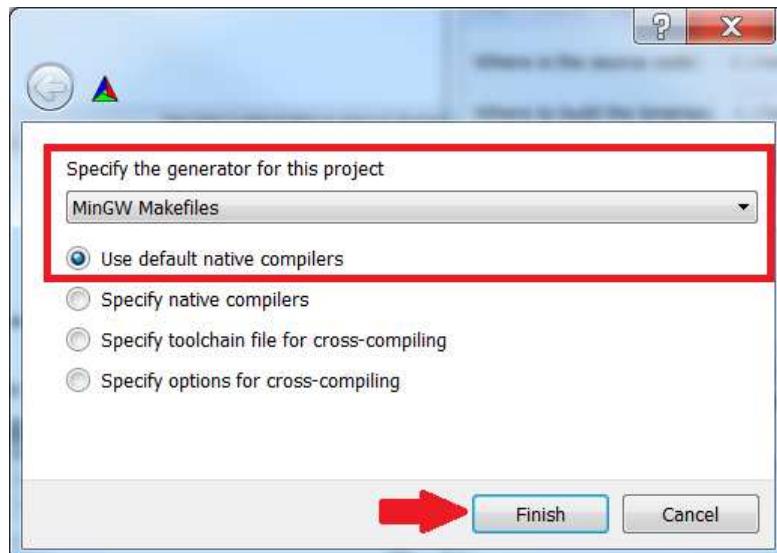
**Figure 26. Build New Folder**

7. Then click "Configure" in the CMake GUI. In the drop down, find "MinGW Makefiles" as shown in Figure 27.



**Figure 27. CMake Specify Generator**

8. Select the "Use default native compilers" radio button and then select "Finish" as shown in Figure 28. CMake will now configure the OpenCV files. It should configure with no errors.



**Figure 28. CMake Configure Generators**

9. If an error occurs immediately, check the PATH variable and make sure that it includes the MinGW path from [Section 4](#). Also make sure the computer was restarted after that change. If the error persists, use the “Specify native compilers” option as shown in [Figure 29](#). Click “Next” to continue. [Figure 30](#) shows the compiler selection menu. Browse for both the C and C++ compilers in the Qt MinGW binary folder. For the C compiler, select gcc.exe and for the C++ compiler select the g++.exe as shown in [Figure 31](#). Once this is complete, the compilers window should look like [Figure 32](#). CMake will try configuring again.

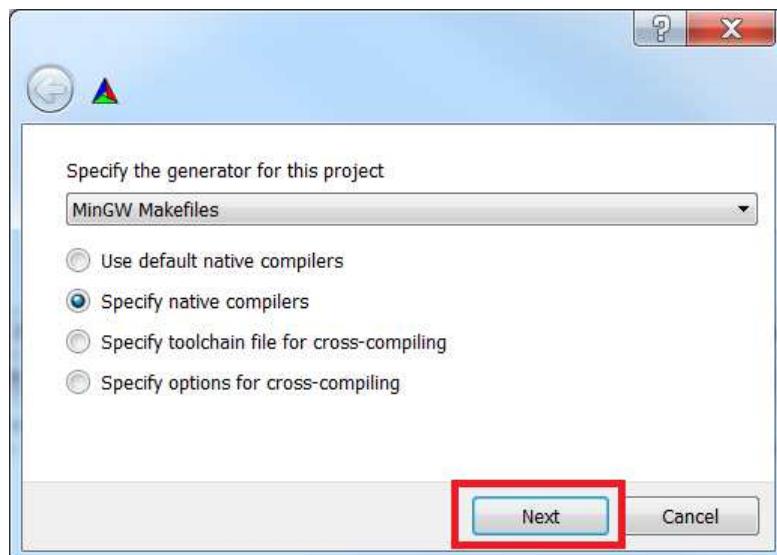


Figure 29. CMake Specify Compilers

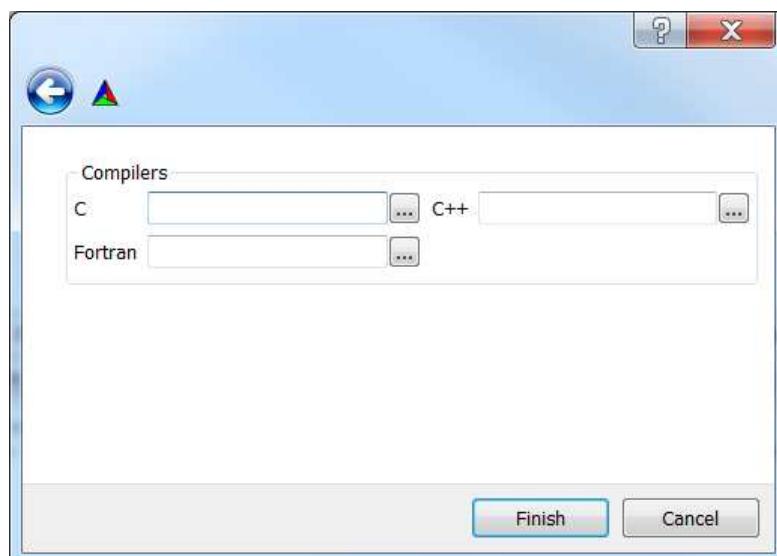
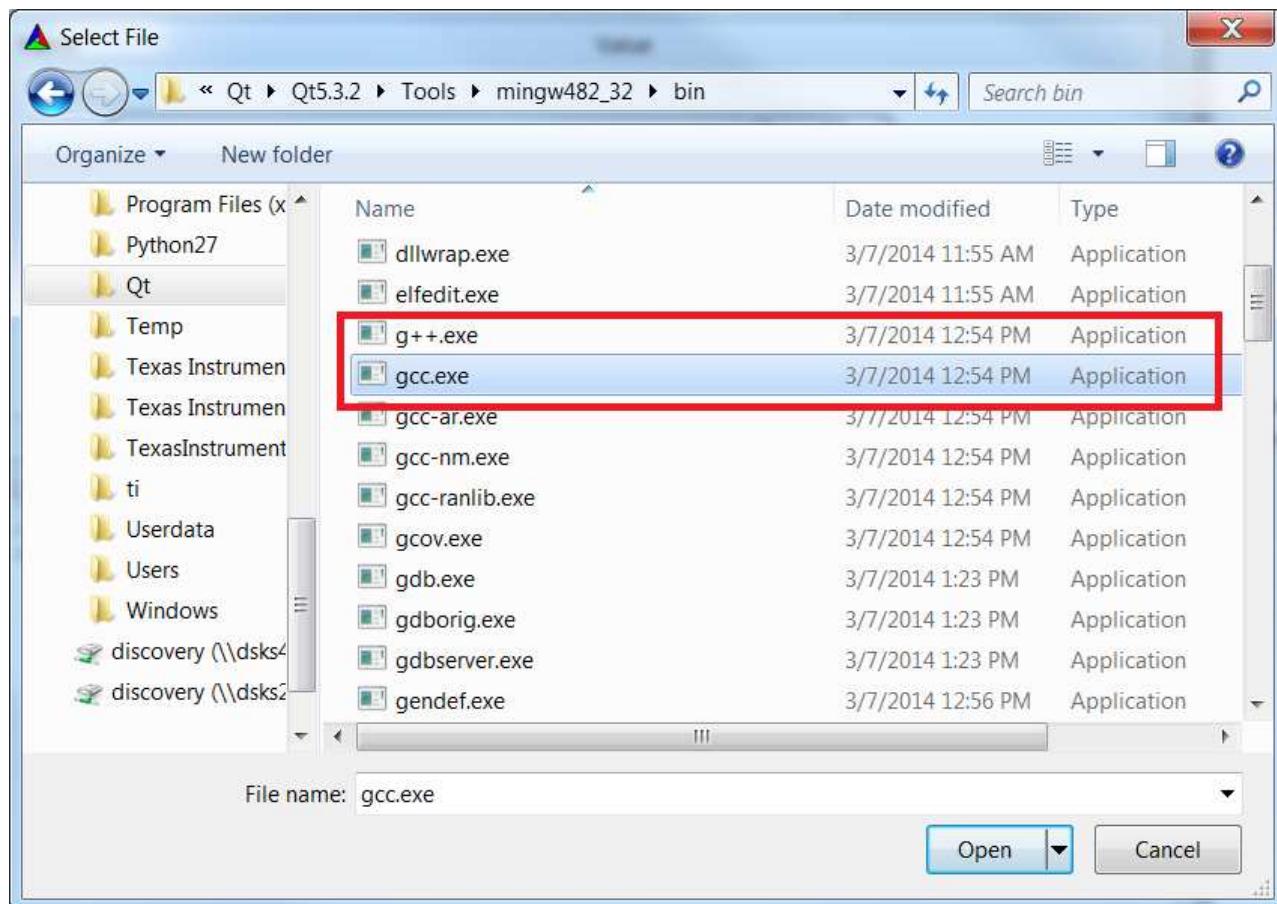
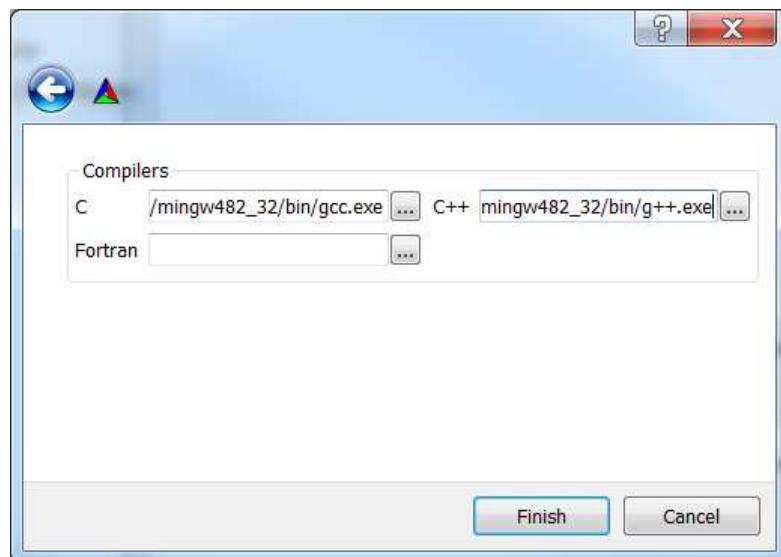


Figure 30. CMake Specify Compiler Menu

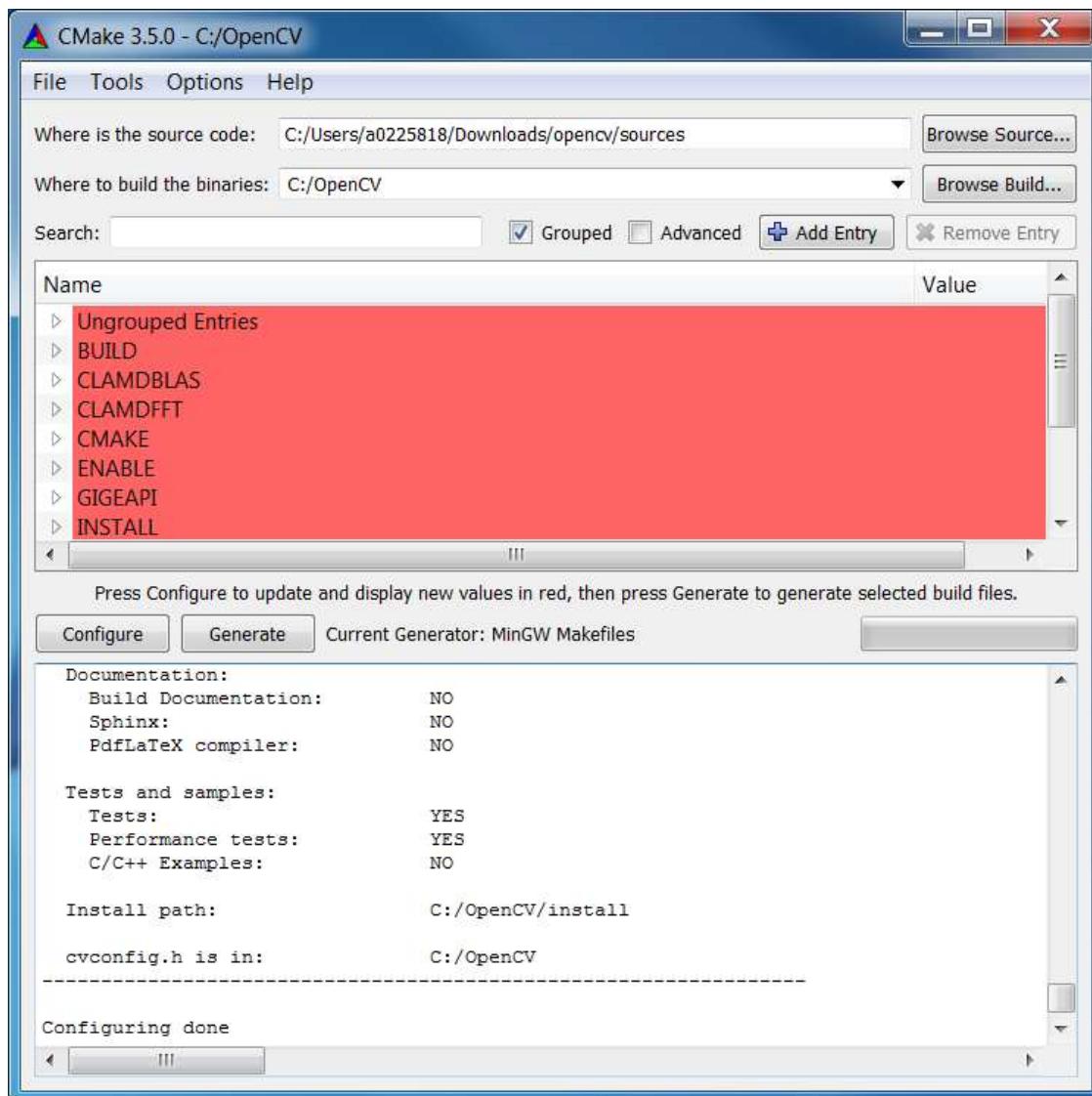


**Figure 31. Browse for Compilers**



**Figure 32. CMake Compilers Selected**

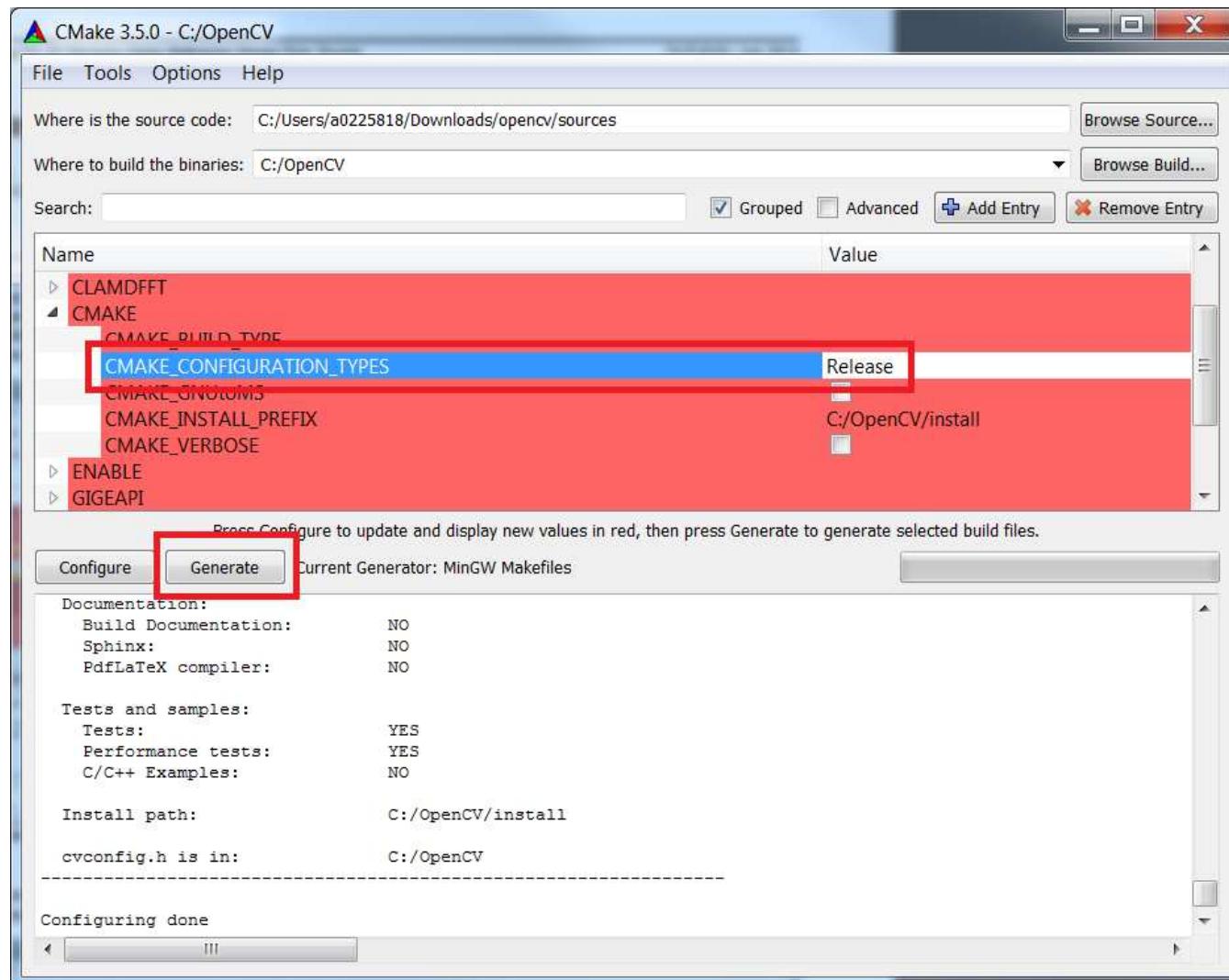
10. Once the configuration is done, the CMake GUI should look like [Figure 33](#).



**Figure 33. OpenCV Post Configuration**

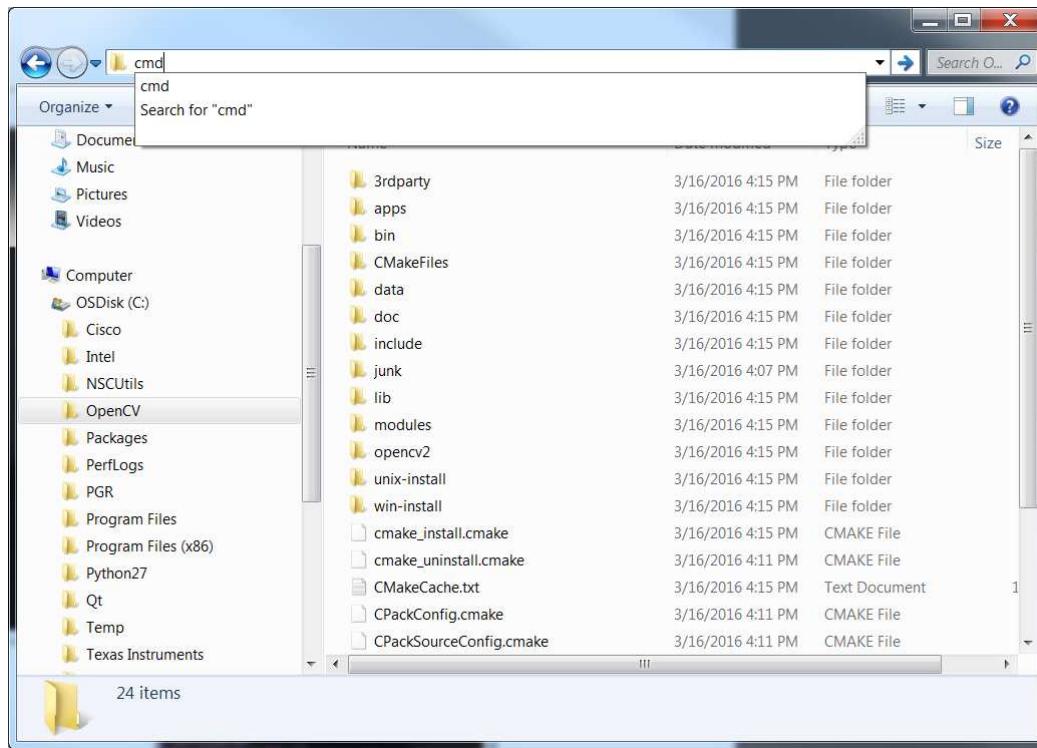
11. Find `CMAKE_CONFIGURATION_TYPES` as shown in [Figure 34](#). Type “Release” into that space.

Click on the “Generate” button. Allow CMake to run and finish generating the files. There should be no errors.



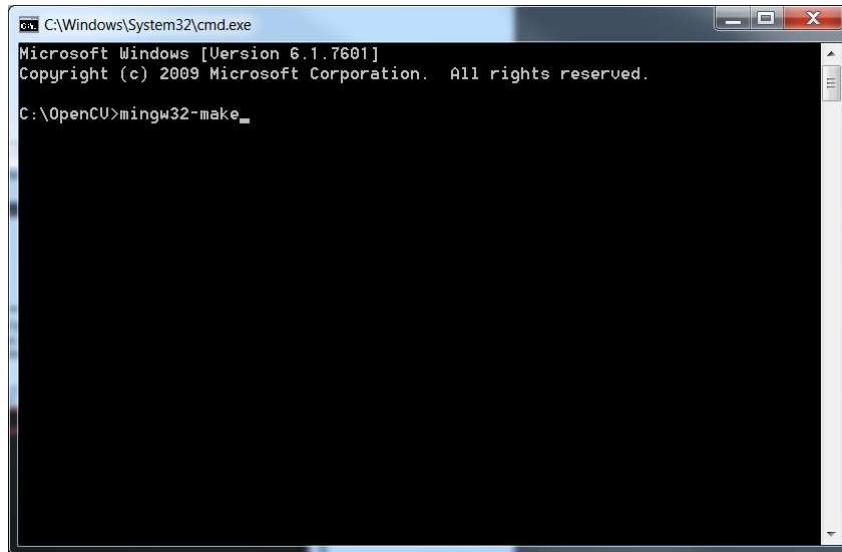
**Figure 34. Change Configuration Type to Release**

12. Next, in File Explorer, browse to where the OpenCV files were built. In the file path line, type "cmd" as shown in [Figure 35](#). This will open the command line window in the folder selected.



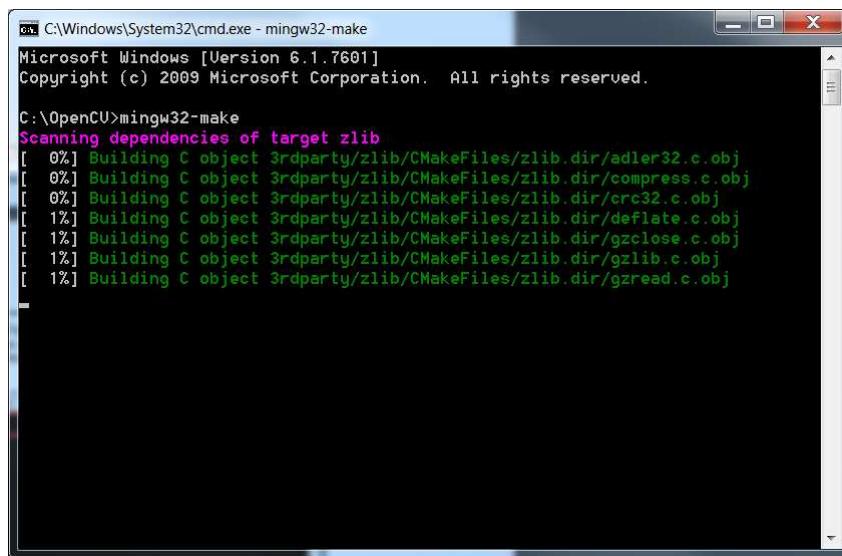
**Figure 35. Open Command Line in OpenCV Window**

13. As shown in [Figure 36](#), type the command "mingw32-make" and hit enter.



**Figure 36. OpenCV CMD MinGW32-make**

14. Allow the make command to run. This can take a substantial amount of time depending on your system's processing power. The command line will show progress as in [Figure 37](#).

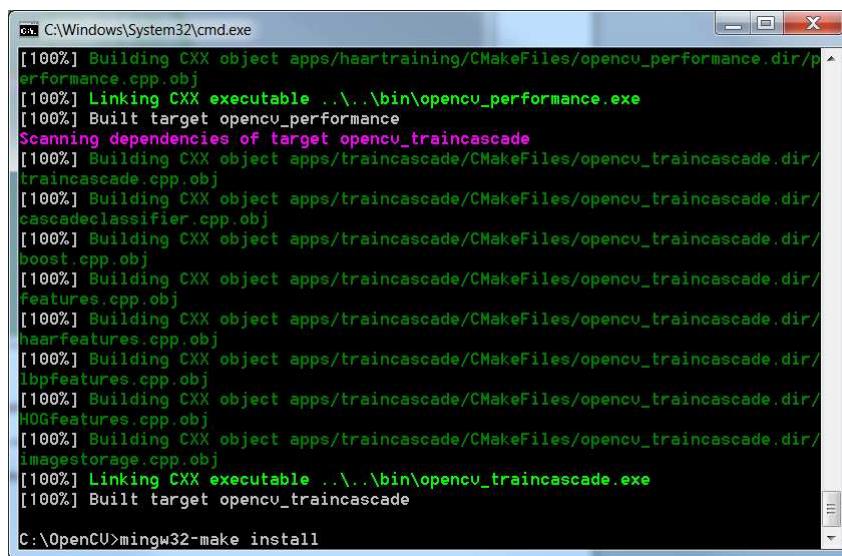


```
C:\Windows\System32\cmd.exe - mingw32-make
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\OpenCV>mingw32-make
Scanning dependencies of target zlib
[ 0%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/adler32.c.obj
[ 0%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/compress.c.obj
[ 0%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/crc32.c.obj
[ 1%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/deflate.c.obj
[ 1%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/gzclose.c.obj
[ 1%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/gzlib.c.obj
[ 1%] Building C object 3rdparty/zlib/CMakeFiles/zlib.dir/gzread.c.obj
```

**Figure 37. OpenCV Making**

15. Once this is complete, type the command "mingw32-make" install as shown in [Figure 38](#). This completes the installation of OpenCV.



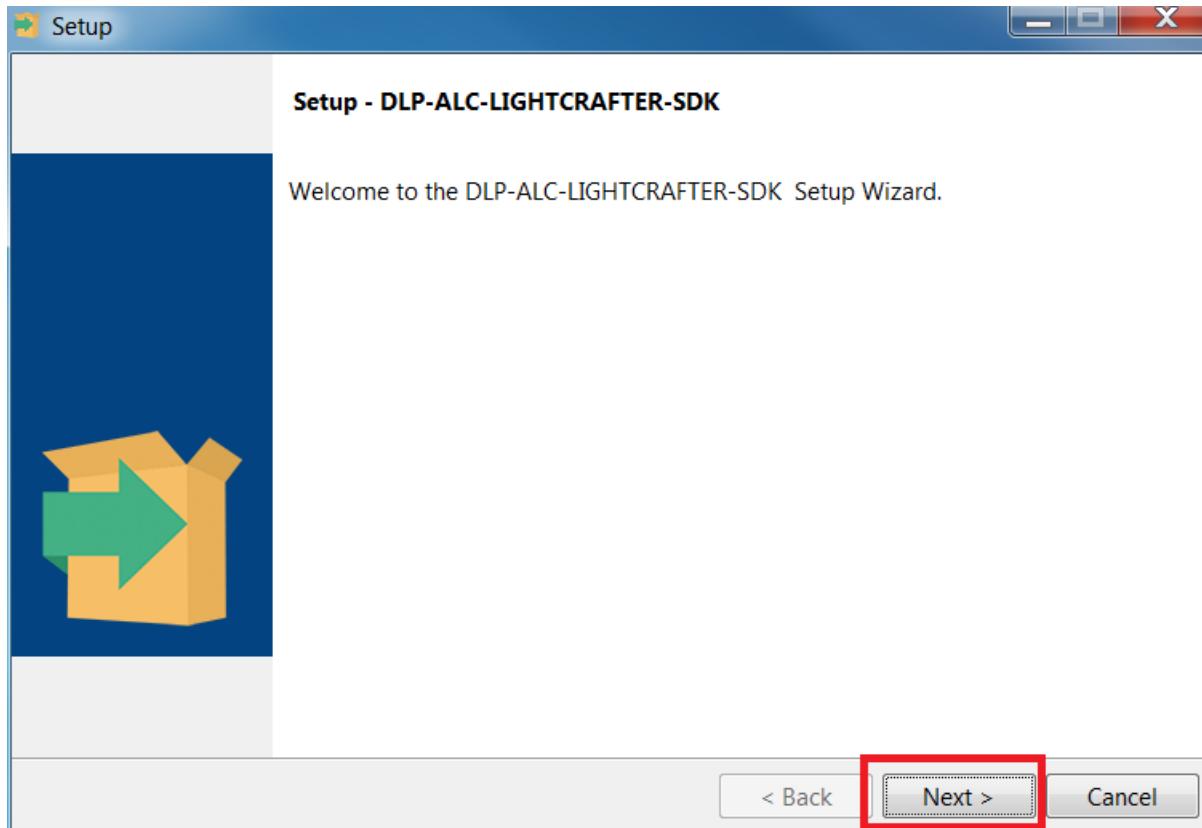
```
C:\Windows\System32\cmd.exe
[100%] Building CXX object apps/haartraining/CMakeFiles/opencv_performance.dir/performance.cpp.obj
[100%] Linking CXX executable ..\..\bin\opencv_performance.exe
[100%] Built target opencv_performance
Scanning dependencies of target opencv_traincascade
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/traincascade.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/cascadeclassifier.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/boost.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/Features.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/haarfeatures.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/lbpfeatures.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/HOGFeatures.cpp.obj
[100%] Building CXX object apps/traincascade/CMakeFiles/opencv_traincascade.dir/imagesstorage.cpp.obj
[100%] Linking CXX executable ..\..\bin\opencv_traincascade.exe
[100%] Built target opencv_traincascade
C:\OpenCV>mingw32-make install
```

**Figure 38. OpenCV Make Install**

## 7 Installing the DLP ALC SDK

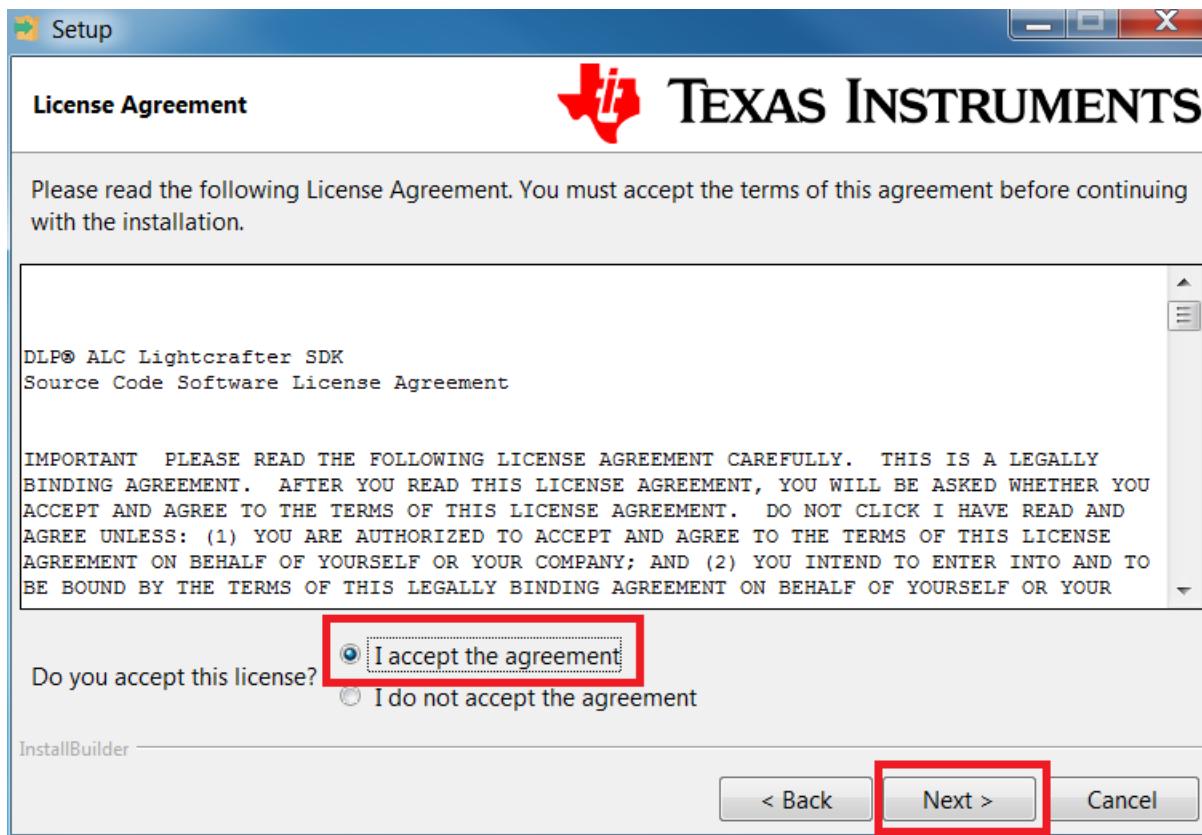
This section guides the user through the installation of the DLP ALC SDK. This installer is a wrapper for the source code and copies the files onto the system in the location specified during the installation process. After running the installer, it is still required to build the source code using CMake.

1. Download the DLP ALC SDK from the link in [Section 1](#).
2. Run the executable *DLP\_SDK-2.0-windows-installer.exe*.
3. The installer will open and present a set-up screen. Click "Next" as shown in [Figure 39](#).



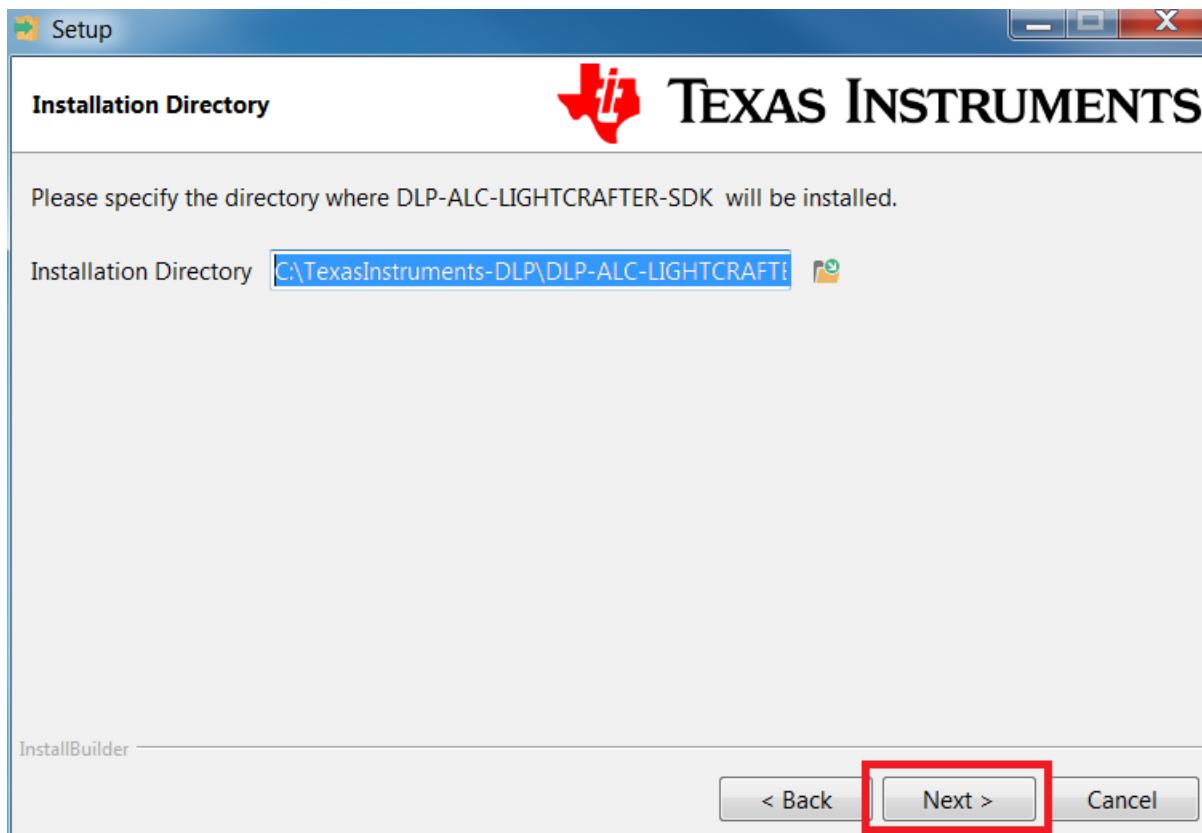
**Figure 39. DLP ALC SDK Installer Setup**

4. Accept the license agreement shown in [Figure 40](#) and click "Next."



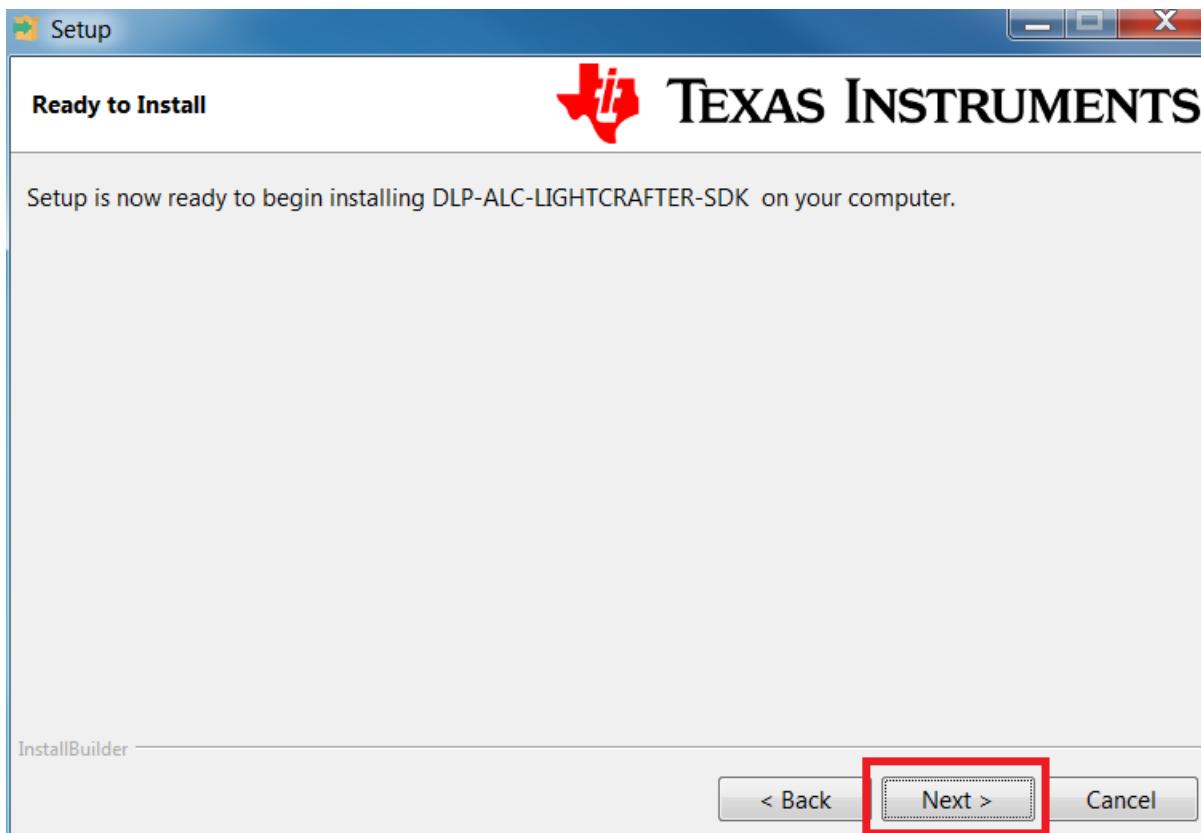
**Figure 40. DLP ALC SDK Installer License**

5. Select the directory where the files should be stored. The default directory is shown in [Figure 41](#).



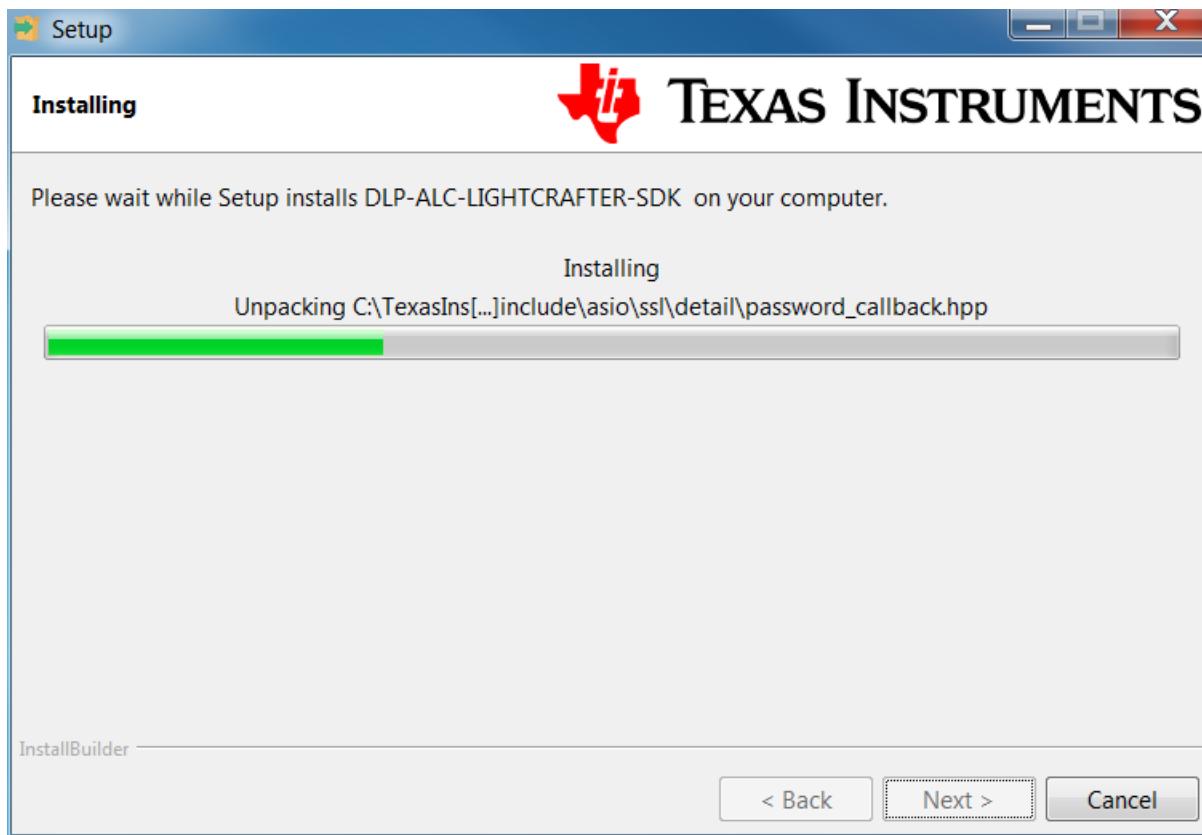
**Figure 41. DLP ALC SDK Install Directory**

6. The installer is now ready to copy the source files. Select "next" as shown in [Figure 42](#).



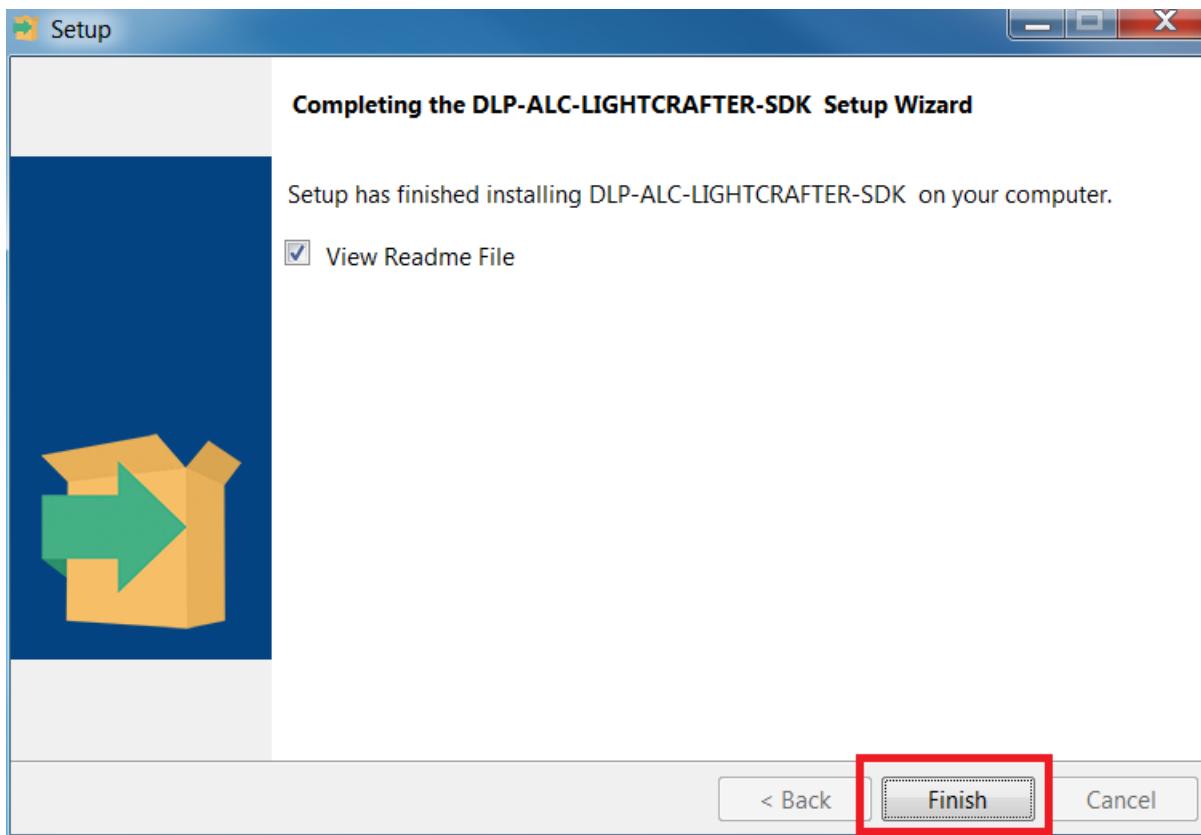
**Figure 42. DLP ALC SDK Installer Ready**

7. The installer will begin copying the files and will display a progress bar as in [Figure 43](#).



**Figure 43. DLP ALC SDK Installer Progress Bar**

8. The installer will finish and look like [Figure 44](#). Click "Finish" to exit the installer.

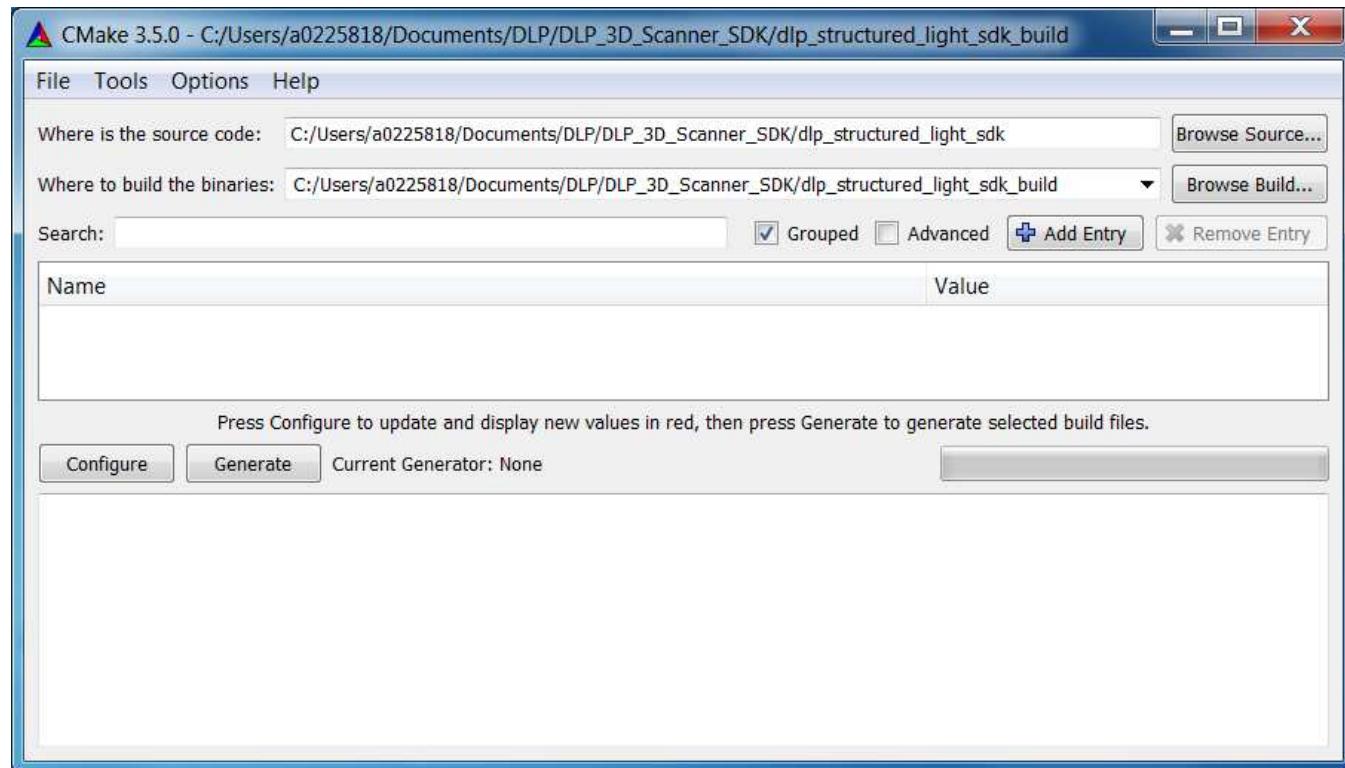


**Figure 44. DLP ALC SDK Installer Finished**

## 8 Building the DLP ALC SDK

This section guides the user on building the DLP ALC SDK for 3D scanning.

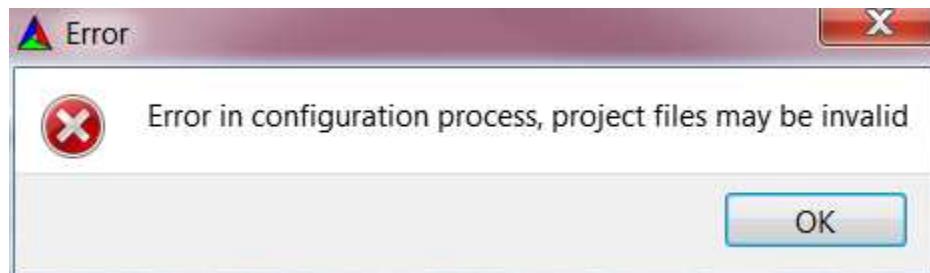
1. Once the installation from [Section 7](#) is complete, open the CMake GUI as in [Section 6](#).
2. Browse for the source files of the DLP\_structured\_light\_SDK by clicking “Browse Source”. An example file path: C:\TexasInstruments-DLP\ALC-LIGHTCRAFTER-SDK-2.0\ALC-LIGHTCRAFTER-SDK.
3. Next, click “Browse Build.” Create a new folder for the built DLP ALC SDK. [Figure 45](#) shows what the CMake GUI should look like. An example file path with a new folder for the built files would be: C:/TexasInstruments-DLP/DLP-ALC-LIGHTCRAFTER-SDK-2.0\_bld.



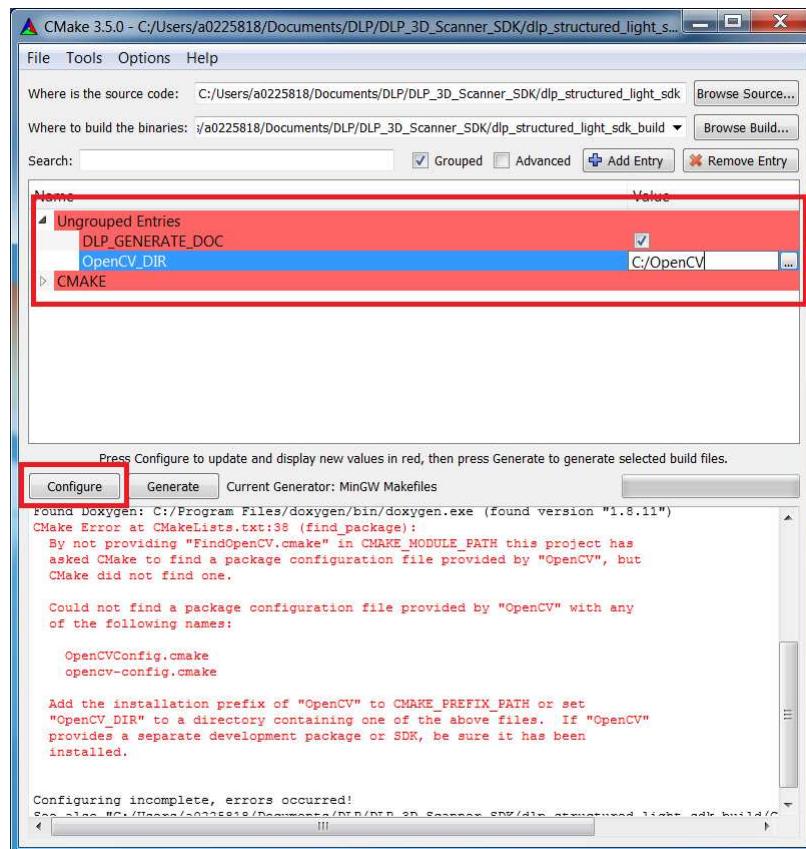
**Figure 45. DLP ALC SDK File Paths**

4. Click “Configure.” Use MinGW Makefiles and default native compilers as in [Section 6](#). Allow CMake to run.

**Note:** If you get an error as shown in [Figure 46](#), you may need to point CMake to the location of OpenCV. In “Ungrouped entries” look for OpenCV\_DIR and browse for the location of OpenCV on your machine. As shown in [Figure 47](#) an example is: C:/OpenCV. Click “Configure” once the path has been specified. There should be no errors displayed.



**Figure 46. DLP SDK Error**



**Figure 47. Browse for OpenCV**

5. Once configuration is complete, click “Generate.” This should be quick and have no errors.
6. As shown in [Figure 48](#) and [Figure 49](#), browse to the location of the built DLP ALC SDK files and type “cmd” in the file path and hit enter.

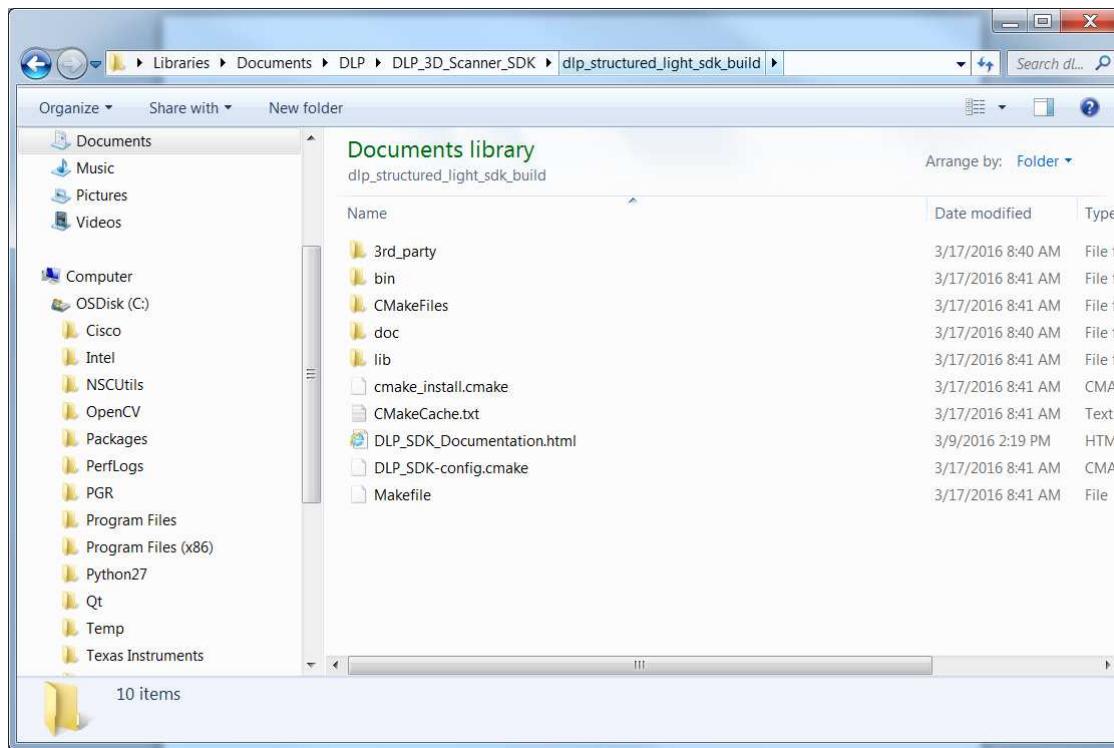


Figure 48. Browse for DLP ALC SDK Built Files

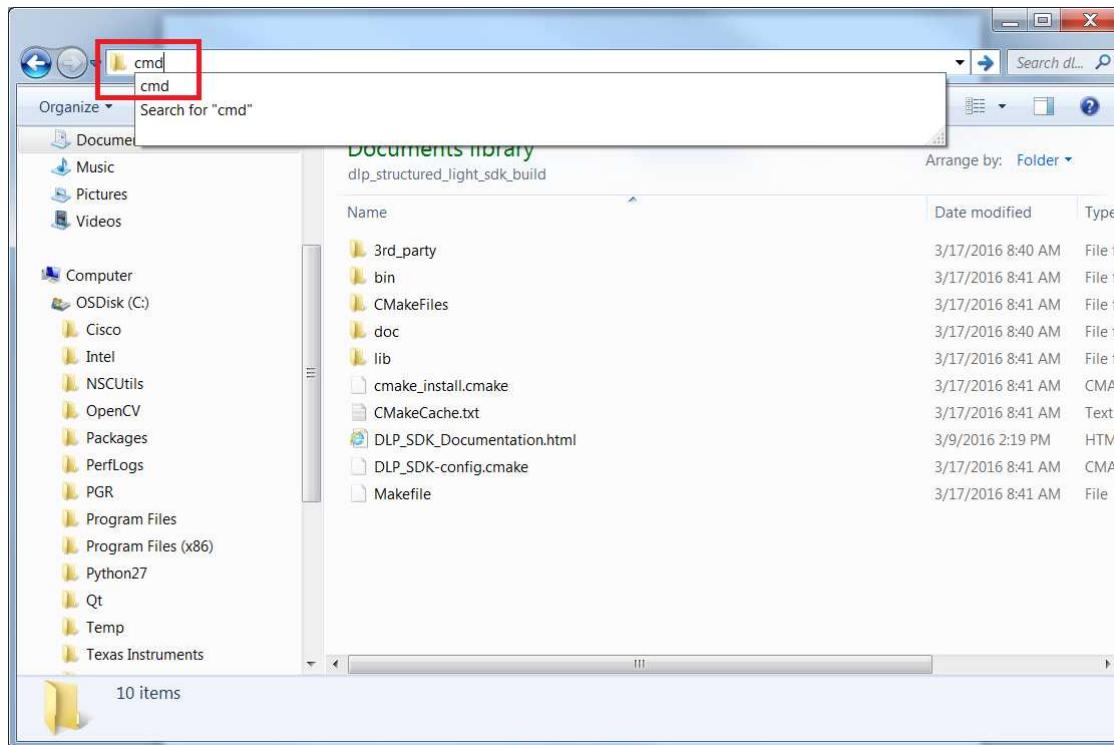
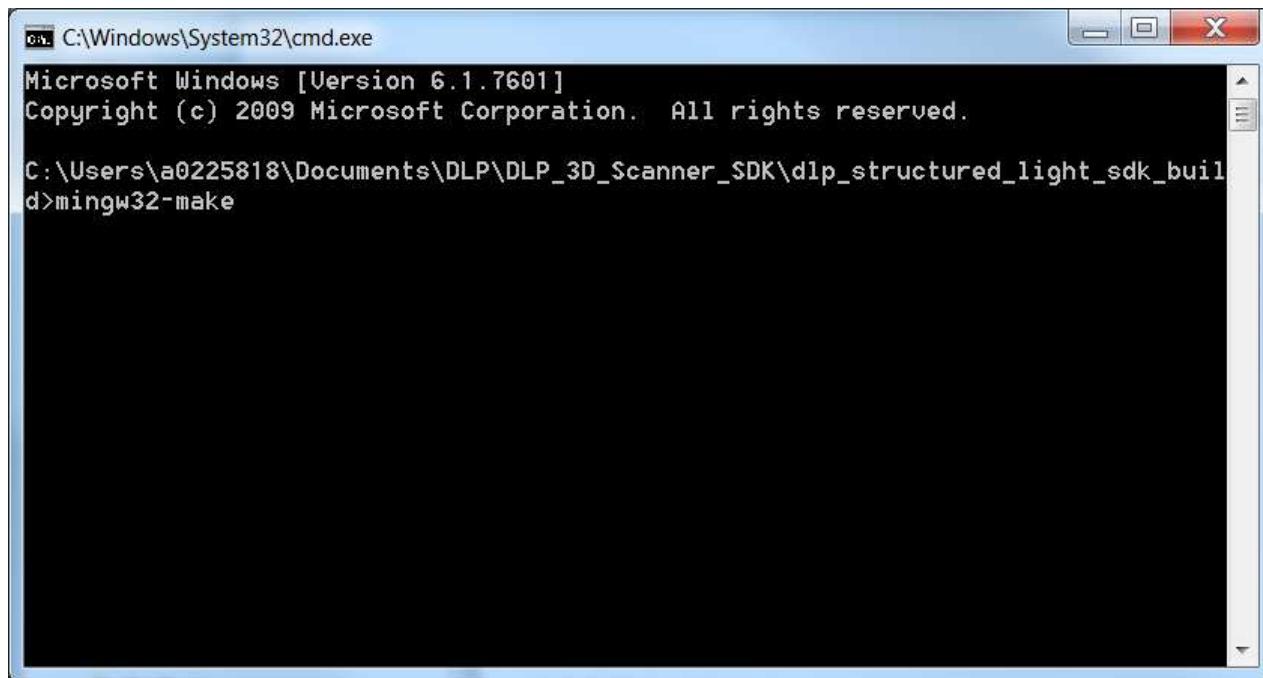


Figure 49. DLP ALC SDK CMD Line

7. Type the command "mingw32-make" as shown in [Figure 50](#).

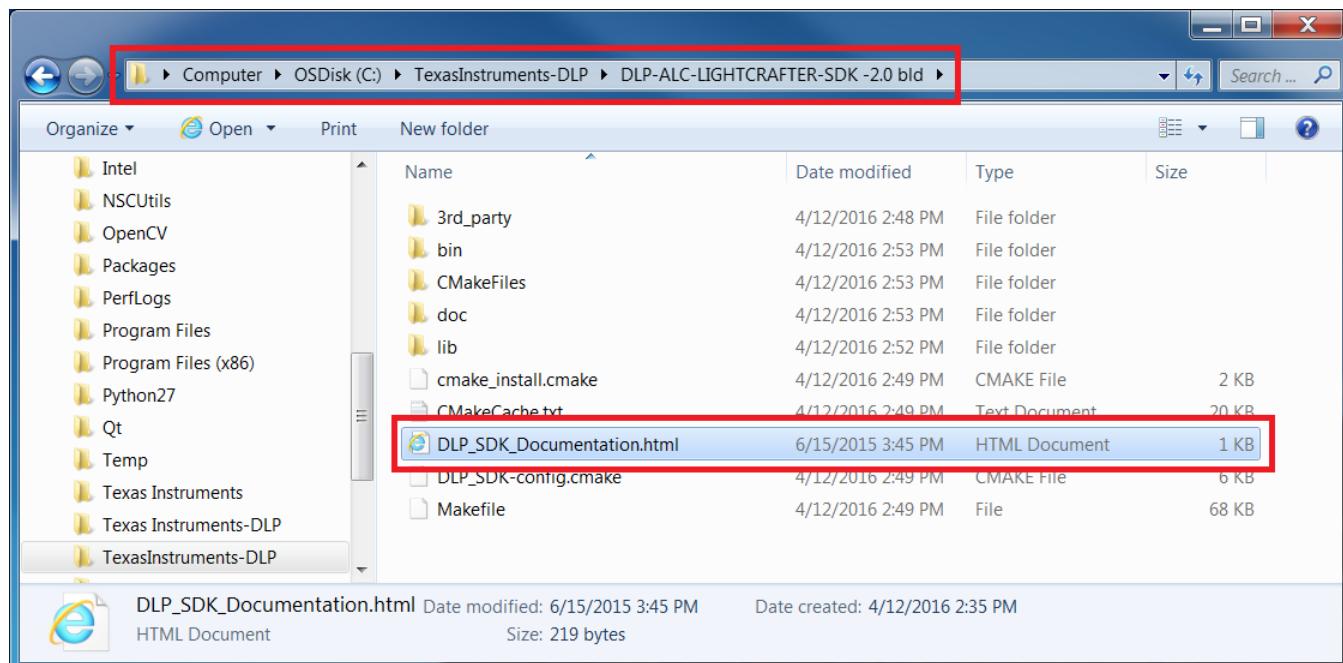


```
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

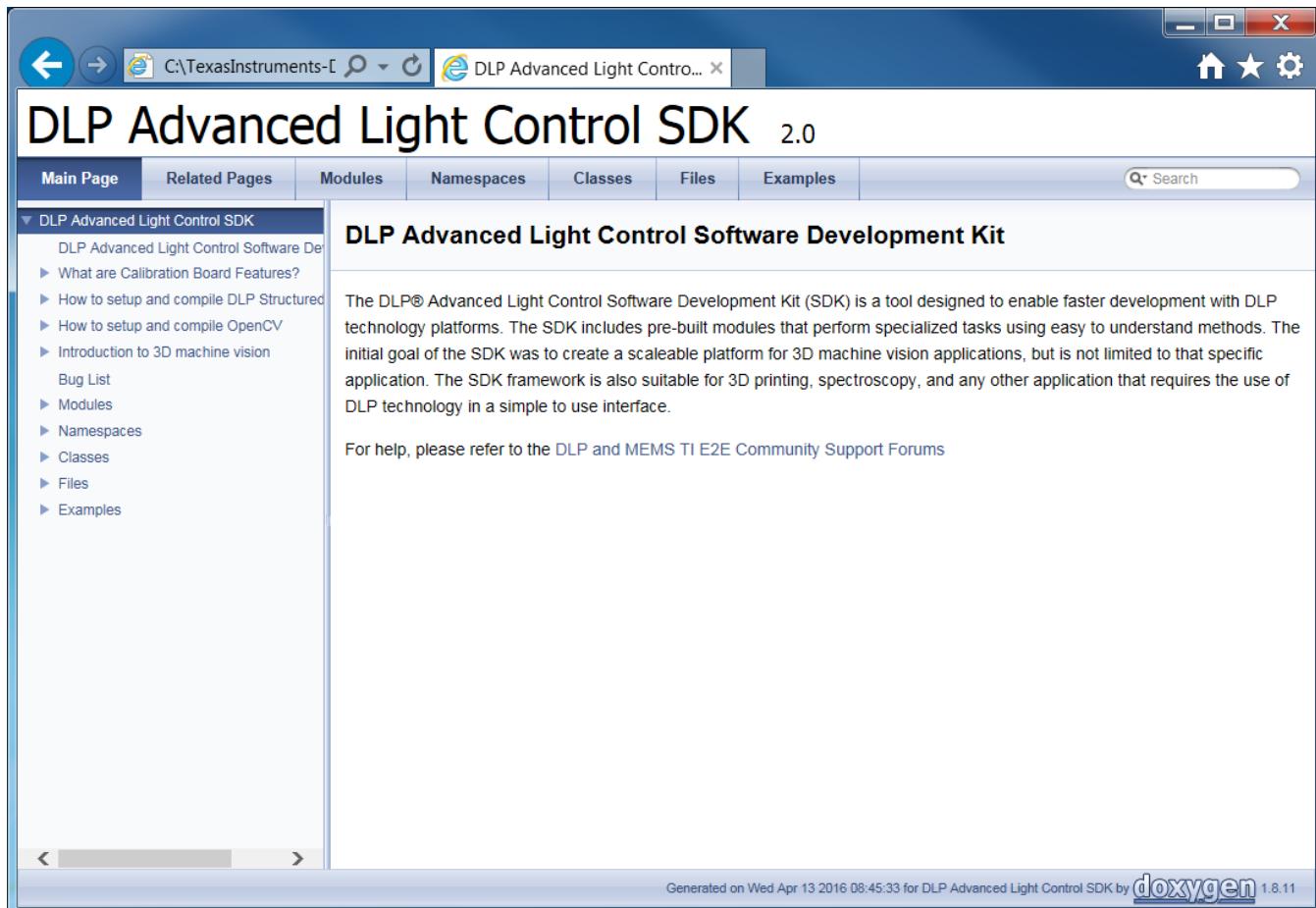
C:\Users\0225818\Documents\3D\Scanner_SDK\dlp_structured_light_sdk_bld>mingw32-make
```

**Figure 50. DLP ALC SDK Make**

8. Let the command complete. The DLP ALC SDK is now built on the system.  
 9. To build the documentation for the DLP ALC SDK, in the same command line as [Figure 50](#), type the command "mingw32-make doc". This will utilize Doxygen to create easy to use HTML documentation. Click on the HTML file indicated in [Figure 51](#) to open the top level documentation file (an example path is C:\TexasInstruments-DLP\3D\Scanner\_SDK\dlp\_structured\_light\_sdk\_bld). [Figure 52](#) shows the welcome page for the compiled documentation.



**Figure 51. DLP ALC SDK Documentation Location**



**DLP Advanced Light Control SDK 2.0**

Main Page Related Pages Modules Namespaces Classes Files Examples Search

DLP Advanced Light Control Software Development Kit

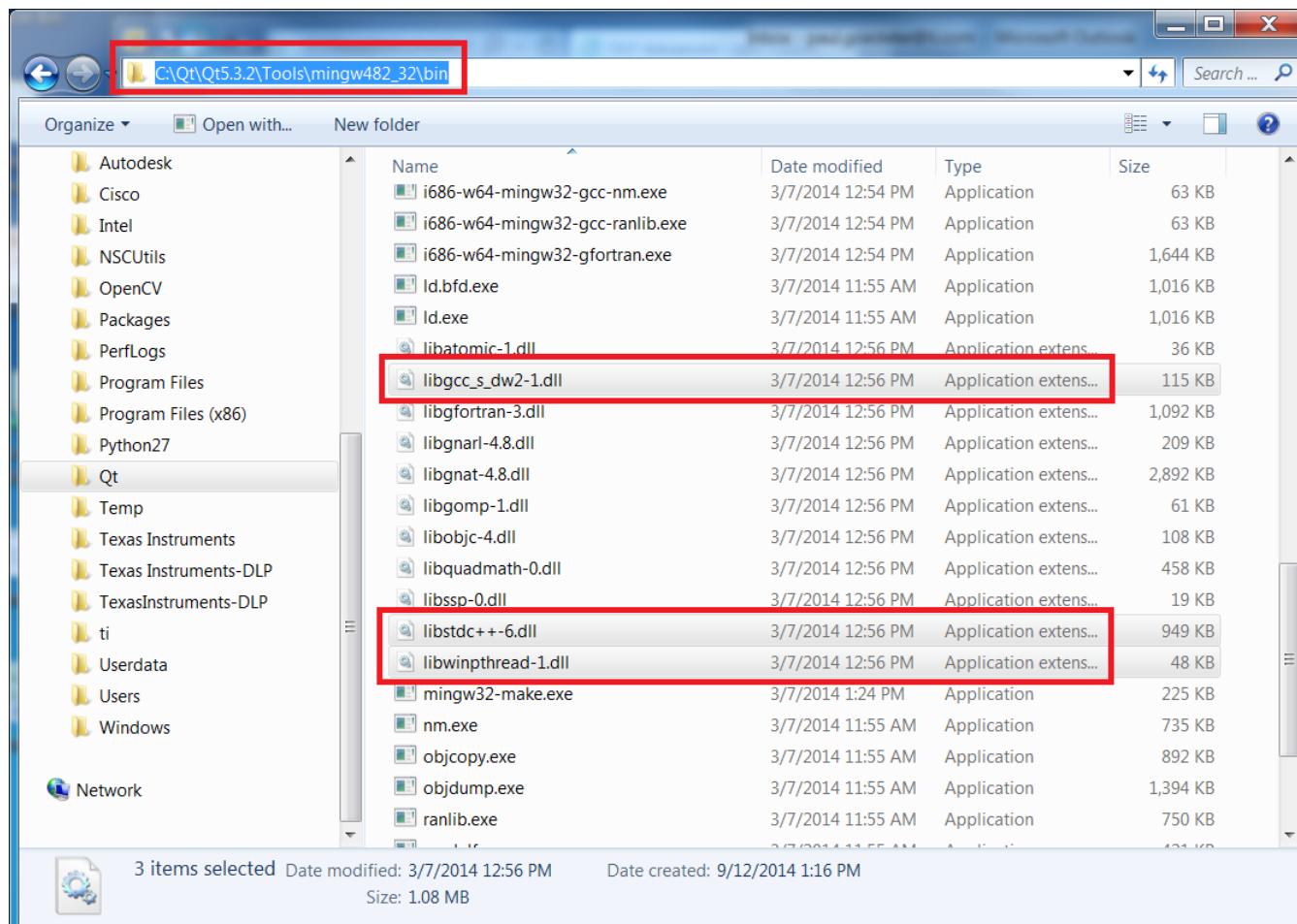
The DLP® Advanced Light Control Software Development Kit (SDK) is a tool designed to enable faster development with DLP technology platforms. The SDK includes pre-built modules that perform specialized tasks using easy to understand methods. The initial goal of the SDK was to create a scalable platform for 3D machine vision applications, but is not limited to that specific application. The SDK framework is also suitable for 3D printing, spectroscopy, and any other application that requires the use of DLP technology in a simple to use interface.

For help, please refer to the [DLP and MEMS TI E2E Community Support Forums](#)

Generated on Wed Apr 13 2016 08:45:33 for DLP Advanced Light Control SDK by [doxygen](#) 1.8.11

**Figure 52. DLP ALC SDK Documentation Home Page**

10. The installed and built DLP ALC SDK also includes example code for reference. This example code can be found in \bin folder of the built code. An example file path might be: C:\TexasInstruments-DLP\DLPL-ALC-LIGHTCRAFTER-SDK-2.0\_bld\bin. Once built, the examples are in the form of .exe files and include simple operations such as point cloud viewing, taking a picture, and opening the camera. To run these examples, three DLLs need to be copied into the \bin folder. These DLLs are *libgcc\_s\_dw2-1.dll*, *libstdc++-6.dll*, and *libwinpthread-1.dll*, and they can be found in C:\Qt\Qt5.3.2\Tools\mingw482\_32\bin. Copy them from the folder shown in [Figure 53](#) into the build folder as shown in [Figure 54](#).



**Figure 53. Example Code DLLs to Copy**

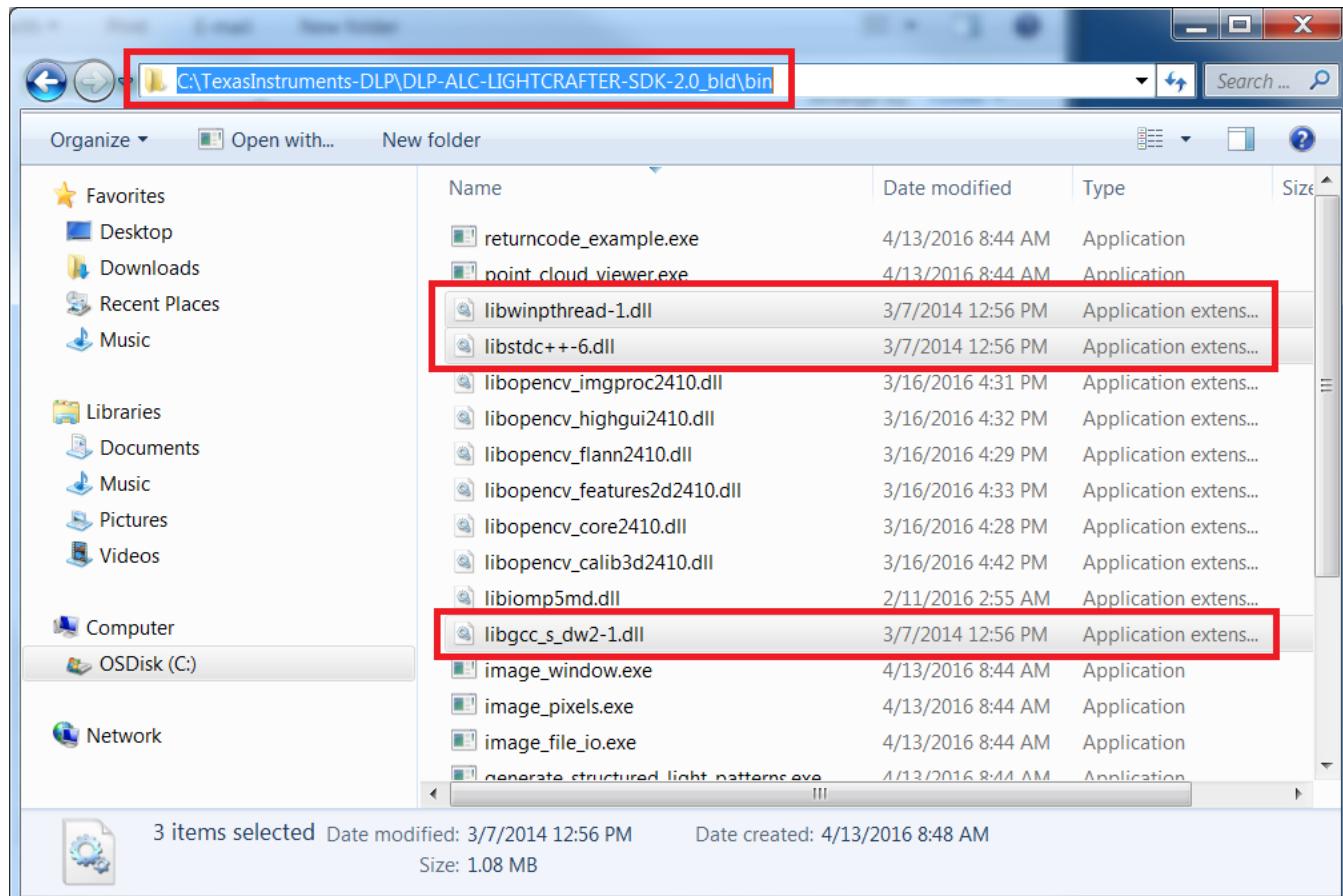
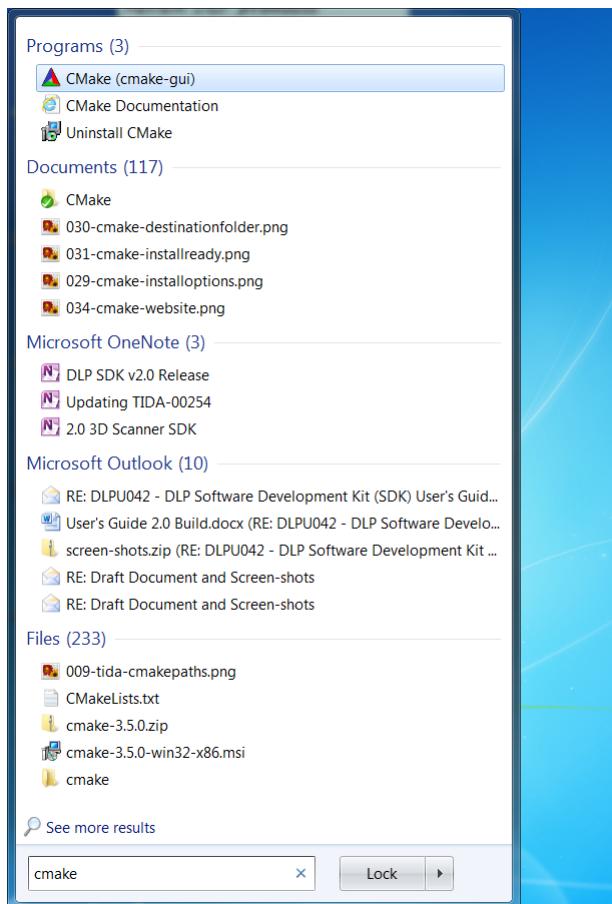


Figure 54. Example Code DLLs Copied Into Correct Folder

## 9 Compiling the 3D Machine Vision Reference Designs from Source

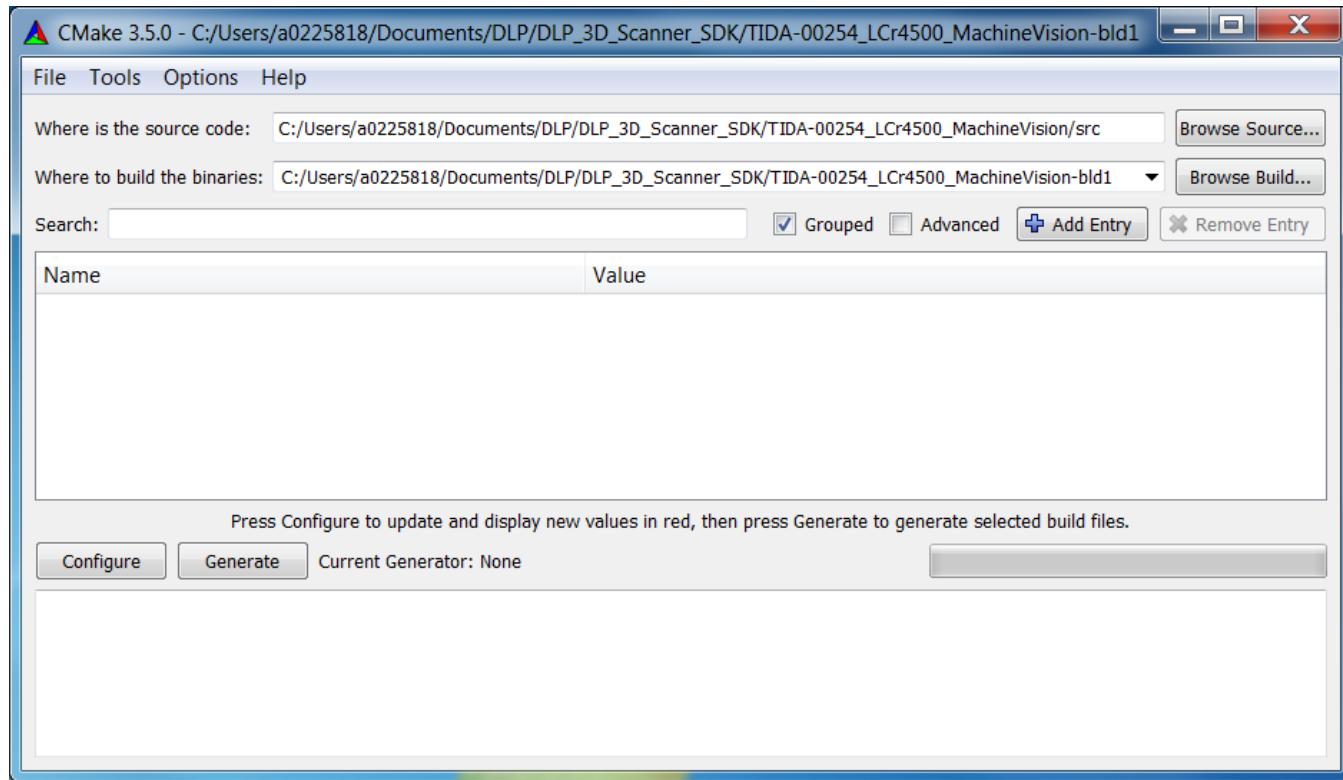
After the DLP ALC SDK has been compiled and installed, the 3D Machine Vision Reference Design source code can be built for further development activity beyond the binaries provided in the TI Designs. Users can modify the scanning applications to fit their own needs. As with the DLP ALC SDK, the design source code can be configured and compiled with CMake.

1. Open the start menu. Search for and run CMake as shown in [Figure 55](#).



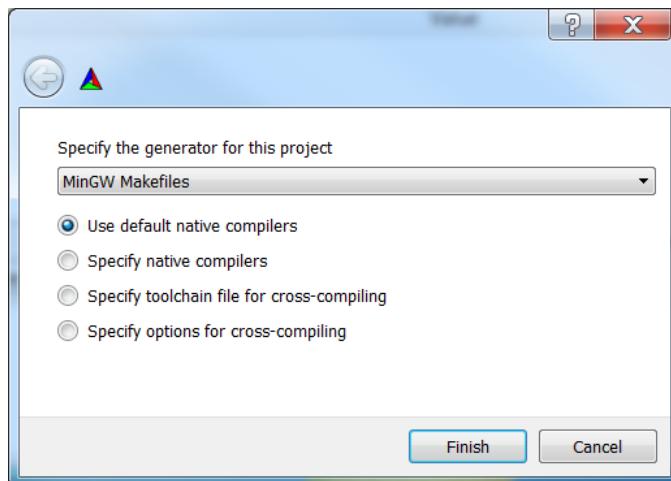
**Figure 55. Opening CMake from Start Menu**

2. Once CMake is open, browse for the reference design source code and create a new folder for the built source code. The CMake interface should look like [Figure 56](#).



**Figure 56. CMake Source and Build File Paths**

3. Next, click the "Configure" button and make sure that "MinGW Makefiles" is specified as the generator and that the "Use default native compilers" radio button is selected as shown in [Figure 57](#). Click "Finish" to initiate the configuration process.

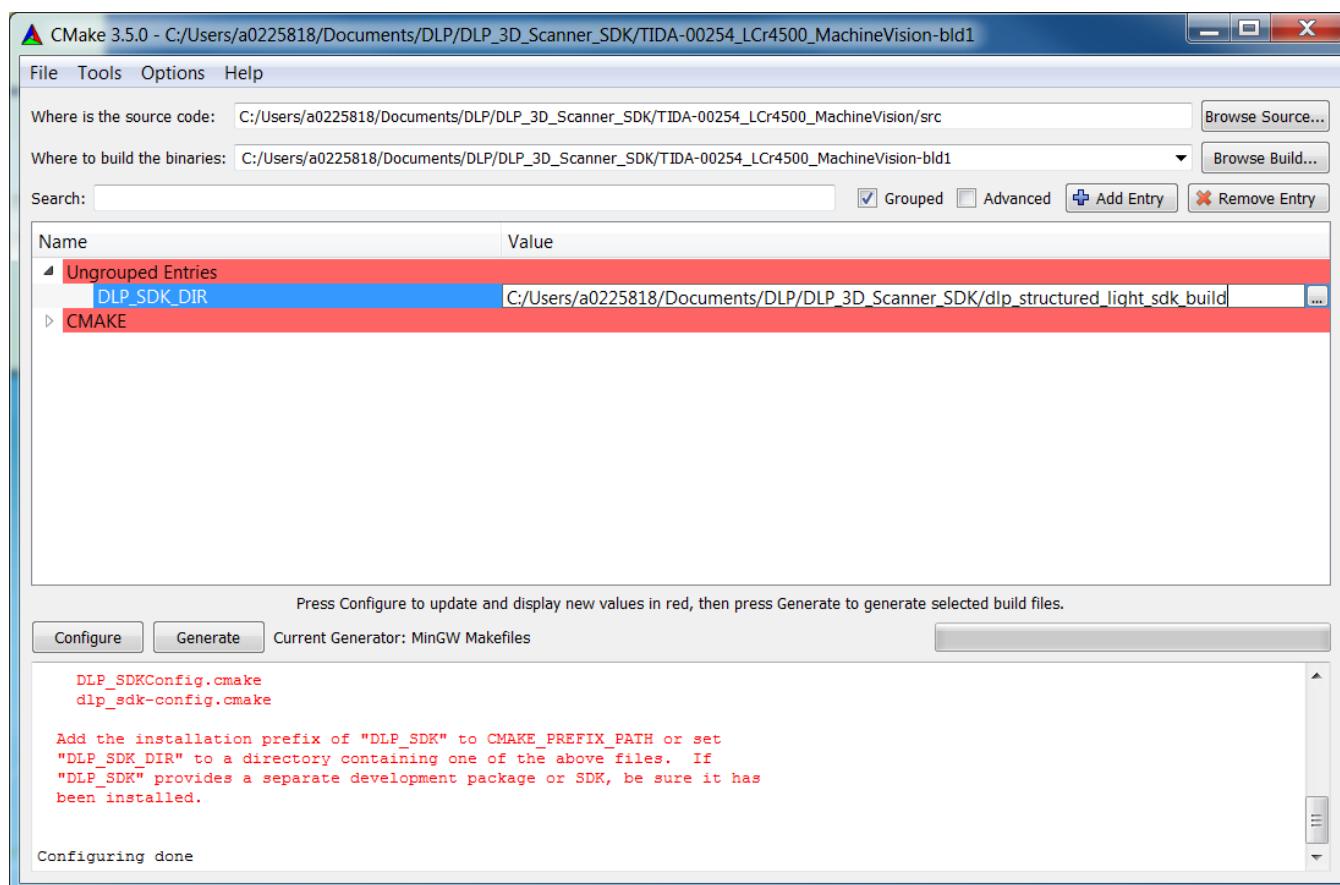


**Figure 57. CMake Configuration Options**

4. There should be no errors upon the completion of this process.

**Note:** If errors occur, you may have to point CMake to the location OpenCV and the DLP SDK.

[Figure 58](#) shows browsing for the path of the DLP SDK. Click "Configure" to continue. [Figure 59](#) shows browsing for OpenCV. Click "Configure" again and there should be no further errors. [Figure 60](#) indicates what CMake will look like once configuration is complete.



**Figure 58. Browsing for DLP SDK**

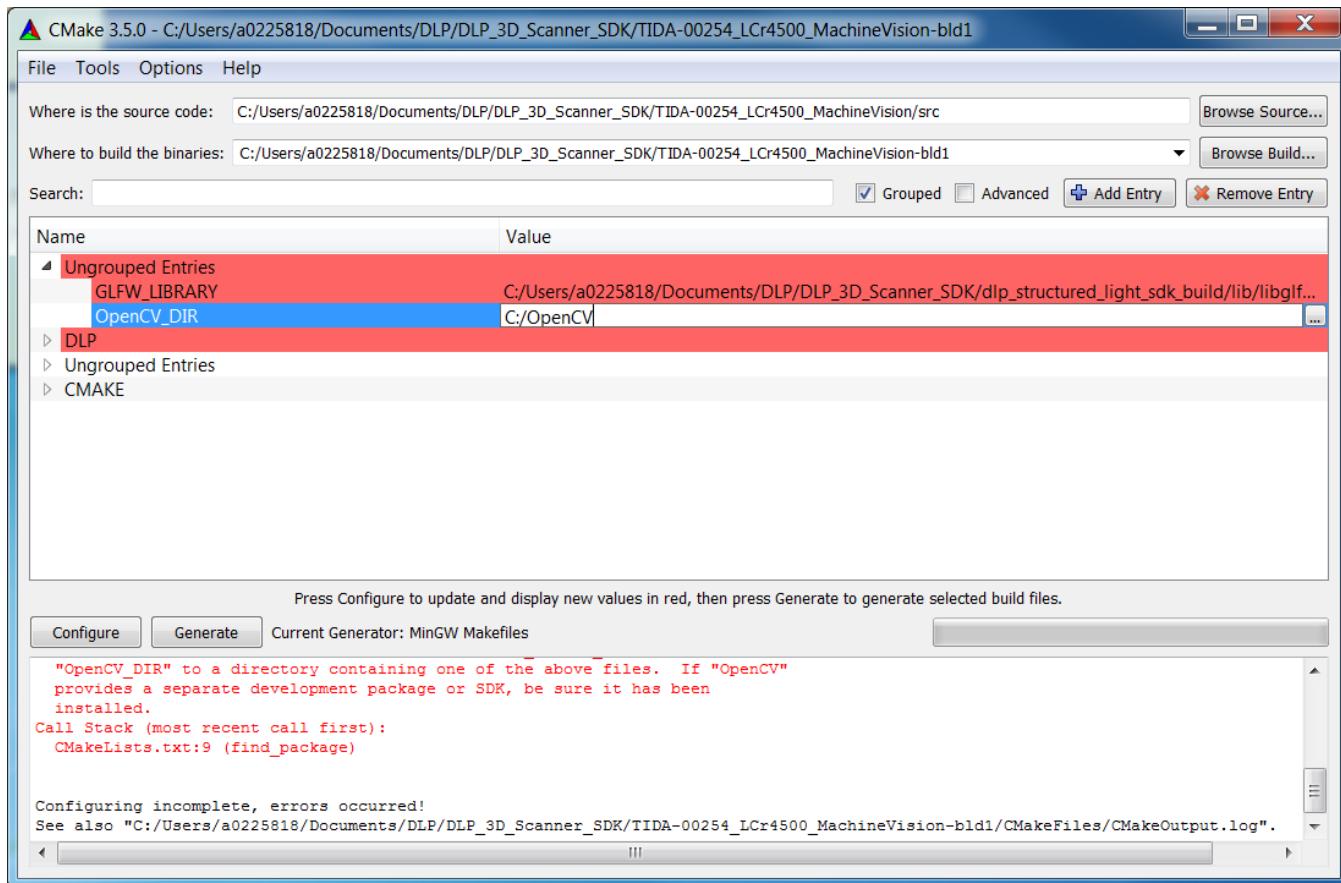
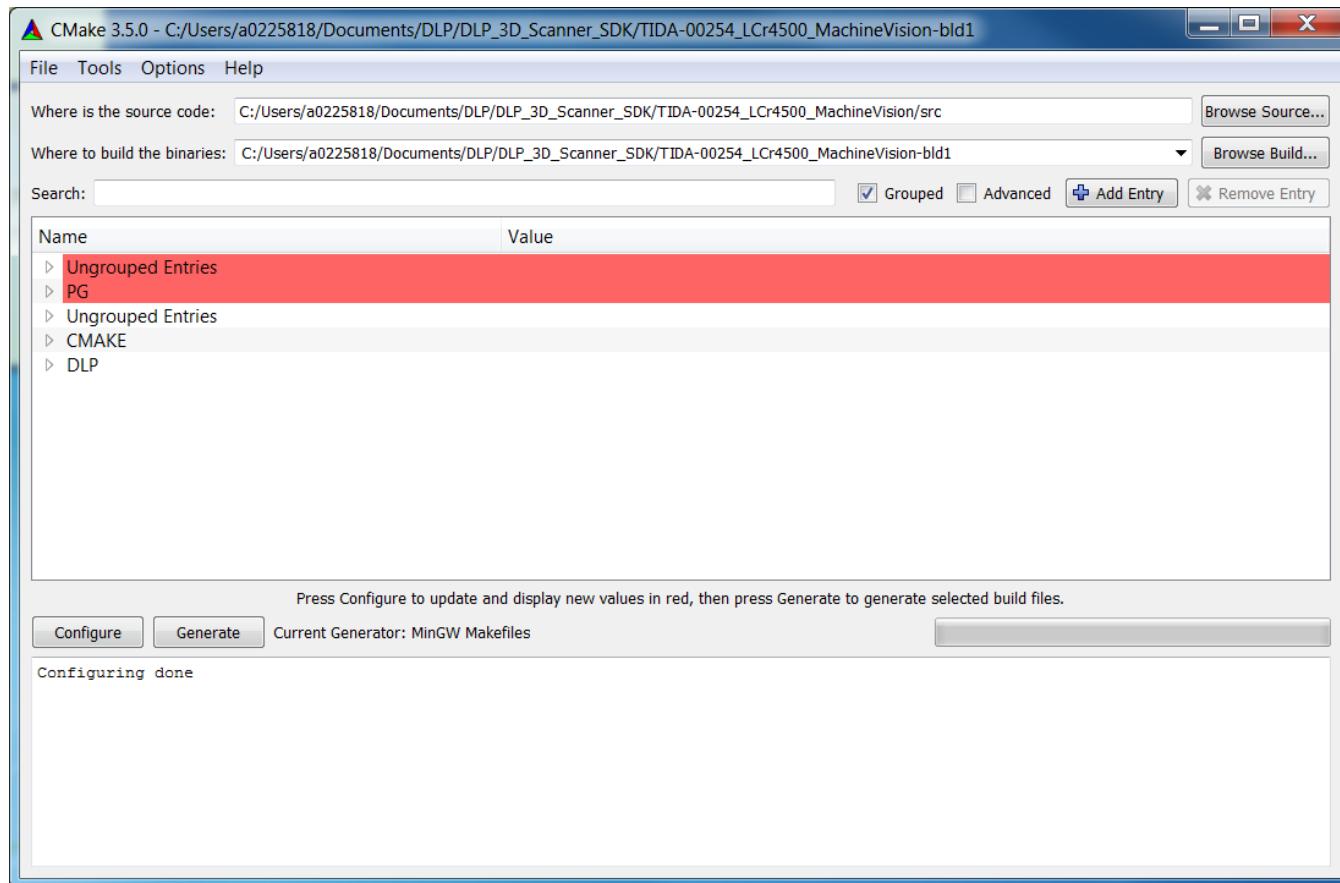
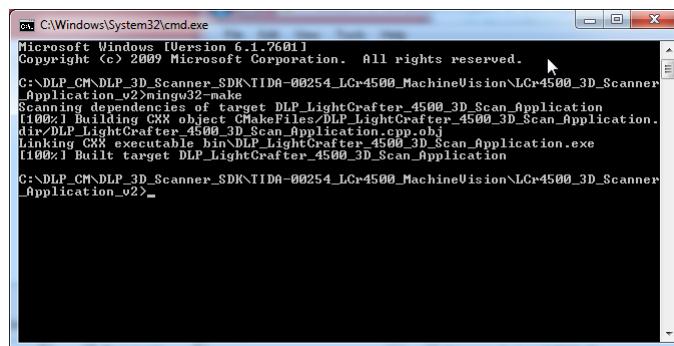


Figure 59. Browsing for OpenCV in CMake

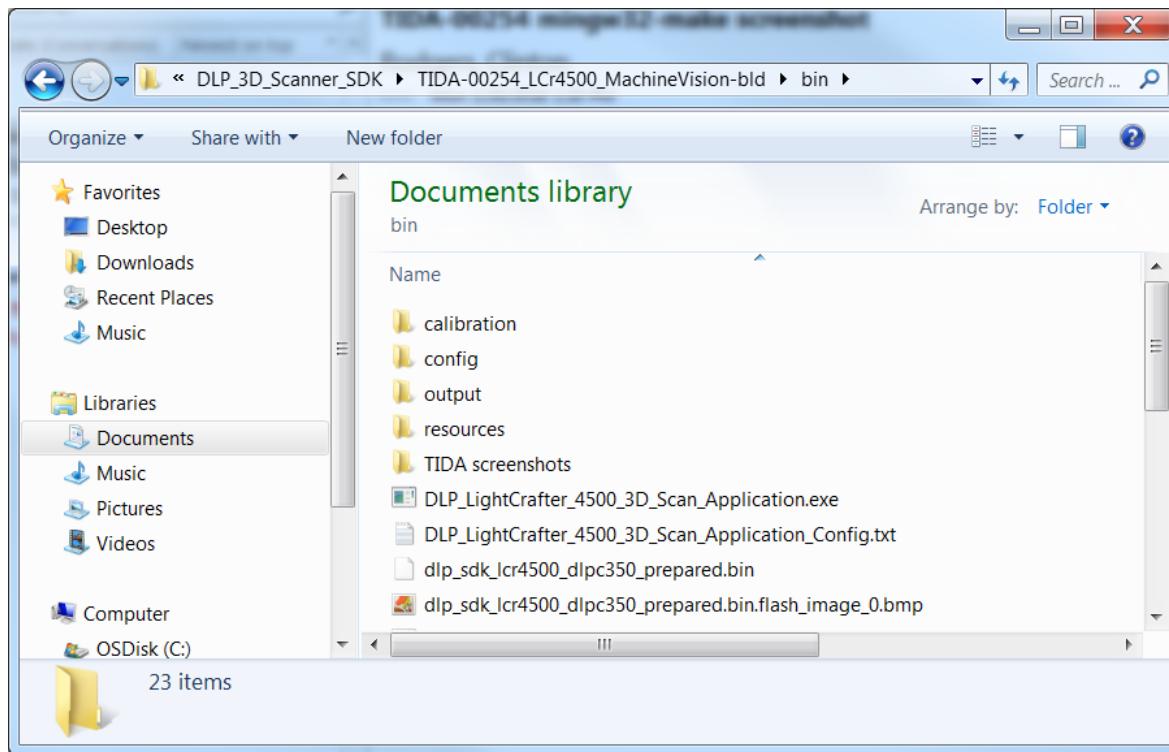


**Figure 60. CMake Configure Complete**

- Once the configuration is complete, click "Generate."
- Open a command line window in the build folder and run the command "mingw32-make" as shown in [Figure 61](#). This will create the executable which can be found in the binary folder as seen in [Figure 62](#).



**Figure 61. Creating the Executable**



**Figure 62. Executable Location**

7. Before the TI Design can be run, the DLLs from [Figure 53](#) must be copied into the \bin folder inside the built code folder for the TI Design. An example path is C:\TexasInstruments-DLP\DLPC-ALC-LIGHTCRAFTER-SDK-2.0\TIDA-00254\_LCr4500\_MachineVision\_bld\bin.
8. Once the DLLs have been copied, the 3D Scanner program may now be run from the build folder.

## 10 Conclusion

The required software and source code is now installed and built to properly use the DLP ALC SDK. An example of building the source code for a TI Design has been demonstrated. For specifics on running [TIDA-00254](#), [TIDA-00362](#), and [TIDA-00361](#), please see the user's guides for those designs.

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**NOTE:**

EXPOSURE TO ELECTROSTATIC DISCHARGE (ESD) MAY CAUSE DEGRADATION OR FAILURE OF THE EVALUATION KIT; TI RECOMMENDS STORAGE OF THE EVALUATION KIT IN A PROTECTIVE ESD BAG.

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### 3 Regulatory Notices:

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##### 3.1.1 Notice applicable to EVMs not FCC-Approved:

**FCC NOTICE:** This kit is designed to allow product developers to evaluate electronic components, circuitry, or software associated with the kit to determine whether to incorporate such items in a finished product and software developers to write software applications for use with the end product. This kit is not a finished product and when assembled may not be resold or otherwise marketed unless all required FCC equipment authorizations are first obtained. Operation is subject to the condition that this product not cause harmful interference to licensed radio stations and that this product accept harmful interference. Unless the assembled kit is designed to operate under part 15, part 18 or part 95 of this chapter, the operator of the kit must operate under the authority of an FCC license holder or must secure an experimental authorization under part 5 of this chapter.

##### 3.1.2 For EVMs annotated as FCC – FEDERAL COMMUNICATIONS COMMISSION Part 15 Compliant:

#### CAUTION

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

#### FCC Interference Statement for Class A EVM devices

*NOTE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.*

#### FCC Interference Statement for Class B EVM devices

*NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:*

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

#### 3.2 Canada

##### 3.2.1 For EVMs issued with an Industry Canada Certificate of Conformance to RSS-210 or RSS-247

#### Concerning EVMs Including Radio Transmitters:

This device complies with Industry Canada license-exempt RSSs. Operation is subject to the following two conditions:

(1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

#### Concernant les EVMs avec appareils radio:

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

#### Concerning EVMs Including Detachable Antennas:

Under Industry Canada regulations, this radio transmitter may only operate using an antenna of a type and maximum (or lesser) gain approved for the transmitter by Industry Canada. To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that the equivalent isotropically radiated power (e.i.r.p.) is not more than that necessary for successful communication. This radio transmitter has been approved by Industry Canada to operate with the antenna types listed in the user guide with the maximum permissible gain and required antenna impedance for each antenna type indicated. Antenna types not included in this list, having a gain greater than the maximum gain indicated for that type, are strictly prohibited for use with this device.

#### Concernant les EVMs avec antennes détachables

Conformément à la réglementation d'Industrie Canada, le présent émetteur radio peut fonctionner avec une antenne d'un type et d'un gain maximal (ou inférieur) approuvé pour l'émetteur par Industrie Canada. Dans le but de réduire les risques de brouillage radioélectrique à l'intention des autres utilisateurs, il faut choisir le type d'antenne et son gain de sorte que la puissance isotope rayonnée équivalente (p.i.r.e.) ne dépasse pas l'intensité nécessaire à l'établissement d'une communication satisfaisante. Le présent émetteur radio a été approuvé par Industrie Canada pour fonctionner avec les types d'antenne énumérés dans le manuel d'usage et ayant un gain admissible maximal et l'impédance requise pour chaque type d'antenne. Les types d'antenne non inclus dans cette liste, ou dont le gain est supérieur au gain maximal indiqué, sont strictement interdits pour l'exploitation de l'émetteur

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1. Use EVMs in a shielded room or any other test facility as defined in the notification #173 issued by Ministry of Internal Affairs and Communications on March 28, 2006, based on Sub-section 1.1 of Article 6 of the Ministry's Rule for Enforcement of Radio Law of Japan,
2. Use EVMs only after User obtains the license of Test Radio Station as provided in Radio Law of Japan with respect to EVMs, or
3. Use of EVMs only after User obtains the Technical Regulations Conformity Certification as provided in Radio Law of Japan with respect to EVMs. Also, do not transfer EVMs, unless User gives the same notice above to the transferee. Please note that if User does not follow the instructions above, User will be subject to penalties of Radio Law of Japan.

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