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Very simple open device and show live video in C++

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In case you use Microsoft Visual Studio C++ and IC Imaging Control 3.4, then you start at <https://theimagingsource.deskpro.com/en/kb/articles/creating-a-visual-studio-c-project-with-ic-imaging-control>

IC Imaging Control 3.4 can be downloaded from <https://www.theimagingsource.com/support/downloads-for-windows/software-development-kits-sdks/icimagingcontrol/>

The main() is simple:

```
int main(int argc, char* argv[])
{
    DShowLib::InitLibrary();
    atexit( ExitLibrary );
    Grabber grabber;
    grabber.openDev("DFK 33UX183");
    if( !grabber.isDevValid()
    {
        return -1;
    }
    grabber.setVideoFormat("RGB24 (640x480)");
    grabber.startLive();
    std::cout << "Press any key to continue!" << std::endl;
    std::cin.get();
    grabber.stopLive();
    return 0;
}
```

In case you use another C++ environment and the C Wrapper DLL from <https://www.theimagingsource.com/support/downloads-for-windows/software-development-kits-sdks/tisgrabberdll/>:

```
#include <stdio.h>
#include <conio.h>
#include <tisgrabber.h>
int main()
```

```

{
    HGRABBER hGrabber; // The handle of the grabber object.
    IC_InitLibrary(NULL);
    hGrabber = IC_CreateGrabber();
    if( hGrabber )
    {
        IC_OpenVideoCaptureDevice(hGrabber,"DMK 23UV024");
        if( IC_IsDevValid(hGrabber) )
        {
            IC_SetVideoFormat(hGrabber,"RGB24 (640x480)");
            IC_StartLive(hGrabber,1);
            printf("Press any key to stop the live video\n" );
            _getch();
            IC_StopLive(hGrabber);
        }
        IC_ReleaseGrabber(&hGrabber);
    }
    return 0;
}

```

If you use Microsoft Visual Studio C++, then IC Imaging Control is recommended, because it is more sophisticated.