

# 5.4 Taurus SDK

## Introduction

This is the upper computer SDK that allows users to develop software for player control.

Supported operating systems:

- Win7/10(C/C++/C#/Java)
  - 32-bit
  - 64-bit
- Linux(C/C++/Java)
  - Ubuntu18.04
  - NeoKylin V7
  - CentOS 7.6
- Android 5.0 and later(Java)
  - armeabi-v7a
  - arm64-v8a
- Mac(C/C++/Java)
  - 10.12 and later
- iOS(C/C++)
  - 11.0 and later

## Notes

### Reasons why the T card cannot be found:

1. Multiple applications or ViPlex Express for docking the SDK are launched, causing the UDP port to be used.
2. Multiple network cards in the computer are working.
3. They are not on the same LAN. You can try to search by IP address.

### Online Manual

You can see the online manual for development at: [Taurus SDK](#)

### Linux

The caller needs to link to the thread library: -lpthread Static loading requires the caller to set QT program (qmake sample):  
CONFIG += qt