

# ESENSE SDK



## MINDFIELD ESENSE SDK FOR DEVELOPING CUSTOM MOBILE APPS (IOS/ANDROID)

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**SKU:** SDK-ESE-MOB

**Price:** €399,00

## MINDFIELD ESENSE SDK FOR DEVELOPING CUSTOM WINDOWS SOFTWARE

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**SKU:** SDK-ESE-WIN

**Price:** €249,00

The `IMindfieldESENSE` interface is implemented with Microsoft .NET Framework 4.5.2. Take a look at the `IMindfieldESENSE.cs` to consider a fully working example of the SDK.

- Reference the Class Library `IMindfieldESENSE.dll` in your project.
- Import Namespace `MindfieldESENSE` in your project.  
`using MindfieldESENSE;`
- Create any instance of `IMindfieldESENSE` in your project.  
`IMindfieldESENSE mfe = new MindfieldESENSE();`
- Create any instance of `IMindfieldESENSE` in your project, use `using` keyword to get the `IMindfieldESENSE` interface, use the `using` keyword to get the `IMindfieldESENSE` interface.  
`IMindfieldESENSE mfe = new MindfieldESENSE();`
- Subscribe to `IMindfieldESENSE` interface events. The event is fired multiple times a second and returns the `IMindfieldESENSE` interface.  
`IMindfieldESENSE mfe = new MindfieldESENSE();`
- Start `IMindfieldESENSE` interface.  
`IMindfieldESENSE mfe = new MindfieldESENSE();`
- When done, either stop or dispose `IMindfieldESENSE` interface.  
`IMindfieldESENSE mfe = new MindfieldESENSE();`