



Player One Astronomy

Manually replace the SDK manual

Revision 3.9.0

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Introduction

Typically, after a new SDK is released, various astronomy software applications will also be updated shortly thereafter to support the new SDK. Therefore, if you have any of the following needs, please manually update the SDK according to this manual:

1. If you wish to experience the latest SDK and any potential new features more quickly.
- 2.If camera is not recognized by the software, you can try manually installing the driver.
- 3.If you want to fix potential issues by manually replacing the SDK.

This manual uses N.I.N.A., SharpCap, and FireCapture as examples to illustrate the replacement process. Users of other astronomy software may also refer to this guide.

Before manually updating, please visit official website to download the latest SDK files, as shown in Figure 1:

<https://player-one-astronomy.com/service/software/>

Home » Service » Software

Native Driver				
Camera Driver	Only Windows users must install the native driver to use the camera. (Windows7SP1 or later) Looking for the driver on Windows on ARM ? Please check this: Camera native driver on Windows11 on arm (Windows11 in Parallels on Apple silicon Mac)	V1.5.3.21	Released: 2025/03/28	Download
Camera SDK	SDK is provided for developers to do secondary development based on Player One cameras. (The Raspberry Pi version SDK has been merged into the Linux version)	V3.9.0 History	Released: 2025/09/01	Windows Linux Mac OS Rasp Pi LabVIEW

Figure 1

N.I.N.A

First, open the camera via the SDK in N.I.N.A. and check the current SDK version, as shown in Figure 2.

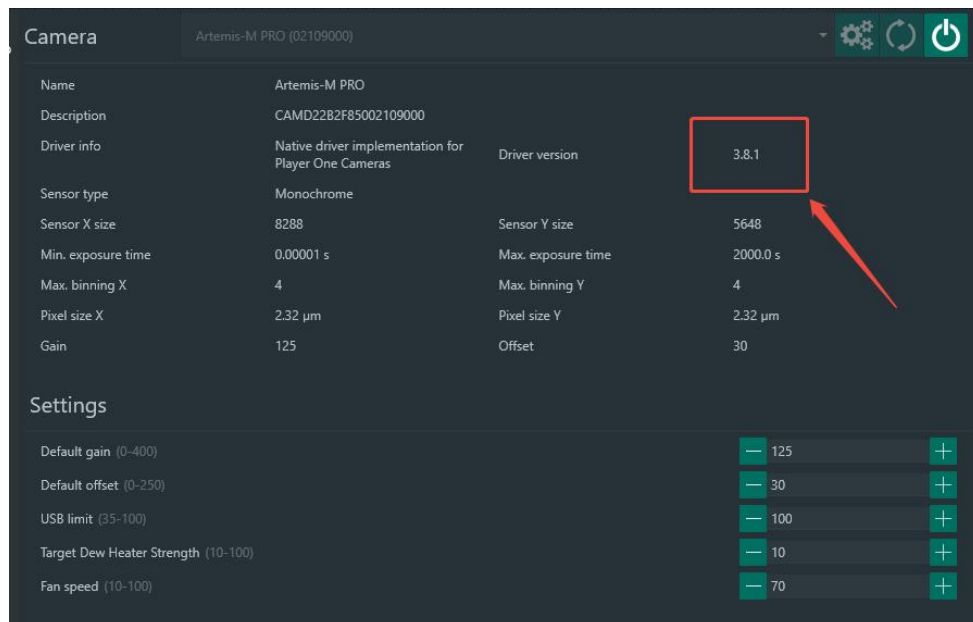


Figure 2

Close N.I.N.A. Right-click on the N.I.N.A icon on the desktop and select "Open File Location", or directly enter the following address in the File Explorer:

C:\Program Files\N.I.N.A. - Nighttime Imaging 'N' Astronomy

This will take you to the default installation directory of N.I.N.A., as shown in Figure 3.



Figure 3

Navigate to the "External" folder within this directory, then enter the "x64" subfolder, and finally locate the "PlayerOne" folder. This folder contains the SDK files for Player One cameras, as shown in Figure 4.

Full path:

C:\Program Files\N.I.N.A. - Nighttime Imaging 'N' Astronomy\External\x64\PlayerOne



Figure 4

Extract the downloaded SDK file from the official website. navigate into the "lib" folder, then enter the "x64" subfolder, and copy the DLL file(s) within it, as shown in Figure 5.



Figure 5

Please paste the copied DLL file(s) into the "PlayerOne" folder mentioned earlier (as shown in Figure 4), replacing the existing file(s).

Restart N.I.N.A., connect your camera, and you will see that the driver version has been updated to 3.9.0, along with new HDR features added for the Uranus camera in the driver version, as shown in Figure 6.

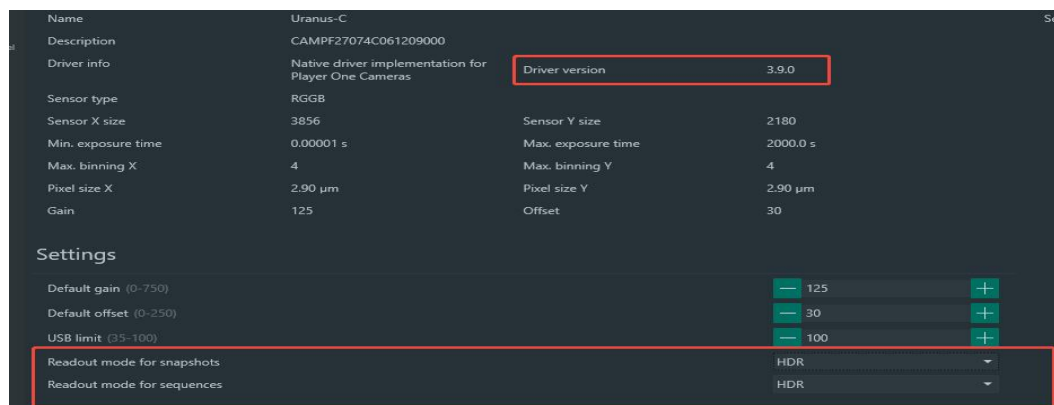


Figure 6

SharpCap

Please Right-click the SharpCap icon on your desktop and select "Open file location", or directly enter the following path in File Explorer:

C:\Program Files\SharpCap 4.1 (64 bit)

Note: If you have installed the 32-bit version, the directory should be:

C:\Program Files(x86)\SharpCap 4.1

This will take you to the default installation directory of SharpCap, as shown in Figure 7.

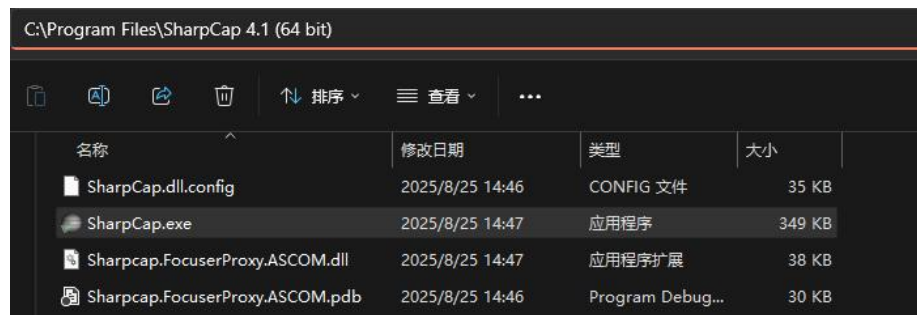


Figure 7

You will see the **PlayerOneCamera.dll** driver file located directly in this directory, as shown in Figure 8.



Figure 8

Simply replace this file. Extract the SDK package downloaded from the official website, navigate into the "lib" folder, then enter the "x64" subfolder, and copy the DLL file within it, as shown in Figure 9.

Note: If you are using the 32-bit version, navigate into the "x86" subfolder instead and copy the DLL file(s) from there.

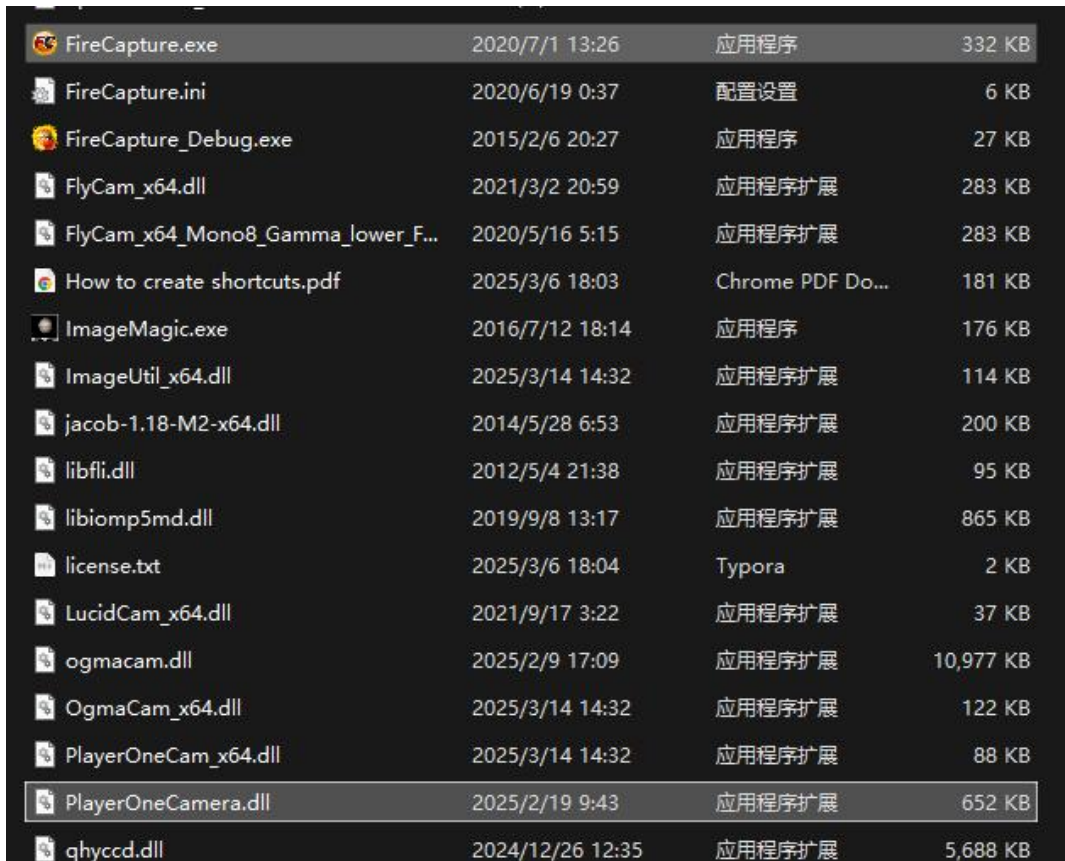


Figure 9

Paste the copied DLL file into the directory shown in Figure 8, replacing the existing file.

FireCapture

Please Right-click the FireCapture icon on your desktop and select "Open file location". You will see the PlayerOneCamera.dll driver file located directly in this directory, as shown in Figure 10.



名称	修改日期	类型	大小
FireCapture.exe	2020/7/1 13:26	应用程序	332 KB
FireCapture.ini	2020/6/19 0:37	配置设置	6 KB
FireCapture_Debug.exe	2015/2/6 20:27	应用程序	27 KB
FlyCam_x64.dll	2021/3/2 20:59	应用程序扩展	283 KB
FlyCam_x64_Mono8_Gamma_lower_F...	2020/5/16 5:15	应用程序扩展	283 KB
How to create shortcuts.pdf	2025/3/6 18:03	Chrome PDF Do...	181 KB
ImageMagic.exe	2016/7/12 18:14	应用程序	176 KB
ImageUtil_x64.dll	2025/3/14 14:32	应用程序扩展	114 KB
jacob-1.18-M2-x64.dll	2014/5/28 6:53	应用程序扩展	200 KB
libfli.dll	2012/5/4 21:38	应用程序扩展	95 KB
libiomp5md.dll	2019/9/8 13:17	应用程序扩展	865 KB
license.txt	2025/3/6 18:04	Typora	2 KB
LucidCam_x64.dll	2021/9/17 3:22	应用程序扩展	37 KB
ogmacam.dll	2025/2/9 17:09	应用程序扩展	10,977 KB
OgmaCam_x64.dll	2025/3/14 14:32	应用程序扩展	122 KB
PlayerOneCam_x64.dll	2025/3/14 14:32	应用程序扩展	88 KB
PlayerOneCamera.dll	2025/2/19 9:43	应用程序扩展	652 KB
qhyccd.dll	2024/12/26 12:35	应用程序扩展	5,688 KB

Figure 10

Simply replace this file. Extract the SDK package downloaded from the official website, navigate into the "lib" folder, then enter the "x64" subfolder, and copy the DLL file(s) within it, as shown in Figure 11.



名称	修改日期	类型	大小
PlayerOneCamera.dll	2025/8/28 13:16	应用程序扩展	433 KB
PlayerOneCamera.lib	2025/7/30 18:11	Object File Library	14 KB

Figure 11

Paste the copied DLL file into the directory shown in Figure 10, replacing the existing file.