

## New APIs for LabView applications:

There're several APIs in "MT\_USBCamera\_SDK.dll" which have a pointer to a data structure (PImageCtl) as its argument, as the data structure is "packed" in DLL, its elements are **NOT** "integer" aligned, that might be an issue for some development tools. Those APIs include:

```
SDK_API MTUSB_SetResolution( DEV_HANDLE DevHandle, PImageCtl SettingPtr);
SDK_API MTUSB_SetStartPosition( DEV_HANDLE DevHandle, PImageCtl SettingPtr);
SDK_API MTUSB_SetGain( DEV_HANDLE DevHandle, PImageCtl SettingPtr);
SDK_API MTUSB_SetExposureTime( DEV_HANDLE DevHandle, PImageCtl SettingPtr);
SDK_API MTUSB_SetGammaValue( DEV_HANDLE DevHandle, PImageCtl SettingPtr);
SDK_API MTUSB_SetShowMode( DEV_HANDLE DevHandle, PImageCtl SettingPtr);
SDK_API MTUSB_SaveFramesToFiles( DEV_HANDLE DevHandle, PImageCtl SettingPtr,
    char *FilePath, char *FileName );
```

For solving this issue, we have the following additional APIs which have completely the same features as the above APIs but have the different arguments:

```
SDK_API MTUSB_SetResolution2( DEV_HANDLE DevHandle, int Resolution, int Bin, int
    ImageRenderFitWindow);
SDK_API MTUSB_SetStartPosition2( DEV_HANDLE DevHandle, int XStart, int YStart);
SDK_API MTUSB_SetGain2( DEV_HANDLE DevHandle, int RedGain, int GreenGain, int BlueGain);
SDK_API MTUSB_SetExposureTime2( DEV_HANDLE DevHandle, int MaxExposureTimeIndex, int
    ExposureTime);
SDK_API MTUSB_SetGammaValue2( DEV_HANDLE DevHandle, int Gamma, int Contract, int Bright, int
    SharpLevel);
SDK_API MTUSB_SetShowMode2( DEV_HANDLE DevHandle, int BWMode, int HMirror, int VFlip);
SDK_API MTUSB_SaveFramesToFiles2( DEV_HANDLE DevHandle, int IsCatchRaw,
    int IsAverageFrame, int IsCatchJPEG,
    int IsRawRGBBmp, int IsCatchIgnoreSkip,
    int IsDateTimeAppend, int CatchFrames,
    int IsEnableTriggerAsGrabButton,
    char *FilePath, char *FileName );
```

**Note** that the arguments of these APIs are the same as the element in data structure pointed by PImageCtl, and they have the same definition, except that in the new APIs, we always use "integer" for all data type, including those "Boolean" type in the data structure, in this case, "0" means false, and "1" means true.