Stretch®

Stretch VRC6000 Series Display API Quick Reference Guide

Version 3.3

Description	Call	Parameters
Close display interface	sdvr_ui_close()	
Set key color	sdvr_ui_set_key_color()	sdvr_ui_color_key_t color_key
Specify raw video frame	sdvr_ui_set_yuv_buffer()	sdvr_yuv_buffer_t *yuv_buffer
Display raw video frame	sdvr_ui_draw_yuv()	sdvr_ui_hwnd_t hwnd, sdvr_ui_region_t * region
Clear region	sdvr_ui_clear_yuv()	sdvr_ui_hwnd_t hwnd, sdvr_ui_region_t * region
Draw frame around region	sdvr_ui_draw_frame()	sdvr_ui_hwnd_t hwnd, sdvr_ui_region_t region, sdvr_ui_color_key_t rgb_color, int line_style
Get display interface version	sdvr_ui_version()	sx_uint8 * major, sx_uint8 * minor, sx_uint8 * revision, sx_uint8 * build
Display video frame in one or more regions	sdvr_ui_start_video_preview()	sdvr_chan_handle_t handle, sdvr_ui_hwnd_t, wnd_handle, sdvr_ui_region_t * region, int * preview_id
Stop displaying video frame for a given display region	sdvr_ui_stop_video_preview()	sdvr_chan_handle_t h_channel_handle, int preview_id
Refresh window	sdvr_ui_refresh()	