AVIReadDShow

This shows how to use the DLL to read the embedded timestamp, capture frame rate, exposure time, etc. from RAW AVI files saved from the DLL. The camera is not required for this example.

NOTE: You will need to use the DLL or Camera Control software to create a RAW AVI file for the program to read before it can do anything. The path is hardcoded to "C:\ReadExample.avi" so the file should be saved with that name, or the code can be changed to read a file at a different location.

Most of the code pertains to DirectShow, which is beyond the scope of this document.
Anything capable of reading frames from an AVI should work for passing the frame data to the DLL functions if you don't want to use DirectShow.
However, be careful of the 1/2/4 GB size boundaries as there are still various libraries that don't handle the AVI 2.0 / OpenDML extensions that provide the ability for larger file sizes (such as AVIStreamRead and family that are part of Windows multimedia API).

NOTE: The information is embedded in an extra line at the bottom of each frame so processing, compression, and use of 3rd party AVI editors can destroy the information. If you need to maintain the information through processing it should be saved outside the AVI first.