



Machine Vision Camera SDK Plugin (DirectShow)

User Manual

User Manual

About this Manual

This Manual is applicable to Machine Vision Camera SDK Demo (DirectShow).

The Manual includes instructions for using and managing the product. Pictures, charts, images and all other information hereinafter are for description and explanation only. The information contained in the Manual is subject to change, without notice, due to firmware updates or other reasons. Please find the latest version in the company website.

Please use this user manual under the guidance of professionals.

Legal Disclaimer

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Contents

Chapter 1	Overview.....	1
Chapter 2	Configuration	2
2.1	Configure Camera Parameters	2
2.2	Register and Unregister Plugin	2
2.3	Detect Environment.....	2
Chapter 3	Example	5

Chapter 1 Overview

This manual mainly introduces the used plugin of connecting machine vision camera based on DirectShow system.

Chapter 2 Configuration

2.1 Configure Camera Parameters

Steps:

1. Open MVS, and configure the IP address and parameters of machine vision camera.

Note:

Ensure that PC and camera are on the same network segment, and camera can get streams from MVS.

2.2 Register and Unregister Plugin

Purpose:

When installing the MVS client, the plugin will be registered by default. If the operating system is 64-bit, two versions (x86 and x64) of plugins will be registered. You can perform the following steps to register and unregister the plugin manually.

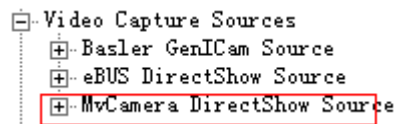
Steps:

1. Run the script register.bat as administrator to register the plugin.

Note:

The plugin is in the directory: Development\ThirdPartyPlatformAdapter\DirectShow

2. (Optional) Run the program graphedt.exe to check if the plugin is registered.



Note:

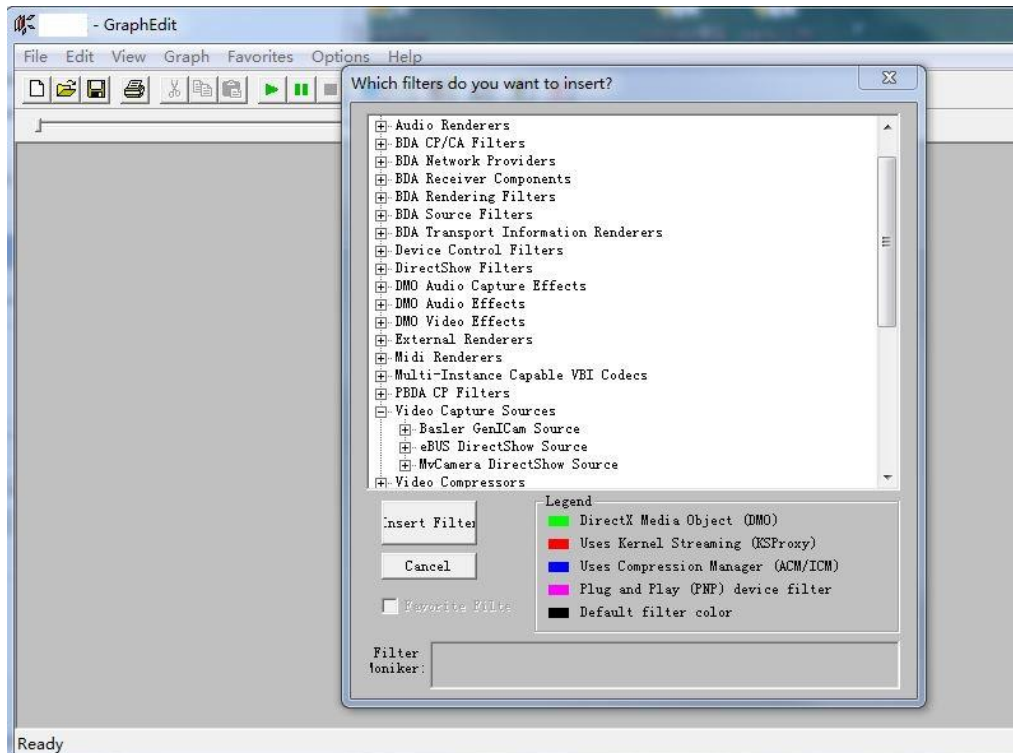
The registered plugin is in the item Video Capture Sources.

3. (Optional) Run the script unregister.bat to unregister the registered plugin.

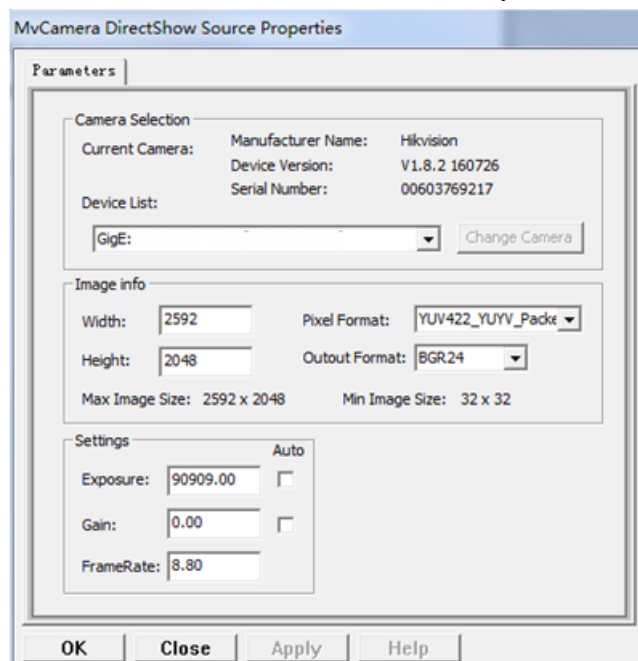
2.3 Detect Environment

Steps:

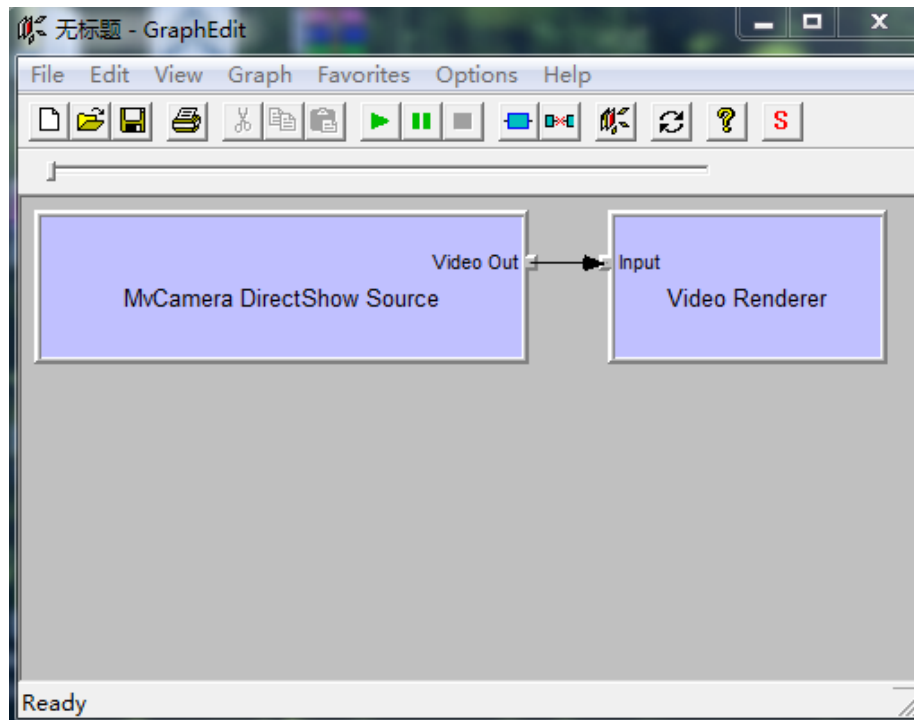
1. Run graphedt.exe software.
2. Click **Graph** and click **Insert Filters...**



3. Double-click **MvCamera DirectShow Source** in the item Video Capture Sources to select it.
4. Right-click **MvCamera DirectShow Source** and select **Filter Properties...**



5. Select the camera and set relative parameters.
6. Click **OK**.
7. Click **Graph** and click **Insert Filters...**
8. Double-click **Video Renderer** in the item DirectShow Filters to select it.



9. Connect Video Out and Input.
10. Click **Graph** and click **Play** to start live view.

Chapter 3 Example

The sample program DirectShowDisplay is provided for reference. You can get it in the path: Development\Samples\DirectShow\DirectShowDisplay.

DirectShowDisplay is a console program, and supports playing by Render. And the APIs of getting camera list, getting parameters, and setting parameters are listed in the header file MvDSSource.h for external calling. The sample program can compile version x86 and x64, corresponding to the plugin version.

