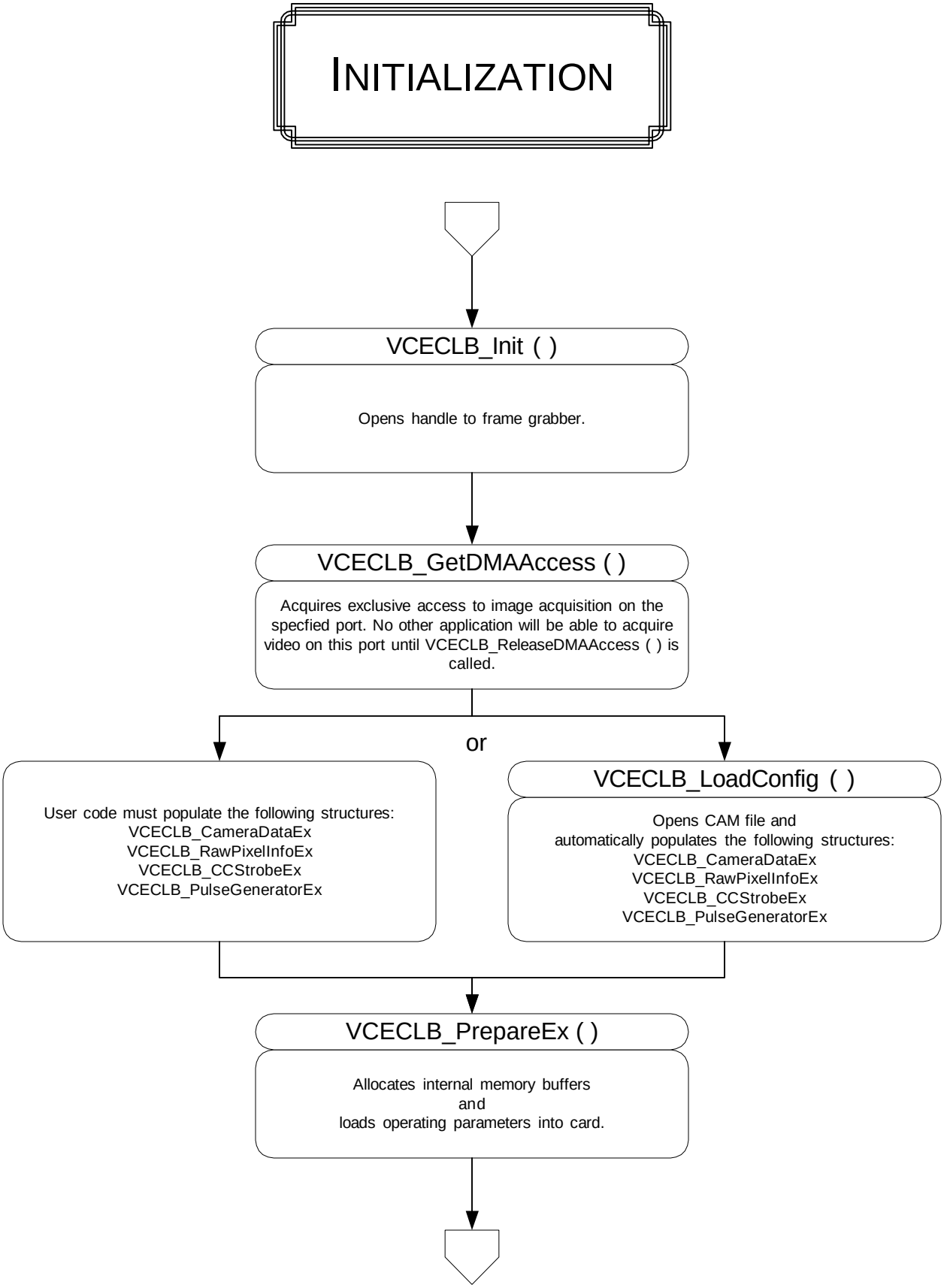
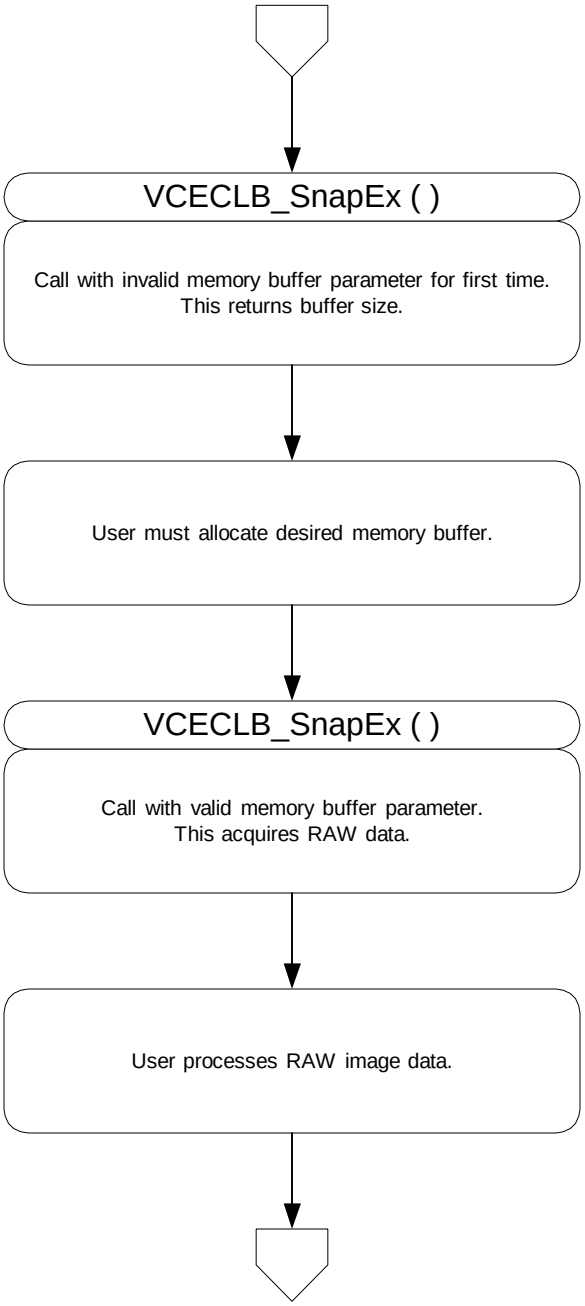

INITIALIZATION
VCECLB_Init ( )
Opens handle to frame grabber.
VCECLB_GetDMAAccess ( )
Acquires exclusive access to image acquisition on the specfied port. No other application will be able to acquire video on this port until VCECLB_ReleaseDMAAccess ( ) is called.
or
User code must populate the following structures:
VCECLB_CameraDataEx
VCECLB_RawPixelInfoEx
VCECLB_CCStrobeEx
VCECLB_PulseGeneratorEx
VCECLB_LoadConfig ( )
Opens CAM file and
automatically populates the following structures:
VCECLB_CameraDataEx
VCECLB_RawPixelInfoEx
VCECLB_CCStrobeEx
VCECLB_PulseGeneratorEx
VCECLB_PrepareEx ( )
Allocates internal memory buffers
and
loads operating parameters into card.

ACQUIRING DATA

(SINGLE **SNAP** METHOD)



UNPACKING IMAGE

or

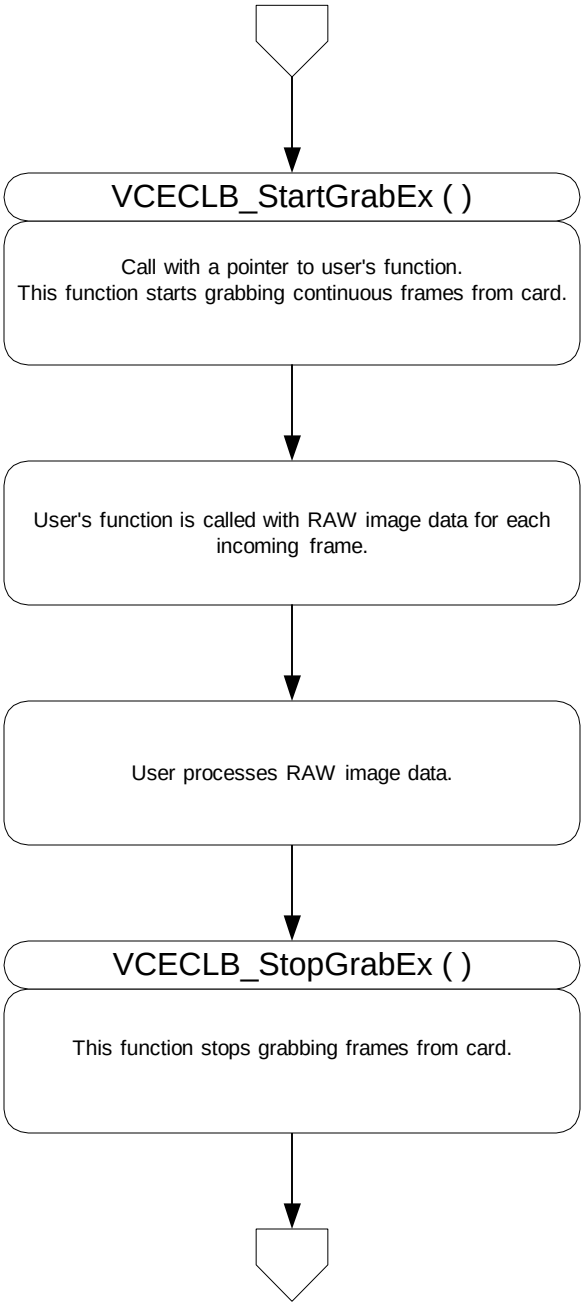
DISPLAYING IMAGE

or

SAVING IMAGE

ACQUIRING DATA

(CONTINUOUS **GRAB** METHOD)



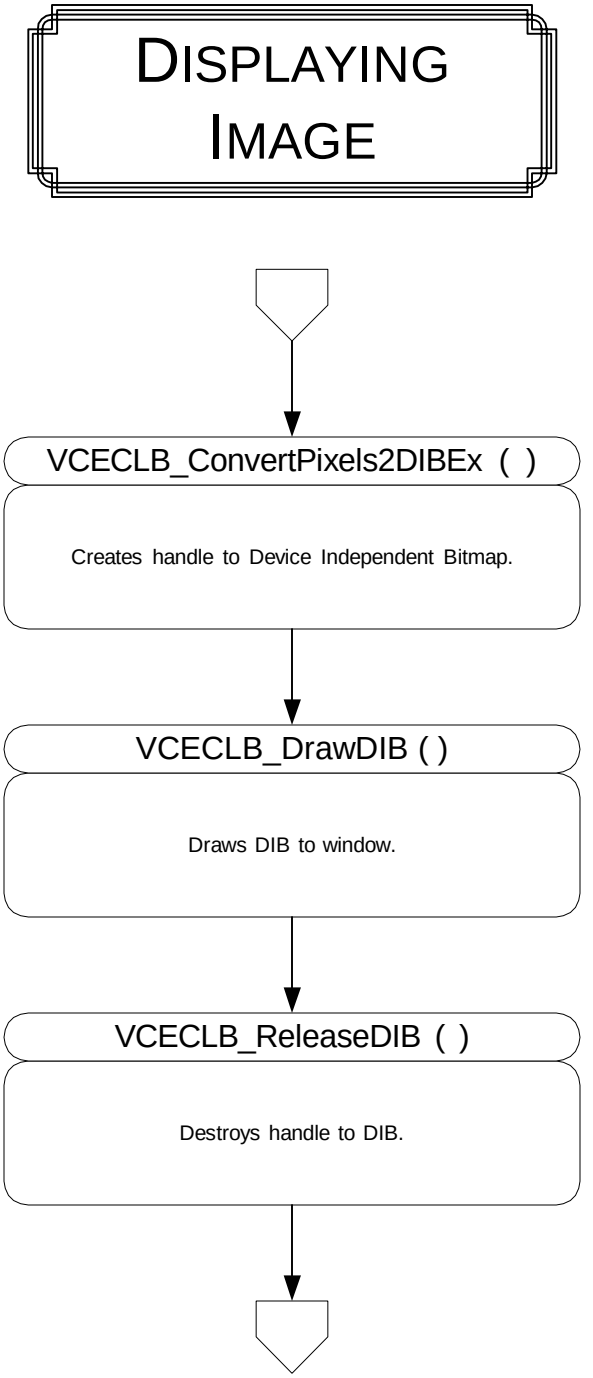
UNPACKING IMAGE

or

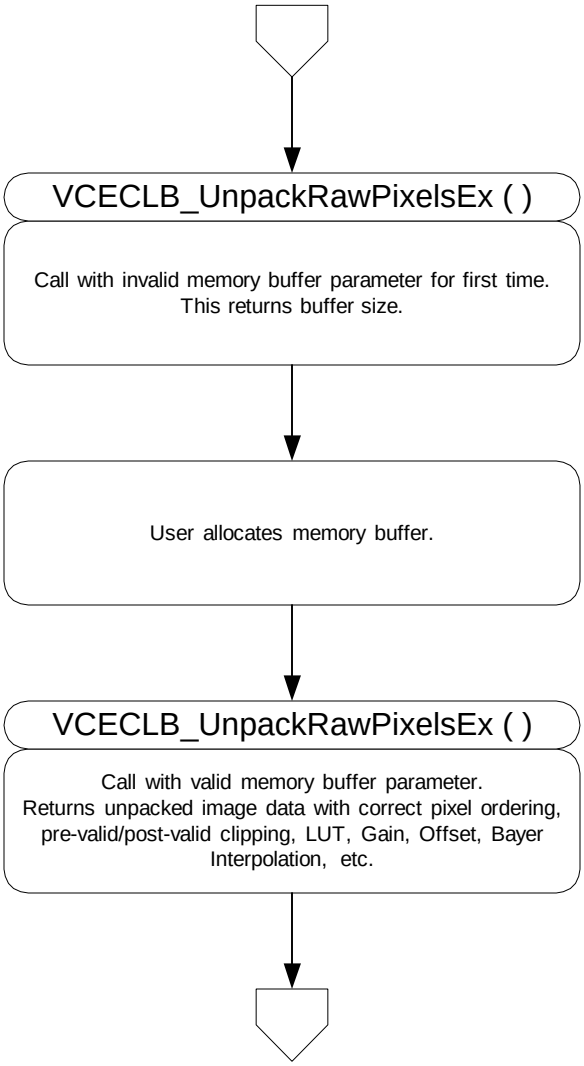
DISPLAYING IMAGE

or

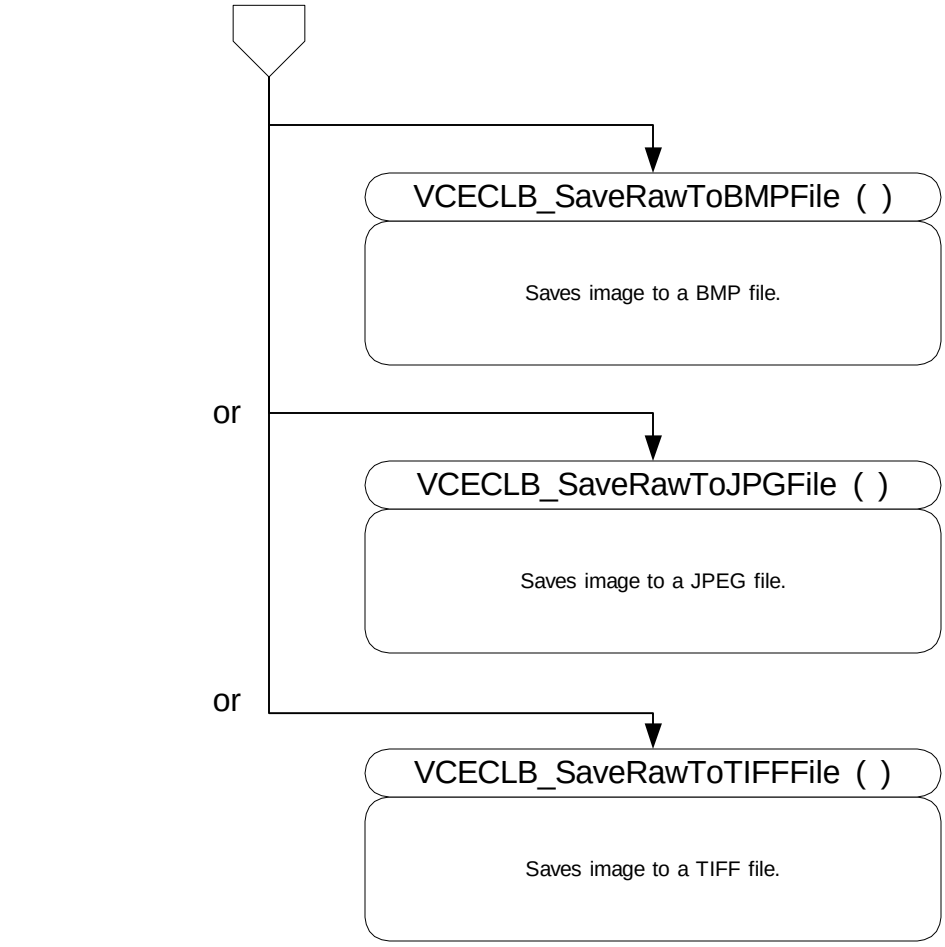
SAVING IMAGE

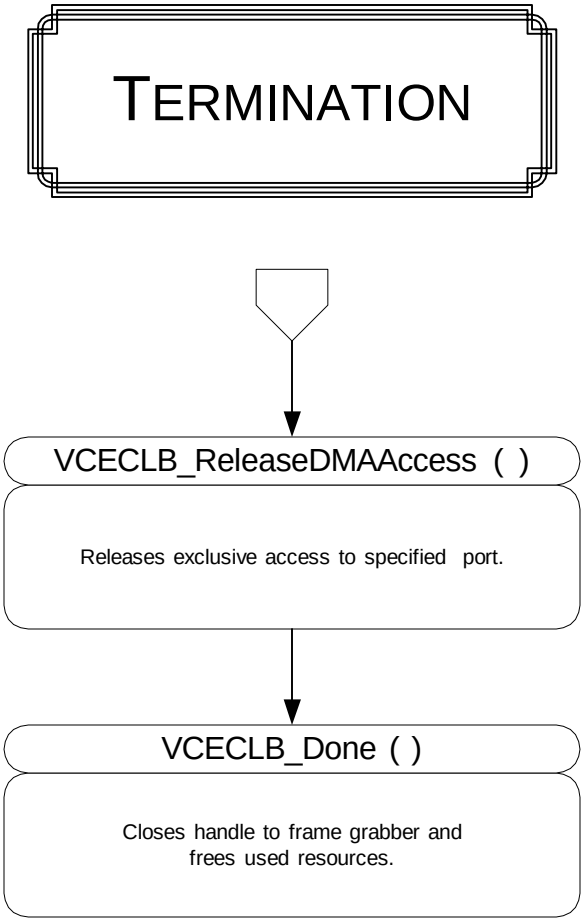

DISPLAYING IMAGE
VCECLB_ConvertPixels2DIBEx ( )
Creates handle to Device Independent Bitmap.
VCECLB_DrawDIB ( )
Draws DIB to window.
VCECLB_ReleaseDIB ( )
Destroys handle to DIB.

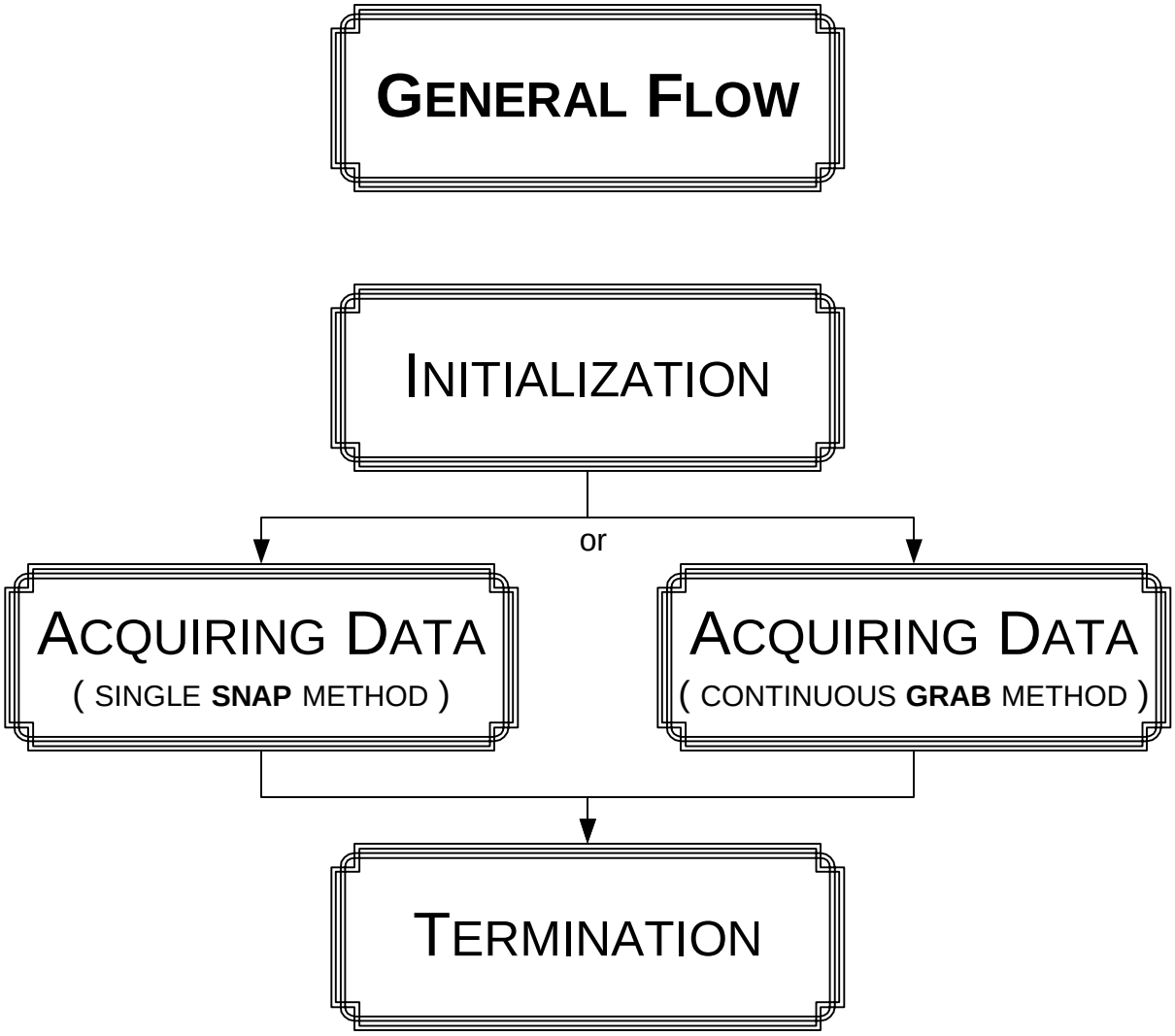
UNPACKING IMAGE



SAVING IMAGE




TERMINATION
VCECLB_ReleaseDMAAccess ( )
Releases exclusive access to specified port.
VCECLB_Done ( )
Closes handle to frame grabber and
frees used resources.


GENERAL FLOW
INITIALIZATION
or
ACQUIRING DATA
(SINGLE **SNAP** METHOD)
ACQUIRING DATA
(CONTINUOUS **GRAB** METHOD)
TERMINATION