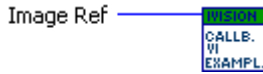**Callback_LineProfile.vi**

This callback vi is intended to be used with the "MediaFilewithCallback.vi". It shows how to calculate the line profile on the running video.
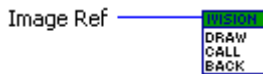
Connector Pane

DrawCallback.vi

This callback vi is intended to be used with the "IVision_CameraDemowith callback.vi" example. It shows how to draw shapes interactively on the running video.

Connector Pane

IVision_AVIBitmapMix_Example.vi

This example shows how to blend bitmap into avi file or other format media file's video. User can adjust the video position, size and alpha channel value as well as the bitmap. The bitmap could be your company's logo or other symbols.

Connector Pane

IVision_AVITextMix_Example.vi

This example shows how to blend text into avi file or other format media file's video. User can adjust the video position, size and alpha channel value as well as the text position. This example also shows how to select font and how to make the closed-captioning text effect.

Connector Pane

IVision_Blend2AVI_Open.vi

Open two media files session for video blending. The supported file format are *.avi, *.mpeg, *.asf , *.wmv and many other formats that windows media player supports. If you only wish to use one avi or media file, please wire the second avi file input the same as the first one, so that the software would know it's only one avi file available.

Connector Pane

IVision_Blend2AVIs_Example.vi

This example shows how to blend two avi files or other format media files' video together. User can adjust each video position, size and alpha channel value to create picture in picture, side by side or semi transparent blending together etc. effects.

Connector Pane

IVision_Blend2Cameras_Example.vi
This example shows how to blend two camera's live videos together. User can adjust each video position, size and alpha channel value to create picture in picture, side by side or semi transparent blending together etc. effects.

Connector Pane

IVision_Blend2Cameras_Open.vi
Open two cameras session for video blending. If you only wish to use one camera, please wire the second camera input the same as the first one, so that the software would know it's only one camera available.
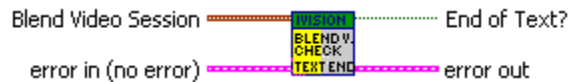
Connector Pane

Camera1 index ——— Blend Video Session Out
Camera2 index ———
error in (no error) ——— error out

IVision_BlendVideo_CheckTextEnd.vi
Check to see if the right side of the text string is out of the blending video window. Use this vi user can reset back the text string to start from the right side of the video window for the case of creating a closed-captioning effect.
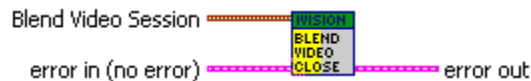
Connector Pane

Blend Video Session ——— End of Text?
error in (no error) ——— error out

IVision_BlendVideo_Close.vi
Close the video blending session for avi files or cameras.

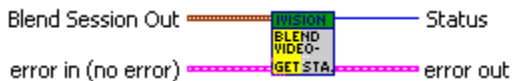**Connector Pane**

Blend Video Session ———
error in (no error) ——— error out

IVision_BlendVideo_GetStatus.vi
Get the status for video blending such as videos are running, stopping or pausing.

Connector Pane

Blend Session Out ——— Status
error in (no error) ——— error out

IVision_BlendVideo_GetVideoWindow.vi
Get video window settings such as its parent window, position, size and window name. This works for video blending window.
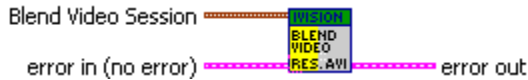
Connector Pane

BlendVideo Session ——————— IVISION BLEND V GET VID. WINDOW ——————— Video Window Settup

error in (no error) ——————— ——————— error out

IVision_BlendVideo_ResetAVI.vi
Seek the avi/media files to the beginning for video blending.

Connector Pane

Blend Video Session ——————— IVISION BLEND VIDEO RES. AVI

error in (no error) ——————— ——————— error out
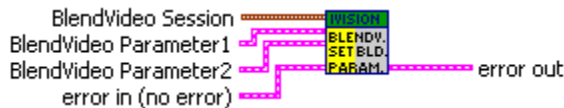
IVision_BlendVideo_SetParameter.vi
Set the blending parameters such as position, size of each video, alpha value, flipped or mirrored. With these settings user can create picture in picture, side by side, semi-transparent blended video or stroke effect etc. Works for avi videos or camera live videos.
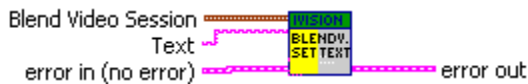
Connector Pane

BlendVideo Session ——————— IVISION BLENDV. SET BLD. PARAM.
BlendVideo Parameter1
BlendVideo Parameter2 ——————— error out
error in (no error)

IVision_BlendVideo_SetText.vi
Set the text to blend into the video window.

Connector Pane

Blend Video Session ——————— IVISION BLENDV. SET TEXT
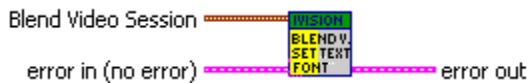Text
error in (no error) ——————— ——————— error out

IVision_BlendVideo_SetTextFont.vi
This vi will bring out a dialog box for user to select font for the blending text, such as size, style or color etc.
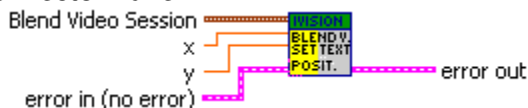
Connector Pane

Blend Video Session ——————— IVISION BLEND V. SET TEXT FONT

error in (no error) ——————— ——————— error out

IVision_BlendVideo_SetTextPos.vi
Set the blending text position.

Connector Pane

Blend Video Session ——————— IVISION BLENDV. SET TEXT POSIT.
x
y ——————— error out
error in (no error)
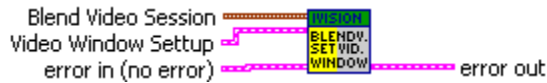
IVision_BlendVideo_SetVideoWindow.vi
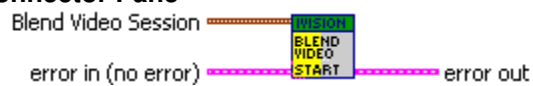Set video window settings such as its parent window, position, size and window name for video blending window.

Connector Pane

Blend Video Session
Video Window Setup
error in (no error)
error out

IVision_BlendVideo_Start.vi
Start the video blending for avi files or cameras.

Connector Pane

Blend Video Session
error in (no error)
error out

IVision_BlendVideo_Stop.vi
Stop the video blending for avi files or cameras.

Connector Pane

Blend Video Session
error in (no error)
error out
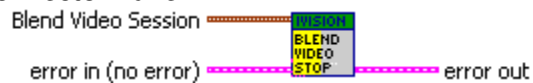
IVision_BlendVideo_ValidateFile.vi

Connector Pane

AVI File
error in (no error)
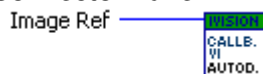error IO

IVision_CallbackAutoDraw.vi
This callback vi is intended to be used with the "IVision_CameraDemowith callback1.vi". It shows how to draw a fixed circle on the live video.

Connector Pane

Image Ref

IVision_CameraDemo3.vi
Another camera demo vi, exactly the same as IVision_CameraDemo1.vi, but add the IVision_Exitcam.vi at the end.
Just to avoid confusion when user plug and unplug cameras without reloading LabVIEW.
IVision_Exitcam.vi will clear the camera registry
in the system, so that the new cameras can be showed without exiting LabVIEW.

Connector Pane

IVision_CameraDemowith callback.vi
The example shows how to do interactive multiple objects drawing on the live video. It uses the IVision callback vi's technique.

Connector Pane

IVision_CameraDemowith callback1.vi
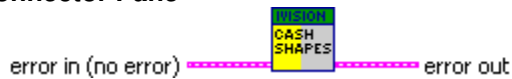This example shows how to draw a fixed circle in the live video. It uses the IVision callback vi's technique.

Connector Pane

IVision_CashDrawShapes.vi
This vi will tell the software to start cash draw shapes. See "IVision_CameraDemowith callback.vi" example and "DrawCallback.vi" for how to use it.

Connector Pane

IVision_ClearCashDrawShapes.vi
This vi will clear all the cashed shapes. See "IVision_CameraDemowith callback.vi" example and "DrawCallback.vi" for how to use it.

Connector Pane

IVision_DrawAllShapes.vi
This vi will draw all the cashed shapes. See "IVision_CameraDemowith callback.vi" example and "DrawCallback.vi" for how to use it.
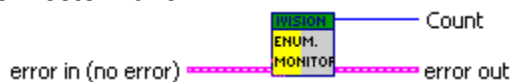
Connector Pane

IVision_EnumMonitors.vi
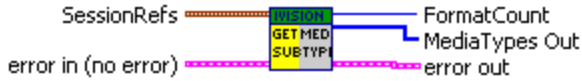Enumerate the number of monitors in the computer.

Connector Pane

IVision_GetMediaSubType.vi

This vi will bring up a video setting dialog box to control the video parameters like size of frame, frame rate, etc. And this vi will change the session cluster value, so use it's output session for further camera operations. The original session wil be invalidated by this vi.

Connector Pane

SessionRefs ━━━━━━━━ FormatCount
━━━━━━━━ MediaTypes Out
error in (no error) ━━━━━━━━ error out

IVision_GetMediaTypeCapability.vi
This vi will bring up a video setting dialog box to control the video parameters like size of frame, frame rate, etc. And this vi will change the session cluster value, so use it's output session for further camera operations. The original session wil be invalidated by this vi.
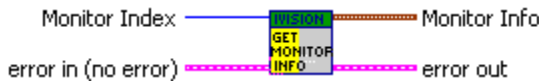
Connector Pane

SessionRefs ━━━━━━━━ Media Type Cap Out
Media Subtype
error in (no error) ━━━━━━━━ error out

IVision_GetMonitorInfo.vi
Get the monitors information such as resolution, vendor ID, Device ID, is primary monitor or not etc.

Connector Pane

Monitor Index ━━━━━━━━ Monitor Info
error in (no error) ━━━━━━━━ error out

IVision_GetMonitorInfoExample.vi
This example shows how to get the monitor's information such as resolution, number of monitors, device ID etc. in your computer.
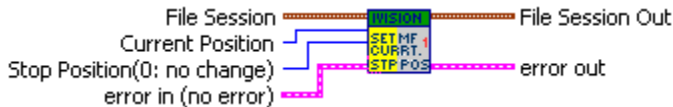
Connector Pane

IVision_MediaSetPosition1.vi
This vi set the media to a specific position. 0 for stop position means no change for stop position. Make sure you cancel media callback vi before use this function if callback vi was issued before.

Connector Pane

File Session ━━━━━━━━ File Session Out
Current Position
Stop Position(0: no change)
error in (no error) ━━━━━━━━ error out

IVision_MixCameraBmp_Example.vi
This example shows how to blend bitmap into camera's live video. User can adjust the video position, size and alpha channel value as well as the bitmap. The bitmap could be your company's logo or other symbols.

Connector Pane

IVision_MixCameraText_Example.vi
This example shows how to blend text into live video. User can adjust the video position, size and alpha channel value as well as the text position. This example also shows how to select font and how to make the closed-captioning text effect.
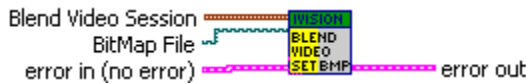
Connector Pane

IVision_SetBitmap.vi
Set the bitmap file to blend into the video window. This vi will reset the video window to be non-child window.
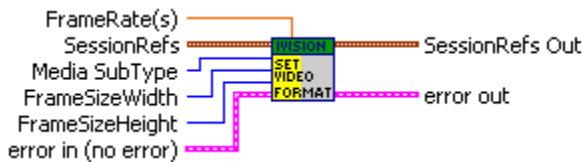
Connector Pane

IVision_SetVideoFormat.vi
This vi will set the video parameters like size of frame, frame rate, etc programmatically without using dialog box. In order to set the correct acceptable values, please first use the "Video Format" dialog (like the one used in CameraDemo vi) to see which settings you want to use. And this vi will change the session cluster value, so use it's output session for further camera operations. The original session wil be invalidated by this vi.
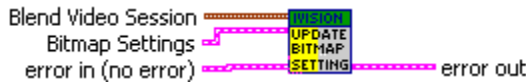
Connector Pane

IVision_UpdateBitmapSettings.vi
Set the blending parameters for bitmap such as position, size, alpha value, flipped or mirrored.

Connector Pane

MediaFilewithCallback.vi
This example shows how to use the vis for media file such as *.mpeg, *.avi, *.asf and many others that windows media player can support. It use a callback vi to draw a line on the coming video frames and calculate the line profile and update the line profiles for R, G, B and Gray channel in a graph. It also plays sound with the image if the media file has sound. User can adjust the line position on the video.
Connector Pane