

TeliCamSDK Viewer comparison

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Introduction

The viewer application available with Version (or v) 4.0.0.1 and later versions of TeliCamSDK has been upgraded.

This document describes the features and enhancements of the new viewer called TeliViewer (hereinafter “the new viewer”) and compares its functions with those of TeliU3vViewer / TeliGevViewer (hereinafter “the previous viewer”).

1. Overview

This document compares the functions of the Windows edition of the previous viewer available with TeliCamSDK Version 3.0.2.1 and earlier and the new viewer available with TeliCamSDK Version 4.0.0.1 and later. It shows the relocated functions and the enhancements added to the new viewer.

For detailed descriptions and usage of each function, see the instruction manual of the viewer application.

This document gives a comparison between the previous and new viewers (*).

[New viewer]

TeliViewer v1.0.1.1 available with TeliCamSDK v4.0.0.1

[Previous viewer]

TeliU3vViewer v1.4.9.1 / TeliGevViewer v1.3.7.1 available with TeliCamSDK v3.0.2.1 for Windows

(*) The functions might differ slightly among different versions.

2. Features and major enhancements of the new viewer


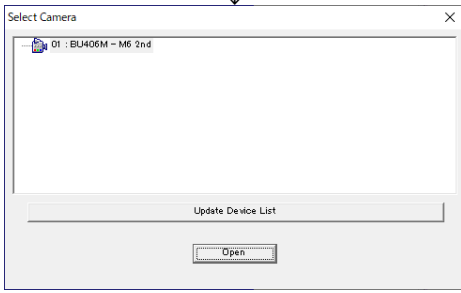
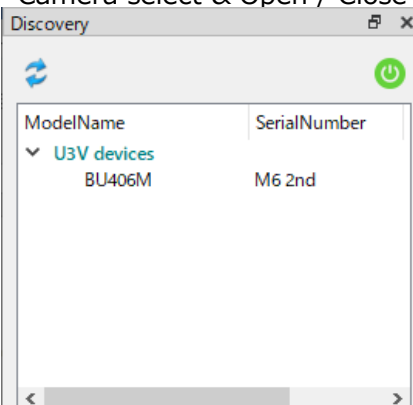




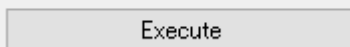


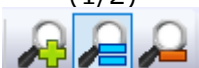
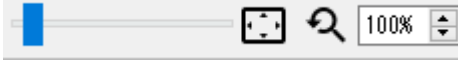
- In addition to GigE Vision (GEV) and USB3 Vision (U3V) cameras, the new viewer supports CoaXPress (CXP) cameras (*).
- The new viewer also runs on both Windows and Linux.
- The video rendering engine has been newly redesigned to realize low-load, high-frame-rate rendering.
- A single application provides connectivity with multiple cameras. A new enhancement allows you to display images from two or four cameras on a split screen.
- You can also show grid lines on an image.

(*) To connect a CXP camera, you need a frame grabber board that supports GenTL.




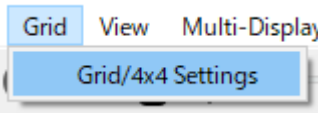
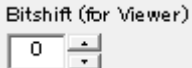
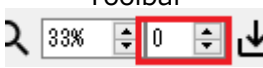
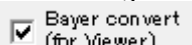
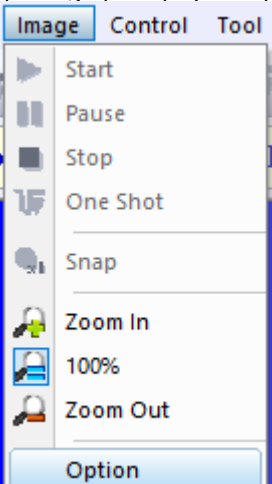
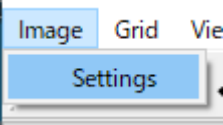
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3. Functional comparison

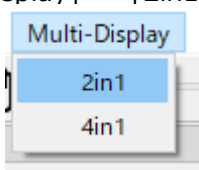







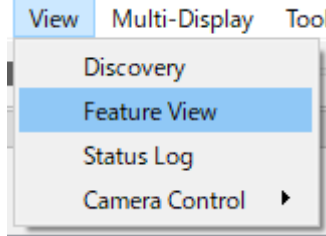


The following table gives a detailed comparison between the previous and new viewers.
(Left : the previous viewer, Right : the new viewer)

	TeliU3vViewer/TeliGevViewer	TeliViewer
OS	Windows-only edition	Windows / Linux edition
Cameras supported	U3V (TeliU3vViewer) GEV (TeliGevViewer)	U3V / GEV / CXP
Camera selection	Select camera & Open / Close  ↓ 	Camera select & Open / Close 
Stream	Play / Pause / Stop 	Play / Pause / Stop  * The right-click menu at the upper portion of the main window provides settings for the viewer.
Drag Mode / Auto Scroll Mode	none	Drag Mode : scroll the screen by dragging the mouse. Auto Scroll Mode : The screen automatically scrolls as you move the mouse cursor.  * The right-click menu at the upper portion of the main window provides settings for the viewer.
Software Triggering	Toolbar 	Inside a trigger window TriggerSoftware 
Saving still images	Saving bmp / jpeg / png / raw files 	bmp / jpeg / png /raw saving  * select whether to save grid lines.
Zooming	Enlarge (x2) / 100% / Reduce (1/2) 	Scale factor slider / Fit / 100% / Scale factor 

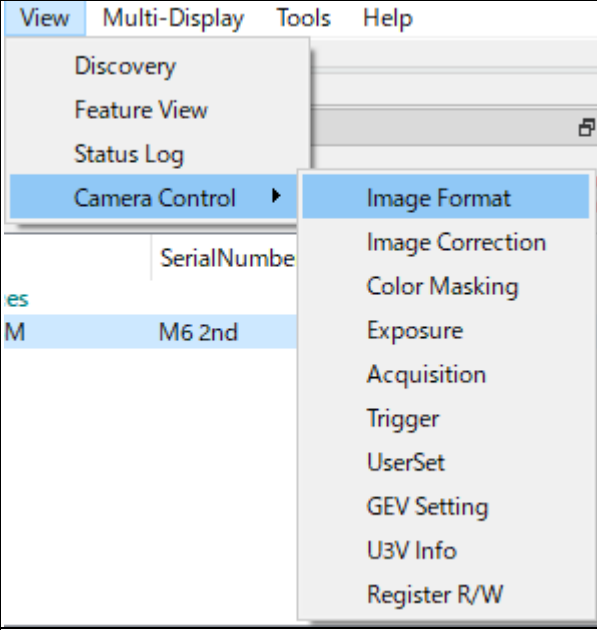








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		<p>* To zoom in or out on the current cursor position, position the mouse cursor somewhere in the main window and turn the mouse wheel while holding down the Ctrl key.</p>
Magnifying glass	none	<p>Zooming around the cursor position</p> 
Full-screen display	none	<p>Full-screen display</p> <p>* Press the Esc button to exit full-screen mode.</p>  <p>* The right-click menu at the upper portion of the main window provides settings for the viewer.</p>
Grid lines	none	<p>Adding grid lines to an image</p>  <p>Menu</p> <p>[Grid] -> [Grid/4x4 Settings]</p>  <p>* The right-click menu at the upper portion of the main window provides settings for the viewer.</p>
10/12bit Image bit-shift	<p>Inside the Image window</p> 	<p>Toolbar</p> 
Bayer conversion	<p>Inside the Image window</p> 	Always on
Video display setting	<p>Menu</p> <p>[Image] -> [Option]</p> 	<p>Menu</p> <p>[Image] -> [Settings]</p> 

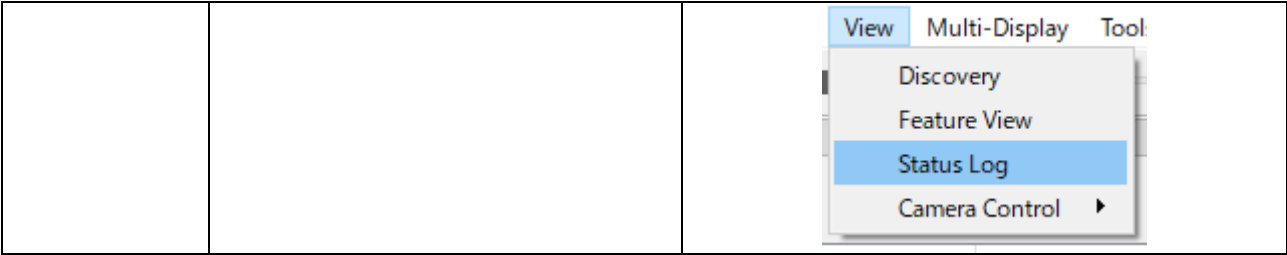
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2in1, 4in1	none	<p>Menu [Multi-Display] -> [2in1]or[4in1]</p>  <p>* Setting change : [Tools] -> [Option] screen</p>
Waveform monitor		
Vectorscope		
Saving and loading camera parameters	none	<p>Saving and reading camera parameters to/from a file</p>  <p>* Camera parameters can also be saved and read out using Feature View.</p> 
Camera parameters (All functions / GenICam)	<p>XML window</p> 	<p>Menu [View] -> [Feature View]</p>  <p>* The bookmark function is available.</p> 
Camera parameters (Video information)	<p>Inside the Image window</p> 	<p>Menu [View] -> [Camera Control] -> [Image Format]</p>

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Camera parameters (Image correction)	Feature window 	Menu [View] -> [Camera Control] -> [Image Correction]
Camera parameters (Masking)	none	Menu [View] -> [Camera Control] -> [Color Masking]
Camera parameters (Exposure)	Feature window 	Menu [View] -> [Camera Control] -> [Exposure]
Camera parameters (Acquisition)	Inside the Image window 	Menu [View] -> [Camera Control] -> [Acquisition]
Camera parameters (Trigger)	Trigger window 	Menu [View] -> [Camera Control] -> [Trigger]
Camera parameters (User Set)	Memory window 	Menu [View] -> [Camera Control] -> [User Set]
Camera parameters (GEV)	Inside the Image window 	Menu [View] -> [Camera Control] -> [GEV Setting]
Camera parameters (U3V)	none	Menu [View] -> [Camera Control] -> [U3V Info]
Camera parameters (Register control)		Menu [View] -> [Camera Control] -> [Register R/W]
Status log	Log window 	Menu [View] -> [Status Log]

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Comparison of the previous and new viewers