

WEINTEK LABS., INC.

# USB Camera and Picture View

Demo Project

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## 1. Overview and Operation

### Overview

This demo project introduces how to capture and save an image into SD card by using the USB camera feature of Video In object, and then display the saved image by using Picture View object.

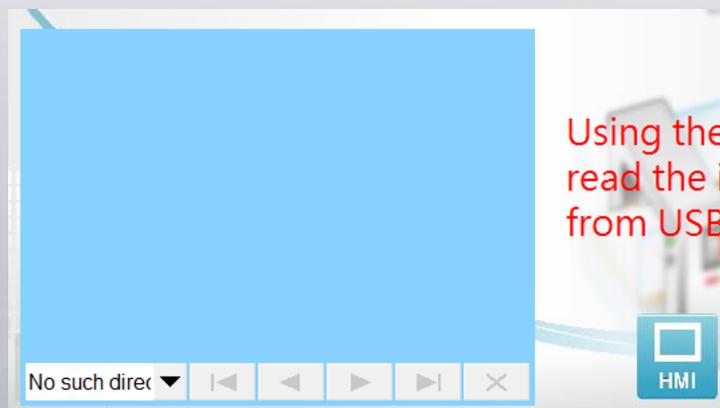
### Operation



The [PLAY], [PAUSE], and [STOP] buttons are used to control the USB camera.

Tap [PLAY] to operate USB camera or tap [Stop] to stop USB camera.

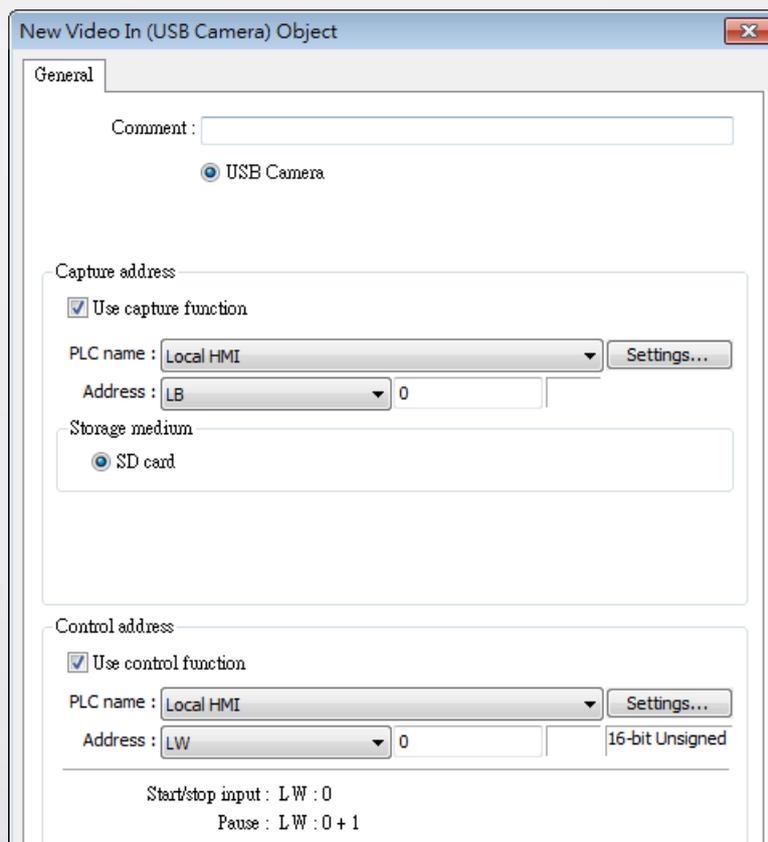
The [Retrieve photo] button on the right hand side saves the captured image into SD card. If USB camera is paused, clicking [Retrieve photo] button still captures the image, and wakes the USB camera.



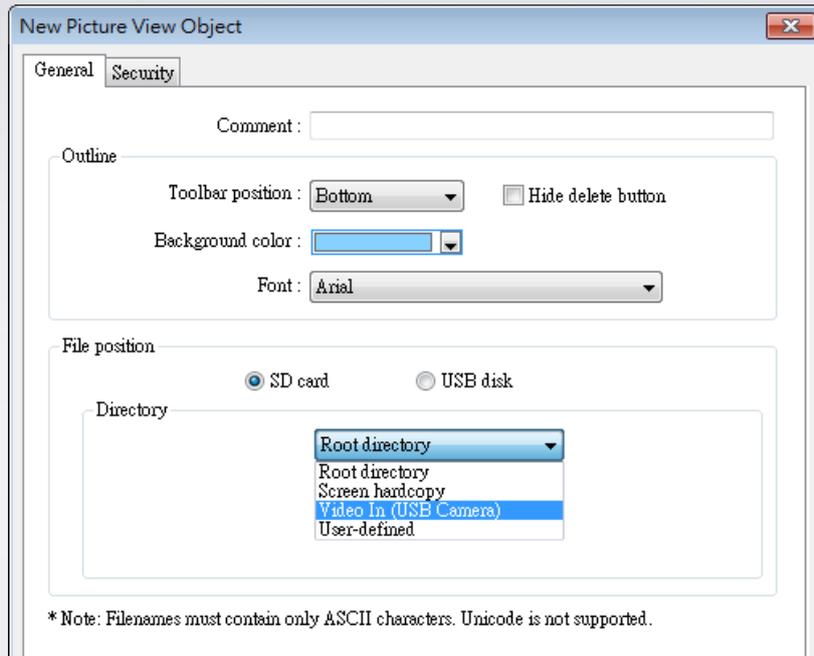
The captured imaged can be displayed by using Picture View object.

## 2. Setting up the Screen

**Step 1.** Create a Video In (USB Camera) object, and select [Use capture function] check box. Create three Set Word objects to control USB camera, and one Toggle Switch object to retrieve photo.



**Step 2.** Create a Picture View object, select [SD card] for file position, and [Video In (USB Camera)] for directory. The directory name is automatically displayed.



## 3. Addresses

The addresses of objects used in this demonstration are listed below.

| Object               | Address | Object ID | Description                    |
|----------------------|---------|-----------|--------------------------------|
| <b>Window 10</b>     |         |           |                                |
| <b>Video In</b>      | LB-0    | VI_0      | Capture address                |
|                      | LW-0    | VI_0      | Control address                |
| <b>Set Word</b>      | LW-0    | SW_0      | PLAY (Write constant value 1)  |
|                      | LW-0    | SW_2      | STOP (Write constant value 0)  |
|                      | LW-1    | SW_1      | PAUSE (Write constant value 1) |
| <b>Toggle Switch</b> | LB-0    | TS_0      | Retrieve photo                 |