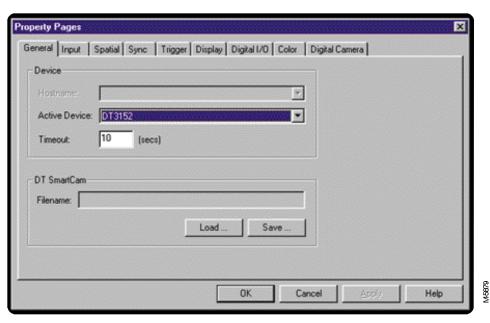
# DT-Active Open Layers 2.0

ActiveX® Controlfor Data Translation PCI Frame Grabbers

### **Key Features**

- New! Version 2.0 supports DT3130 Series and DT3120 frame grabbers.
- Comprehensive graphical user interface for Rapid Program Development.
- Support for all frame grabber functions.
- Complete online help.
- DT-Smart Cam™ feature allows you to create, save, and modify customized camera settings.
- Easily upgrade to virtually any Data Translation PCI frame grabber with little or no reprogramming.



DT-Active Open Layers is an ActiveX control that supports Data Translation PCI frame grabbers.\*

# Complete Frame Grabber Contr ol

DT-Active Open Layers™ is an ActiveX® control that offers complete frame grabber control flexibility. You can control all frame grabber functions, including triggering, video type, pixel clock rate, digital I/O, overlays, and more, via standard command scripts, property forms, or the convenient tabular interface. You can also create custom camera files by simply selecting the desired set tings in the tabular interface and viewing the results in the display win-

Why ActiveX?

dow.

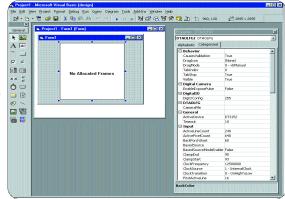
When used with graphical programming environments such as Visual Basic®, Visual C++®, Delphi®, and MATLAB®, ActiveX controls enable you

to select the "best-in-class" hardware and software components for your specific

application. ActiveX controls, with their Application Program Interfaces (API), greatly reduce implementation time and increase productivity by virtue of the Rapid Program
Development environment inherent in graphical programming applications.

# Continuous-Acquire Passthru

Continuous-acquire passthru operations allow you to continually display live image data while you acquire one or more frames of image data into a circular buffer. You can also use continuous-acquire passthru to acquire image data without displaying it if desired.



Standard Visual Basic and Visual C++ forms can also

### **DT-Active Open Layers**

OS: Microsoft Windows 98/NT 4.0/2000/ME

Type: ActiveX Control

### DT-Active Open Layers Protects Your Software Investment

DT-Active Open Layers is based on Data Translation's open standard DT-Open Layers software architecture. This standard ensures future compatibility because it provides a common driver structure among all Data Translation PCI frame grabbers. This enables you to migrate to a new frame grabber, or add additional frame grabbers, without reprogramming or loading additional controls. While many vendors often provide a different control for each frame grabber, with DT-Active Open Layers you simply plug in the new board, load the driver, and implement the new features into vour program. You don't have to re-learn new control functions or features for each board, so your development time is greatly reduced.

# **Additional Features**

- Complete online help, example programs, and context-sensitive help for all properties.
- DT-Smart Cam<sup>™</sup> feature simplifies the complex task of camera interfacing. You can create, modify, and save custom camera set-up files in a ".cam" format (property form), as well as create custom libraries.
- Support for multiple PCI frame grabbers (the same or different models) running simultaneously in one system, up to the limit of PCI slots available in your PC.
- DDI (Direct Draw) support for stationary or animated color overlays on top of live video.

# General Input Spatial Sync Trigger Display Digital I/O Color Digital Camera Frame Active Frame: 0 H Scale: 100 V Scale: 100 Passithru X Origin: 0 Y Origin: 0 Start Passithru Stop Passithru FIGB Planes Red Green Blue Overlay Number of Surfaces: 0 Allocate Surface Destroy Surface Active Surface: T Translucent Color Key Image: Browse... OK Cancel Apply Help

The easy-to-use, comprehensive tabular interface allows for rapid board and camera set-up and execution.

## System Requirements

### To run DT-Active Open Layers 2.0 you'll need:

- IBM-compatible processor (Pentium®-class, 133 MHz or faster (Pentium II recommended), with a Triton PCI chipset or better and supporting system BIOS)
- Microsoft® Windows® 98/NT 4.0/2000/ME
- 24 MB RAM (Windows 98/NT 4.0/2000/ME)
- PCI interface slot(s) for frame grabber support
- Data Translation PCI-based frame grabber
- CD-ROM drive
- DDI-compatible graphics adapter
- Microsoft Visual Basic revision 5.0 or higher, or Visual C++ revision 5.0 or higher

### Supported Data Translation frame grabbers:

- DT3152 high-accuracy variable-scan monochrome PCI frame grabber
- DT3153 low-cost composite color and S-Video PCI frame grabber
- DT3154 RGB color PCI frame grabber
- DT3155 industrial-accuracy monochrome PCI frame grabber
- DT3157 single/dual channel, 8- to 16-bit monochrome PCI interface for digital cameras.
- DT3131 composite/S-video monochrome and color, single frame grabber board for the PCI Bus
- DT3132 composite/S-video monochrome and color, double frame grabber board for the PCI Bus
- DT3133 composite/S-video monochrome and color, triple frame grabber board for the PCI Bus
- DT3120 low-cost single channel composite/S-Video monochrome and color PCI frame grabber.

### **Ordering Summary**

All Data Translation software products are covered by a 90-day warranty. For pricing information, see a current price list, visit our web site, or contact your local reseller.

DT-Active Open Layers 2.0 includes a CD-ROM and User's Manual.

DT-Active Open Layers 2.0 ActiveX Control for Data Translation
PCI Frame Grabbers, for Microsoft Windows 98/NT 4.0/2000/ME

■ SP0974-CD

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