

PLEORA TECHNOLOGIES INC.



eBUS Player

eBUS SDK Version 5.0
User Guide



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Table of Contents

About this Guide	1
What this Guide Provides.....	2
Related Guides	2
About eBUS Player.....	3
Installing and Launching eBUS Player	4
System Requirements	4
Launching eBUS Player	4
Working with eBUS Player.....	5
GigE Vision and USB3 Vision Support	5
Choosing a Driver.....	7
Comparing Drivers.....	8
Using the eBUS Driver Installation Tool	9
Configuring the Network Adapter	10
Configuring Firewalls to Allow Communication With GigE Vision Devices	11
Pleora GigE Vision Devices Support Firewall Compatibility Features.....	12
GigE Vision 1.0	12
Third-Party Devices	12
Disabling the Windows 8 Firewall	13
Disabling the Windows 7 Firewall	14
Controlling GigE Vision and USB3 Vision Devices.....	15
Connecting to a Device	16
Configuring a Persistent IP Address for a GigE Vision Device	18
Acquiring Images	20
Adjusting Image Displays	21
Reconstructing Images from a Multi-Tap Camera	22
Using the Histogram Feature to Adjust the Contrast in Images and Video.....	24
Displaying Chunk Data	26
Saving Images and Video	27
Configuring How Images are Acquired.....	29
Recording and Readout Modes, Available on Pleora Devices	30
Understanding When Images are Removed from the Onboard Memory	31
Calculating How Many Images Can be Stored in Onboard Memory	33
Reviewing the Acquisition Status	33
Configuring eBUS Player as a Controller or Data Receiver.....	34
Configuring the Stream Destination for GigE Vision Devices: Unicast or Multicast	36
Accessing the Communication Settings	37
Accessing the Device Settings	38
Connection Section	39
Acquisition Control Section	40
Display Section.....	41

Monitoring Performance	45
Using the Event Monitor	47
Using the Device Serial Ports	48
Configuring the Serial Ports	48
Setting the Baud Rate for Serial Ports	49
Establishing Communication Between a Camera and Third-Party Camera Configuration Software	52
Saving eBUS Player and Device Settings	53
Saving Your eBUS Player and Device Settings to a Configuration File	54
Saving Your eBUS Player Preferences	55
Saving Your Device Configuration Settings to the Device's Flash Memory	55
Technical Support	57

Chapter 1



About this Guide

This chapter describes the purpose and scope of this guide, and provides a list of complementary guides.

The following topics are covered in this chapter:

- [“What this Guide Provides”](#) on page 2
- [“Related Guides”](#) on page 2

What this Guide Provides

This guide provides in-depth details about setting up and using the eBUS Player software application to control your GigE Vision or USB3 Vision compliant video transmitters (cameras) and receivers.

Related Guides

The *eBUS Player User Guide* is complemented by the following guides:

Table 1: Related Guides

Guide	Details	Consult this guide when...
<i>eBUS Player Quick Start Guide for Windows, eBUS Player Quick Start Guide for OS X</i>	Provides introductory information to familiarize you with eBUS Player and provides initial setup steps.	You are using eBUS Player for the first time and want information about performing common tasks.
<i>Vision SDK to eBUS SDK Migration Guide</i>	Provides information about migrating vision system applications from Pleora's legacy Vision SDK to its new eBUS SDK.	You are migrating an existing system that is based on the Vision SDK to one based on the eBUS SDK.
<i>iPORT™ Embedded Video Interface User Guides and iPORT External Frame Grabber User Guides</i>	Provide you with the information you need to efficiently set up and start using an iPORT embedded video interface or external frame grabber to capture images from a camera.	You want to add an iPORT embedded video interface or external frame grabber to your system, or want to change the configuration settings of an embedded video interface or external frame grabber that is already part of your system.
<i>iPORT Advanced Features User Guide</i>	Provides you with the information you need to configure Pleora's powerful, advanced video interface features, which allow you to control and synchronize the external devices in your vision system solution.	You want to configure your system to trigger, route, time, and add data to the general purpose input and output (GPIO) signals that interface to camera heads and industrial sensors. You want to use the device's Programmable Logic Controller (PLC).
<i>vDisplay HDI-Pro External Frame Grabber User Guide</i>	Provides you with the information you need to efficiently set up and start using a vDisplay HDI-Pro External Frame Grabber to transmit images to a display monitor.	You want to add a vDisplay HDI-Pro External Frame Grabber to your system, or want to change the configuration settings of a vDisplay HDI-Pro External Frame Grabber that is already part of your system.

Chapter 2



About eBUS Player

eBUS Player, part of the Pleora Technologies eBUS™ SDK, is a sample application that allows you to control the parameters of GigE Vision and USB3 Vision compliant devices by providing access to the GenICam-compliant XML files built into all GigE Vision and USB3 Vision compliant devices. The XML file provides access to the GigE Vision and USB3 Vision device features, which are controlled with the GenICam API and a GenICam node map.

eBUS Player allows you to save GenICam XML information retrieved from a device; you can also load the saved GenICam XML file information to a device.

Not just a controller, eBUS Player also receives and allows you to view streaming data. While viewing the image data, you can use eBUS Player to balance the colors, and save video, images, and device configuration settings.

You can use the tools in eBUS Player to determine the optimal settings for your Vision system.

As you become more familiar with GigE Vision, USB3 Vision, and GenICam, you can continue to control your GigE Vision and USB3 Vision devices using eBUS Player, or you can build your own software application using the eBUS SDK.



Ensure that you have installed version 4.1 (or later) of the eBUS SDK on the computer.

The following topics are covered in this chapter:

- “Installing and Launching eBUS Player” on page 4
- “System Requirements” on page 4
- “Launching eBUS Player” on page 4
- “Working with eBUS Player” on page 5
- “GigE Vision and USB3 Vision Support” on page 5

Installing and Launching eBUS Player

The eBUS Player application is installed with the eBUS SDK. Follow the installation wizard prompts to install the eBUS SDK on your computer. Two separate installation packages are available for the Windows® operating system: 32-bit and 64-bit.



You can access the installation files package from the Pleora Support Center at www.pleora.com.

System Requirements

Ensure the computer on which you install the eBUS SDK meets the following recommended requirements:

- At least one Gigabit Ethernet NIC (if you are using GigE Vision devices) or at least one USB 3.0 port (if you are using USB3 Vision devices).
- One of the following operating systems:
 - Microsoft® Windows 10, 32-bit or 64-bit
 - Microsoft Windows 8.1, 32-bit or 64-bit
 - Microsoft Windows 7 with Service Pack 1 (or later), 32-bit or 64-bit
 - Windows 2008 Server with Service Pack 3 (or later), 32-bit or 64-bit
 - Windows Server 2012, 64-bit
 - Red Hat Enterprise Linux 7, 64-bit
 - CentOS 7, 64-bit
 - Ubuntu 14.04 and 16.04 LTS, 32-bit or 64-bit



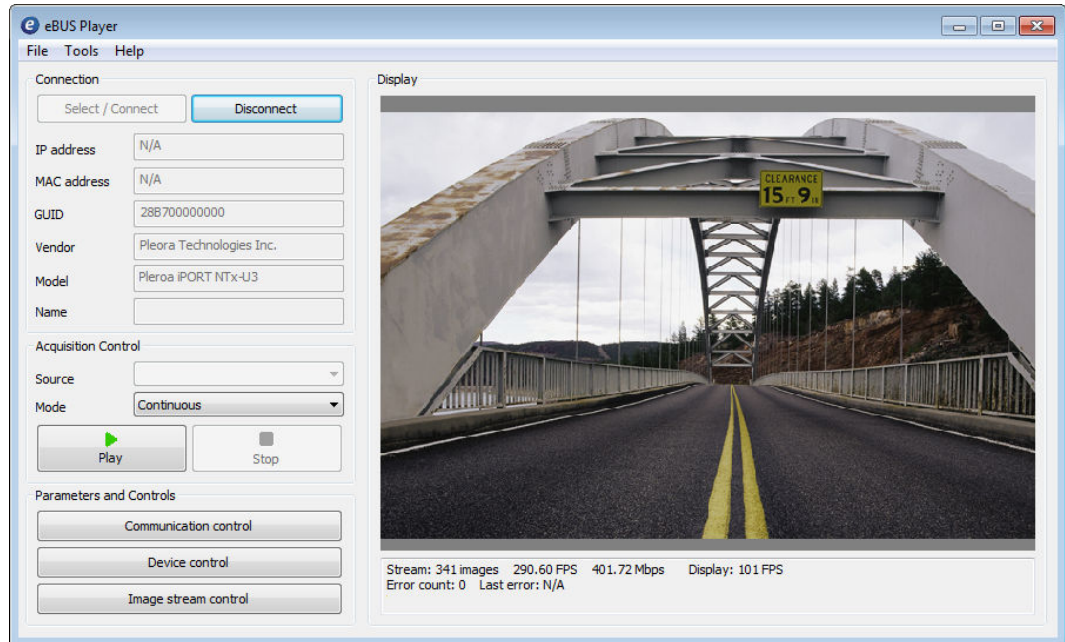
If you use the Linux operating system, you must install the SDK as superuser.

Launching eBUS Player

You can launch eBUS Player from the Windows Start menu, in the **Pleora Technologies Inc** folder.

Working with eBUS Player

The main screen of eBUS Player consists of two main sections. You can select, connect to, and acquire images from your GigE Vision or USB3 Vision device using the functions in the Connection section on the left side of the main screen, and you can view video in the Display section on the right side of the main screen.



For more detailed information about how to use eBUS Player to control your GigE Vision or USB3 Vision devices, please see [“Controlling GigE Vision and USB3 Vision Devices”](#) on page 15.

GigE Vision and USB3 Vision Support

eBUS Player provides the flexibility to communicate with both GigE Vision devices and USB3 Vision devices. As you work with eBUS Player, you will notice that the available options in the user interface vary, depending on the type of device to which eBUS Player is connected.

eBUS Player can communicate with GigE Vision devices using either a direct Ethernet connection or through a GigE switch. For USB3 Vision devices, eBUS Player uses a direct USB 3.0 connection.

Chapter 3



Choosing a Driver

This chapter describes the drivers that are available, and provides guidance on selecting the driver that is best suited for your system.

The following topics are covered in this chapter:

- “Comparing Drivers” on page 8
- “Using the eBUS Driver Installation Tool” on page 9

Comparing Drivers

The eBUS SDK provides you with drivers you can install to:

- Optimize the performance of your GigE Vision system
- Connect to, control, and receive images from USB3 Vision devices

As part of the eBUS SDK installation wizard, you can choose which driver to install. Or, you can use the eBUS Driver Installation Tool to install or change drivers. The Driver Installation Tool can be launched from the Pleora Technologies Inc folder on the Windows start menu.

Table 2: Available Drivers

Driver	Description
Manufacturer Driver	<p>Provides functionality developed by the card's manufacturer.</p> <p>For GigE Vision systems, you can use the default network stack on your computer or laptop when it is not desirable or possible for you to install a driver. The network stack offers acceptable performance in most scenarios, but applications will consume greater processor resources during operation, and throughput may be limited.</p> <p>For USB3 Vision systems, if you are using a USB3 Vision device without installing the USB3 Vision driver, eBUS Player will detect a USB3 Vision device, but you cannot connect to the device, control the device, or stream images. To perform these activities, you must install the USB3 Vision Driver.</p>
GigE Vision Driver	<p>Provides the best performance and excellent compatibility with most network adapters. For use with GigE Vision devices.</p>
USB3 Vision Driver	<p>Provides control and streaming capabilities. For use with USB3 Vision devices.</p> <p>Note: Some USB 3.0 host controllers allow you to enable or disable power management. We recommend that you disable power management.</p>

Using the eBUS Driver Installation Tool

Included in the eBUS SDK is the eBUS Driver Installation Tool. You can use this tool to install or uninstall a Pleora driver.

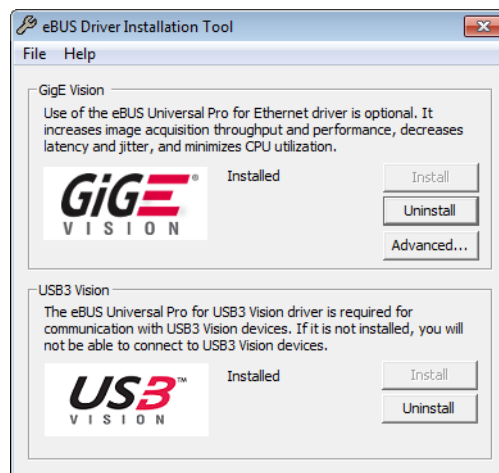


You can choose to install Pleora drivers as part of the eBUS SDK installation wizard, or you can use the eBUS Driver Installation Tool to install or uninstall a driver.

To install a Pleora driver

1. Click **Start > All Programs > Pleora Technologies Inc > eBUS SDK > Tools > eBUS Driver Installation Tool**.
2. Under the driver that matches the types of devices you will connect to, click **Install**.

The USB3 Vision driver is installed across all USB3 Vision devices on your computer. The GigE Vision driver is installed across all network adapters on your computer. If you want to disable the driver for a particular network adapter, see [“Configuring the Network Adapter”](#) on page 10.



3. Close the eBUS Driver Installation Tool.

You may be required to restart your computer.



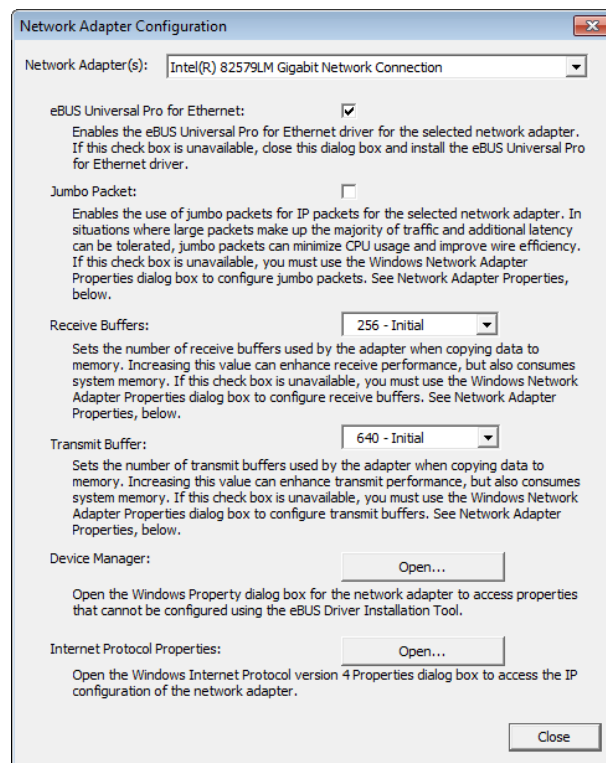
To see the versions of the installed drivers, click **Help > About**.

Configuring the Network Adapter

For GigE Vision devices, you can configure your network adapter to reduce CPU utilization, and enhance receive and transmit performance.

In the eBUS Driver Installation Tool, click **Advanced** to configure your network adapter. In the **Network Adapter Configuration** dialog box that appears, you can perform the following tasks for the selected network adapter:

- Enable or disable the eBUS Universal Pro for Ethernet driver.
- Enable or disable jumbo packets.
- Change the number of receive and transmit buffers.
- Open the Windows Device Manager to configure additional network adapter properties or to configure settings that are unavailable in this dialog box.
- Open the Windows **Internet Protocol version 4 Properties** dialog box to configure the IP address and subnet.



The **Network Adapter Configuration** dialog box provides detailed descriptions of these settings and explains the impact of these settings on latency and memory consumption.



As you adjust the settings the changes are applied to the selected network adapter.

Chapter 4



Configuring Firewalls to Allow Communication With GigE Vision Devices



It is important to note that in most cases, you do not need to disable the computer firewall.

Some third-party GigE Vision devices do not support the optional features introduced in version 1.1 (and later) of the GigE Vision standard, which ensure compatibility with firewalls. This restriction requires you to disable the computer firewall to properly use devices that do not support the optional features.

This chapter provides you with instructions for disabling the firewall in the Windows 8 and Windows 7 operating systems. This chapter only applies to systems that include GigE Vision devices; it does not apply to systems that use USB3 Vision devices.



For more detailed information about how firewalls function, including how firewalls can affect GigE Vision devices, see the Pleora Technologies Technical Note, *Correcting Firewall Issues with 3rd Party GigE Vision Devices*, available on the Pleora Support Center at www.pleora.com.

The following topics are covered in this chapter:

- “Pleora GigE Vision Devices Support Firewall Compatibility Features” on page 12
- “Disabling the Windows 8 Firewall” on page 13
- “Disabling the Windows 7 Firewall” on page 14

Pleora GigE Vision Devices Support Firewall Compatibility Features

Pleora GigE Vision devices support the firewall compatibility features introduced in version 1.1 (and later) of the GigE Vision standard. These features allow devices to report the device-side UDP ports they use for streaming and messaging channels. This reporting feature allows the SDK to know exactly where to send the packets that are used to keep the firewall open.

The eBUS SDK operates correctly with Windows firewalls when used with Pleora GigE Vision devices. You should not have to lower the firewall or take any specific action.

GigE Vision 1.0

GigE Vision 1.0 does not provide any standard device-side UDP port side reporting mechanism. However, because Pleora developed both the eBUS SDK and the iPORT devices, the device-side UDP port numbers used by the devices are known to the SDK.

When the eBUS SDK is used with a Pleora device, it knows where to send the packets to keep the firewall open. For streaming, the device uses port 20202 + channel number. The streaming channel 0 (first, default) uses port 20202. For the messaging channel, the device uses port 4.

Third-Party Devices

As mentioned previously, version 1.1 of the GigE Vision standard added optional features, allowing devices to report which device-side UDP port is used for streaming each available streaming channel, and for the messaging channel. This mechanism allows the eBUS SDK to know exactly where to send the packet that is used to keep the firewall open.

It is important to understand that this GigE Vision 1.1 feature is optional. Not all third-party devices support it, even if they report using GigE Vision 1.1 (or later).

If your third-party devices support the firewall compatibility features, your system should work without having to disable the firewall.

If your third-party devices do not support the firewall compatibility features, the firewall needs to be deactivated for your system to stream, or use the messaging channel.

Disabling the Windows 8 Firewall

The following procedure explains how to disable the Windows 8 firewall.

To disable the Windows 8 firewall

1. Open Windows Firewall by pointing to the upper-right corner of the screen, moving the mouse pointer down, and then clicking **Search**.
2. In the search box, type **firewall**.
3. Click **Settings**.
4. Click **Windows Firewall**.
5. In the left pane, click **Turn Windows Firewall on or off**. You might be asked for an admin password or to confirm your choice.
6. Click **Turn off Windows Firewall (not recommended)** for the appropriate network locations.
7. Click **OK**.

Disabling the Windows 7 Firewall

This section provides you with the steps to take to disable the Windows 7 firewall. In the Windows 7 operating system, you can control the firewall setting for domain networks (corporate), home or private networks (behind a secured router, such as a home or SOHO network), or a public network.

We recommend that you do not deactivate the firewall on a public network, such as a wireless access point at a coffee house or hotel. If you are on a corporate or home network, but Windows behaves as if you are on a public network, you might need to set the correct type of network used by your NIC.

To set your network type

1. Click **Start > Control Panel**.
2. Click **Network and Internet**.
3. Click **Network and Sharing Center**.
4. Adjust the network settings.
5. Close the **Control Panel**.

To disable the Windows 7 firewall

1. Click **Start > Control Panel**.
2. Click **System and Security**.
3. Click **Windows Firewall**.
4. In the **Control Panel Home**, click **Turn Windows Firewall On or Off**.
5. Select **Turn Off Windows Firewall** for the appropriate network locations.
6. Close the **Control Panel**.

Chapter 5



Controlling GigE Vision and USB3 Vision Devices

After you have assembled and powered up the GigE Vision and USB3 Vision devices in your video system, you can connect to and adjust the settings of the devices using eBUS Player.

The following topics are covered in this chapter:

- “Connecting to a Device” on page 16
- “Configuring a Persistent IP Address for a GigE Vision Device” on page 18
- “Acquiring Images” on page 20
- “Adjusting Image Displays” on page 21
- “Reconstructing Images from a Multi-Tap Camera” on page 22
- “Using the Histogram Feature to Adjust the Contrast in Images and Video” on page 24
- “Displaying Chunk Data” on page 26
- “Saving Images and Video” on page 27
- “Configuring How Images are Acquired” on page 29
- “Reviewing the Acquisition Status” on page 33
- “Configuring eBUS Player as a Controller or Data Receiver” on page 34
- “Configuring the Stream Destination for GigE Vision Devices: Unicast or Multicast” on page 36
- “Accessing the Communication Settings” on page 37
- “Accessing the Device Settings” on page 38
- “Monitoring Performance” on page 45
- “Using the Event Monitor” on page 47
- “Using the Device Serial Ports” on page 48

Connecting to a Device

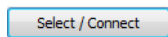
When you click **Select/Connect** on the main page of eBUS Player, eBUS Player automatically detects:

- GigE Vision devices connected to your computer's NIC(s) or switch
- USB3 Vision devices connected to your computer's USB port or hub

For GigE Vision devices, it is important for eBUS Player to be installed on a computer that is configured for the same subnet as the GigE Vision device to which you want to connect.

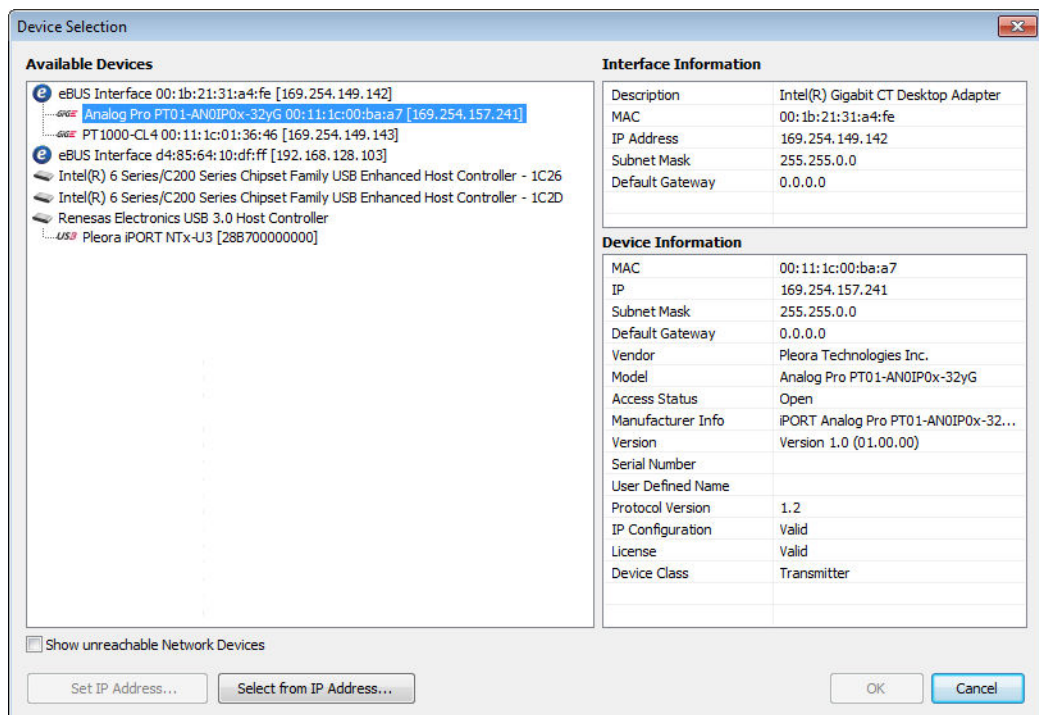
To connect to a device

1. Click **Start > All Programs > Pleora Technologies Inc > eBUS SDK > eBUS Player**.
2. Under **Connection**, click **Select/Connect**.



3. Click the GigE Vision or USB3 Vision device in the **Available Devices** list, and then click **OK**.
4. If you are using the manufacturer driver, a message may appear, indicating that you are not using an eBUS driver. Keep in mind the following information about drivers:
 - **GigE Vision devices.** For optimal streaming performance, we recommend you use the GigE Vision driver.
 - **USB3 Vision devices.** The manufacturer driver allows eBUS Player to detect USB3 Vision devices, but you cannot control the devices or stream images. To perform these activities, you must install the USB3 Vision driver.

For more information, see “[Choosing a Driver](#)” on page 7.



If your GigE Vision device does not appear in the **Available Devices** list (possibly because eBUS Player and the GigE Vision device are not on the same subnet) you can do one of the following:

- Click **Show unreachable Network Devices**.

If the IP address is not valid (that is, the device is on a different subnet than the computer running eBUS Player), a red warning icon appears. Click **Set IP Address** and enter a temporary IP address, subnet mask, and default gateway in the **Set IP Address** dialog box. Click **OK** to close the **Set IP Address** dialog box. Please note that this information is temporary and is reset when you power down the device. To enter an IP address that is permanently used on the GigE Vision device, see [“To configure a persistent IP address for a GigE Vision device”](#) on page 18.

- If you know the IP address of the device, click **Select from IP Address**. In the **Select From IP Address** dialog box, type the IP address and then click **OK**. Please note that your device must be on the same subnet as the computer running eBUS Player.

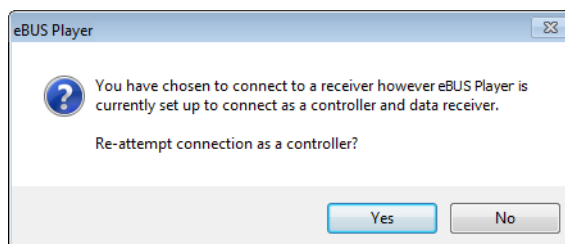


Warnings and errors related to the USB3 Vision device and host controller may appear in the right-hand panel of the **Device Selection** dialog box. For example, a warning may appear if you have connected your USB3 Vision device to a USB 2.0 port.

5. Click **OK** in the **Device Selection** dialog box.
6. If you are connecting to a Camera Link external frame grabber, such as the CL-GigE, CL-U3, or CL-Ten External Frame Grabbers, you are asked how you plan to control the camera. You can do one of the following:
 - If you are only interested in seeing the image stream and will configure camera control later, click **I will manually configure how the camera is controlled**.
 - If you already have a CL Protocol library on your computer, it will appear under **I have a CL Protocol library that can be used to control my camera**. You can select this option to connect to the external frame grabber and control the camera.
 - If your camera is GenCP compliant, click **My camera is GenCP compliant** to connect to the external frame grabber and control the camera.

For more information about these options, see [“Establishing Communication Between a Camera and Third-Party Camera Configuration Software”](#) on page 52.

7. If you are using the vDisplay HDI-Pro External Frame Grabber with your GigE Vision device, the first time you start eBUS Player and connect to a vDisplay HDI-Pro External Frame Grabber, the following message may appear. Click **Yes**. Roles are discussed later in this guide, in [“Configuring eBUS Player as a Controller or Data Receiver”](#) on page 34.



8. Now that you have connected to the device, here are some common tasks that you can perform:
 - Configure a persistent IP address for the device, which will persist across power cycles, as outlined in [“Configuring a Persistent IP Address for a GigE Vision Device”](#) on page 18.
 - Acquire images to see the image stream or the Pleora test pattern, as outlined in [“Acquiring Images”](#) on page 20.

Configuring a Persistent IP Address for a GigE Vision Device

As specified by the GigE Vision standard, compliant devices are configured to automatically acquire an IP address using Dynamic Host Configuration Protocol (DHCP) or Link Local Addresses (LLA), provided no persistent IP address has been assigned. This allows you to immediately connect to the device at first-time deployment, and then, if you choose to, provide it with a persistent IP address. If you provide the device with a persistent IP address, it will use this persistent IP address each time it is powered up and connected to the network.



The device can use the persistent IP address each time it is powered up as long as the IP address is valid and there are no IP address conflicts.

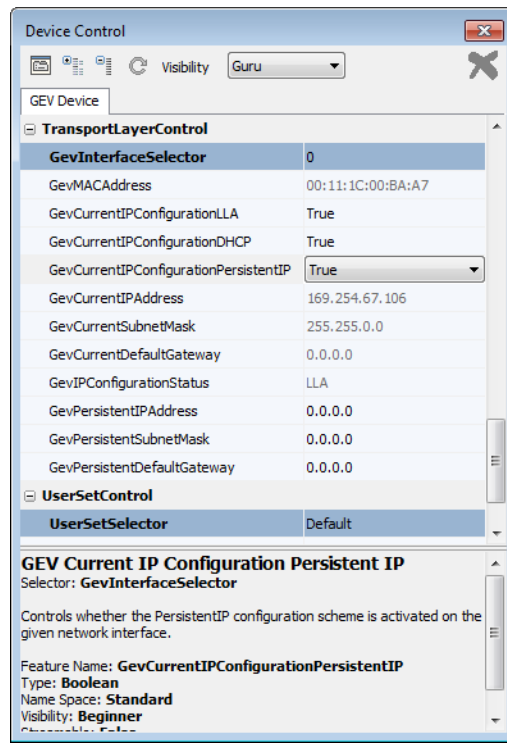
To configure a persistent IP address for a GigE Vision device

1. Start eBUS Player and click **Select/Connect**.
2. Click the device in the **Available Devices** list.
3. Click **OK** in the bottom right corner.
4. Under **Parameters and Controls** click **Device control**.
5. In the **TransportLayerControl** section of the **Device Control** dialog box, enter a subnet mask in the **GevPersistentSubnetMask** box.
6. Enter a default gateway in the **GevPersistentDefaultGateway** box.

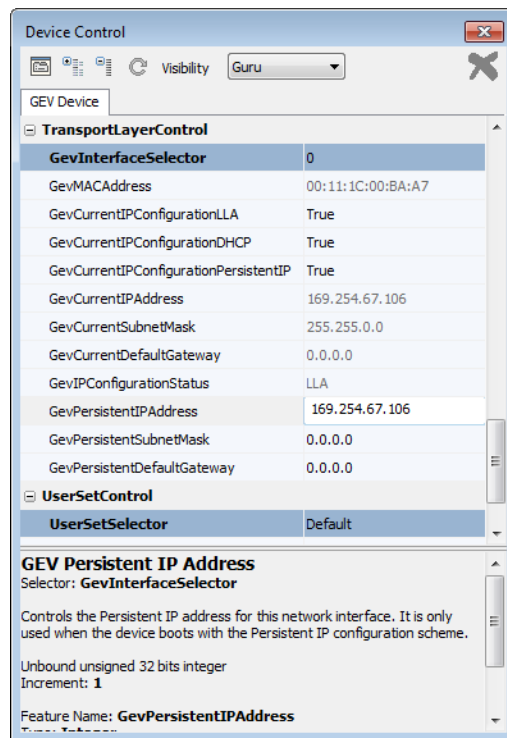


The subnet gateway value can remain at 0.0.0.0.

7. Click True in the `GevCurrentIPConfigurationPersistentIP` list.



8. Enter the persistent IP address in the `GevPersistentIPAddress` box.



9. Close the **Device Control** dialog box.



The device uses the persistent IP address first, but if this option is set to **False**, it uses the IP address provided by DHCP next, and if this fails, uses LLA to find an available IP address. LLA cannot be disabled and is **True** by default.

Acquiring Images

Because most devices start up in a state that is ready to send images, you can start acquiring images as soon as you apply power and connect the transmitter to the network (for GigE Vision devices) or USB 3.0 port on your computer (for USB3 Vision devices with the USB3 Vision driver installed).

Pleora GigE Vision and USB3 Vision devices can transmit a test pattern, which is a test image generated by the device and can be used when a camera head is not available (most devices transmit a test pattern by default). If you have a camera head, you can turn the test pattern off to see the image stream.



If you are using eBUS Player to connect to a vDisplay HDI-Pro External Frame Grabber, this section does not apply. A vDisplay HDI-Pro External Frame Grabber acts as a controller and/or receiver, which means that it does not transmit video over the network. Instead, skip this section and go to “[Configuring eBUS Player as a Controller or Data Receiver](#)” on page 34.

To turn the test pattern on or off

1. Start eBUS Player and click **Select/Connect**.
2. Click the device in the **Available Devices** list.
3. Click **OK** in the bottom right corner.
4. Under **Parameters and Controls**, click **Device control**.
5. Under **ImageFormatControl**, click a test pattern option in the **TestPattern** (or **TestImageSelector** for some devices) list.
6. Close the **Device Control** dialog box.

To acquire images

1. Start eBUS Player and click **Select/Connect**.
2. Click the device in the **Available Devices** list.
3. Click **OK** in the bottom right corner.
4. For multi-source GigE Vision devices, click the source to which a camera is connected under **Source**. If you do not have a camera connected, you can use the test pattern. For more information, see “[To turn the test pattern on or off](#)” on page 20.
5. In the **Mode** list, click **Continuous**, which configures the device to send a stream of continuous images (instead of a single image).
For other acquisition modes, see “[Configuring How Images are Acquired](#)” on page 29.
6. Click **Play**.

The images appear in the **Display** section.



Some of the core GenICam commands are executed when you click buttons and make selections in the Player window. For example, when you click **Play** or **Stop** and you are working with a GigE Vision device, the **AcquisitionStart** and **AcquisitionStop** commands are executed. When you select a source for a multi-source GigE Vision device, the **GevStreamChannelSelector** feature is accessed.



We recommend that you do not use the **AcquisitionStart** and **AcquisitionStop** features in the **Device Control** dialog to start and stop streaming. Instead, you should use the **Play** and **Stop** buttons in the Player window.

Adjusting Image Displays

eBUS Player provides you with tools to adjust your images.

To adjust the display frame rate

- On the **Tools** menu, click **Display** and then click a display rate.
- Or -
Click **Disabled** to turn off the display of images. This can be useful when benchmarking the performance of the eBUS SDK.

To zoom the image in or out

- Right-click the image and click a zoom setting.

To use RGB filtering to adjust the image color

1. On the **Tools** menu, click **Image Filtering**.
2. Under **RGB Filtering**, select the **Enabled** check box.
3. Adjust the image color.
Gains are multipliers for all R, G, and/or B color values. Offsets are values that are added to all R, G, and/or B color values.
Clicking **White Balance** adjusts the gains so that the last acquired image is balanced to average gray. As you make adjustments, the image is updated in the **Display** section.
4. Close the dialog box when your adjustments are complete.

To change Bayer interpolation to display images

1. On the **Tools** menu, click **Image Filtering**.
2. Under **Bayer Interpolation**, click an interpolation method to display images: **Simple (2 x 2)** or **Interpolation (3 x 3)**.
3. Close the dialog box.

Reconstructing Images from a Multi-Tap Camera

For multi-tap cameras, pixels may not be received in order from the camera, depending on its tap geometry. Using the tap reconstruction option in eBUS Player 4.1.5 (or later), you can specify the tap geometry that corresponds to your camera, which allows the eBUS SDK to reconstruct the image before it appears on your display and before it is saved in image or MP4 format.



Some Pleora devices, perform reconstruction for selected tap geometries, allowing the image to be reconstructed before it is transmitted. For more information, see the user guide that accompanies your Pleora device.

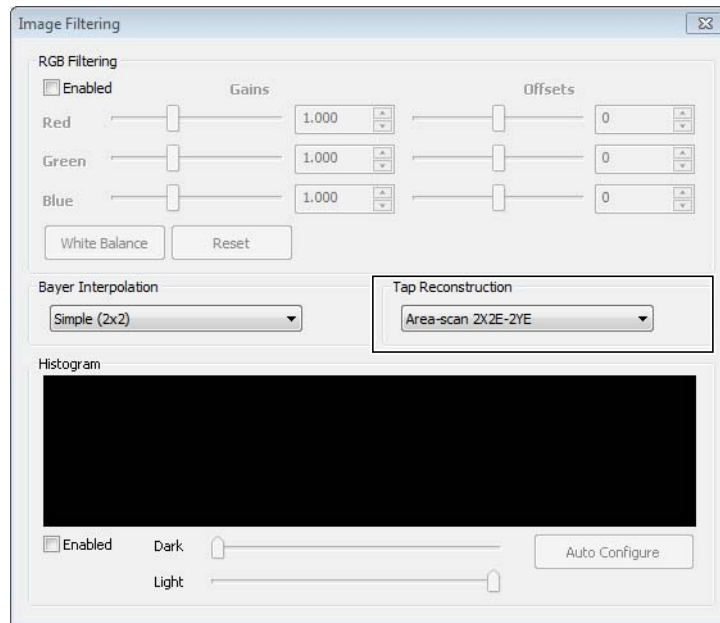


A variety of tap geometries can be reconstructed using eBUS Player. For descriptions of the tap geometries, see the *GenICam Standard Features Naming Convention (SFNC)*, available from the European Machine Vision Association at www.emva.org.

To reconstruct the pixels from a multi-tap camera

1. On the **Tools** menu, click **Image Filtering**.
2. Under **Tap Reconstruction**, select a tap configuration.

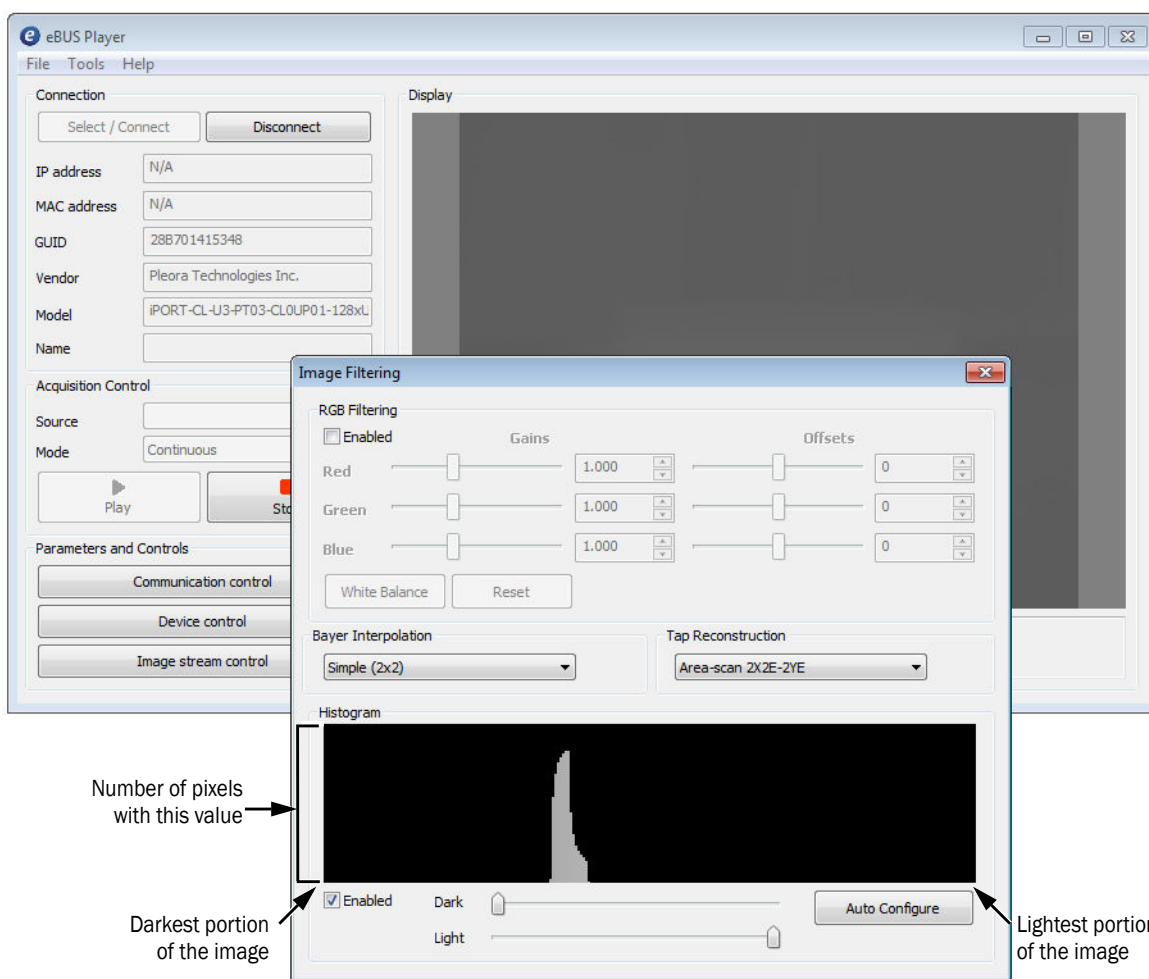
The change is applied immediately and the image updates (if it is already playing in eBUS Player).



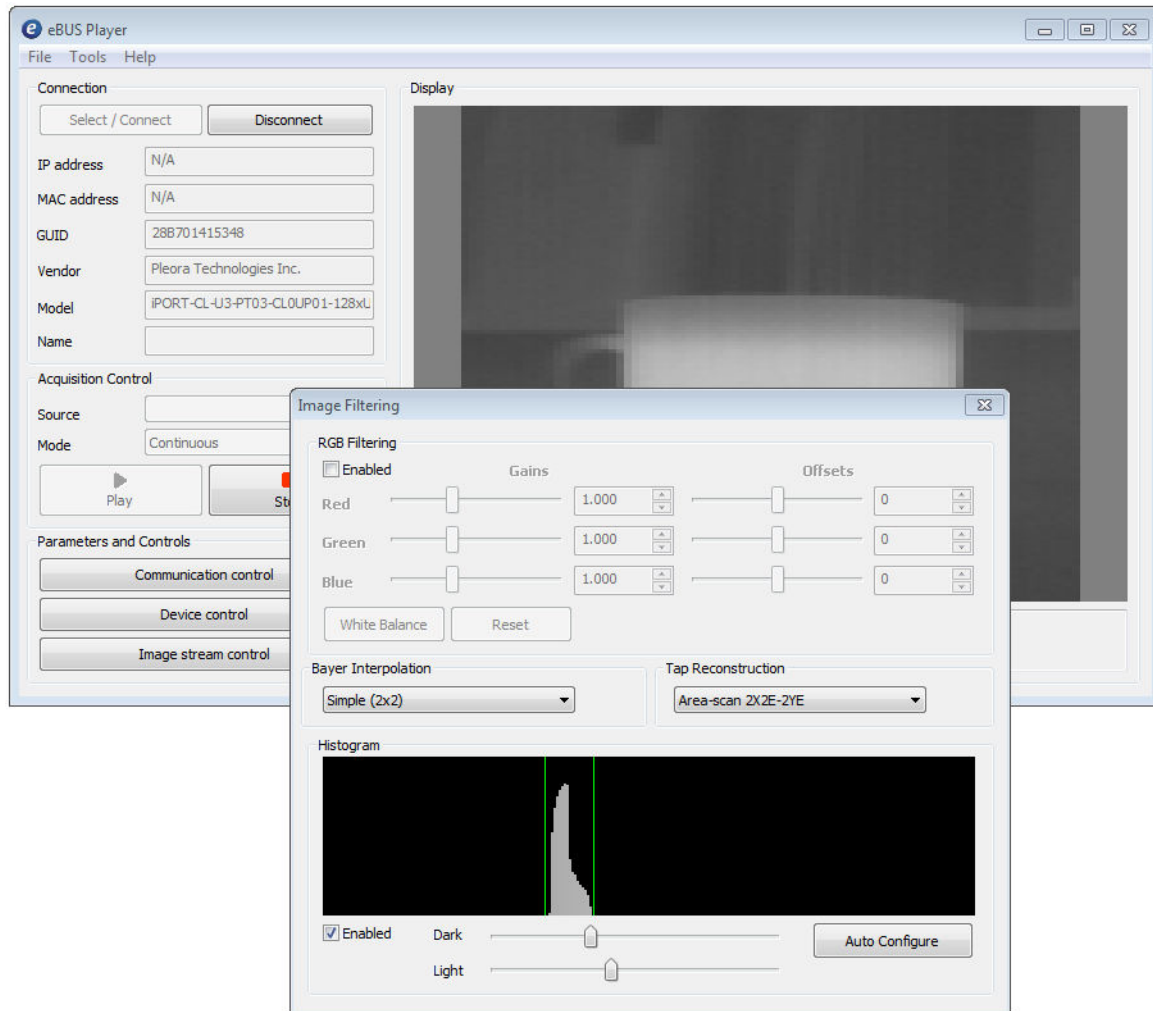
Using the Histogram Feature to Adjust the Contrast in Images and Video

For pixel formats that have more than 8 bits per component, the least significant bits (LSB) are not shown in the eBUS Player display. Depending on your image, this may make it difficult to see objects in the camera's field of view clearly. In release 4.1.4 (and later), you can use the histogram feature to increase the contrast of images that are displayed in eBUS Player or exported as H.264 video. This can help make the image or video clearer.

The histogram shows the number of pixels with the pixel value and the range of colors.



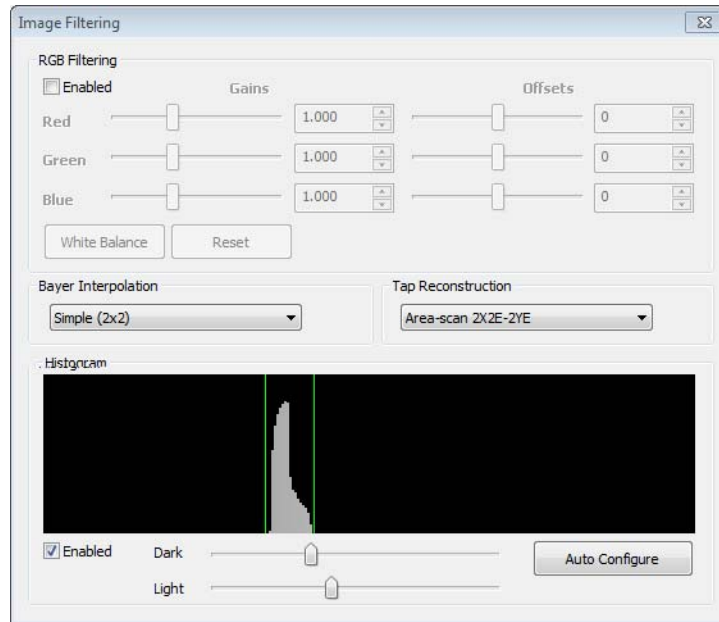
By adjusting the **Light** and **Dark** sliders, you can constrain the pixel values used for display.



To adjust the contrast of images displayed in eBUS Player or exported as H.264 video

1. On the **Tools** menu, click **Image Filtering**.
2. Under **Histogram**, select the **Enabled** check box.

3. Do one of the following:
 - Move the **Dark** and **Light** sliders to constrain the pixel values that are used for display.
 - Click the **Auto Configure** button to move the sliders to the lightest and darkest points on the histogram.



Displaying Chunk Data

You can choose to overlay chunk data as text on top of images in the Display section. Chunk data is often used to provide the status of external devices at the moment that the image was captured. The ability to overlay chunk data on images is available for devices that are compatible with version 2.0 (and later) of the GigE Vision standard or version 1.0 (and later) of the USB3 Vision standard.



Examples of chunk data

In a quality inspection system where a rotary encoder (or shaft encoder) is used on a conveyor belt, chunk data can include the position of the conveyor belt at the moment that the image was captured or a count of position changes.

For systems that pre-process images, such as systems that perform edge detection, chunk data can include the result of the pre-processing operation (for example, chunk data can indicate where the edges are).



To use this feature, your GigE Vision or USB3 Vision device must be configured for chunk data. For more information, see the documentation accompanying your device. For detailed information about the extended chunk mode feature, see the *iPORT Advanced Features User Guide*, available on the Pleora Support Center at www.pleora.com.

To display chunk data

- On the **Tools** menu, click **Display Chunk Data**.
If the chunk data consists of printable characters, it is overlaid on top of the image.
Chunk data is overlaid on top of the image in eBUS Player.

Saving Images and Video

eBUS Player allows you to save acquired images in image format (BMP, TIFF, or raw binary format) or MP4 video format.

To save images and video periodically



On the Linux operating system the H.264 encoding feature is not enabled by default. You must install the following external libraries: libswscale and libav. After the libraries are installed, enable the PV_ENABLE_MP4 preprocessor in the eBUSPlayerShared project and recompile eBUS Player.



MP4 recording is not available on the Windows XP operating system.

1. On the **Tools** menu, click **Save Images or Video**.
2. Select the **Enable Image or Video Saving** check box.
3. Click the browse button to select a location to save image or video files, and then click **OK**.
4. In the **Format** list, click the format in which you want to save images:
 - Image format, converted to RGB before saving:
 - Device independent bitmap (BMP)
 - Image format, saved without any conversion:
 - Tagged Image File Format (TIFF)
 - Raw binary data
 - Video format:
 - H.264 video in MP4 container



If you adjusted the contrast of the images using the eBUS SDK histogram feature, please note the following:

- **Image format.** The adjusted contrast is not used for the image files that you save. Images are saved without any modification, which is beneficial if you are performing image processing.
- **MP4 video format.** The adjusted contrast is used for video that you save, which can provide greater clarity.

5. If you selected **H.264 video in MP4 container** in step 4, specify the data rate of the video file in the **Target encoding bitrate** box.

6. Under **Throttling options**, specify when you want to save images. Images are saved in image format or MP4 video format in the location specified in 3.
 - **Save one image out of every [] captured images.**
 - **Save a maximum of one image every [] ms.** The display thread saves an image if at least X ms has elapsed since the last image was saved.
 - **Throttle throughput to HDD. Maintain [] Mbits/s average.** The throughput of saved images is monitored to stay as close to X Mbits/s as possible.
 - **No throttling (Limited by CPU, HDD, etc. Images may be dropped).** The display thread attempts to save every image.
7. Click **OK**.

The Display section changes to red, the word **RECORDING** appears, and statistics about the recording appear, including the image count, the size of the file, the frame rate, and the data rate.

The file name of the saved image or video files contains an internal counter, the image timestamp, and the system tick count.



If you are displaying chunk data, only the image is saved (because the chunk data is overlaid on top of the image, it is not part of the image or video).



If you are saving images in MP4 format and have selected the **Save one image out of every [] captured images**, stopping recording before the entire image has been stored in the file will result in an incomplete MP4 file that cannot be played.

To save the current image

- On the **Tools** menu, click **Save Current Image**.

By default, the image is saved as a bitmap file in your **Pictures** library. To change the file type or location, see “[To change the location and format in which the current image is saved](#)”, below.

Please note that **Save Current Image** saves BMP, TIFF, or raw binary data, not MP4 video.

To change the location and format in which the current image is saved

1. On the **Tools** menu, click **Save Images or Video**.
2. Select the **Enable Image Saving** check box.
3. Click the browse button to select a location to save images, and then click **OK**.
4. In the **Format** list, click the format in which you want to save images:
 - Device Independent bitmap (BMP)
 - Tagged Image File Format (TIFF)
 - Raw binary data



If you adjusted the contrast of images using the eBUS SDK histogram feature, please note that the adjusted contrast is not used for the image that you save. Images are saved without any modification, which is beneficial if you are performing image processing.

5. You do not need to change the **Throttling options**, as only a single image will be saved.
6. Click **OK**.

Note: When you close and re-open eBUS Player, the default image format and save folder are used.

Configuring How Images are Acquired

Depending on the device you use, eBUS Player provides you with a list of image acquisition modes. The modes allow you to acquire images continuously or frame-by-frame. You can also save images to the device's onboard memory so that you can retrieve them later.



The acquisition modes supported by a device are enumerated by the GenApi **AcquisitionMode** feature.

Modes Standard on Most GigE Vision and USB3 Vision Compliant Devices

Continuous, SingleFrame, and MultiFrame modes are usually standard for devices. Acquisition starts when the **Play** button is pressed (the **AcquisitionStart** command is executed).

Continuous Mode

This mode allows you to acquire images continuously and is the default mode for most devices.

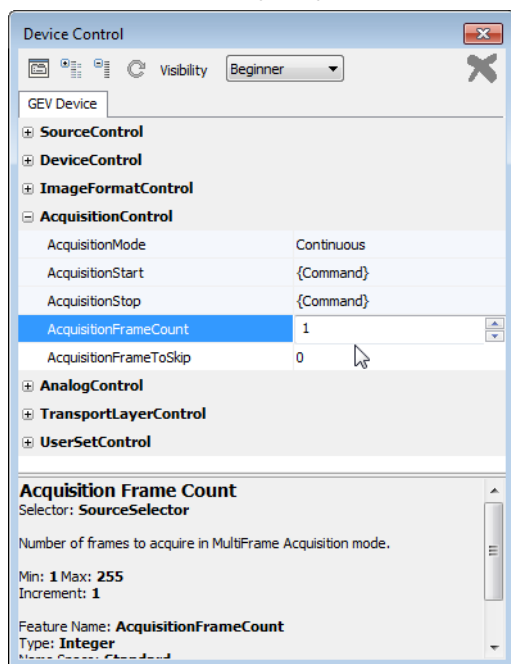
SingleFrame Mode

This mode allows you to acquire a single image.

MultiFrame Mode

This mode allows you to acquire a fixed number of images. To configure the number of images, set the device's **AcquisitionControl > AcquisitionFrameCount** feature.

You can set the **AcquisitionControl > AcquisitionFrameCount** feature in the **Device Control** dialog box, as shown in the following image.



Recording and Readout Modes, Available on Pleora Devices

The **recording** acquisition modes allow you to capture images from a camera and store them in the Pleora device's onboard memory. The **readout** acquisition modes allow images to be acquired from the device's memory at a slower rate, ensuring images are not lost.

These modes are helpful when you are working with a camera that transmits images at a rate that exceeds the connection between the Pleora device and the computer, resulting in dropped images. By using the recording and readout modes, you can capture and stream images from the camera without losing any images (as long as there is space in the onboard memory).

The recording acquisition modes (**ContinuousRecording**, **MultiFrameRecording**, and **SingleFrameRecording**) support back-to-back recording, which allows you to click the **Stop** and **Play** buttons multiple consecutive times without clearing the onboard memory.

Acquisition starts when the **Play** button is pressed (the **AcquisitionStart** command is executed) when one of the recording modes is selected.

Images can be stored in the device's onboard memory as long as there is space or until there are 512 images in memory. For information about calculating how many images you can store, see [“Calculating How Many Images Can be Stored in Onboard Memory”](#) on page 33 .

Understanding When Images are Removed from the Onboard Memory

The following actions remove the images from the device's onboard memory:

- Streaming images from the onboard memory using one of the readout acquisition modes (**ContinuousReadout** or **SingleFrameReadout**).
- Power cycling the device, which clears all images from the onboard memory.
- Making any of the following **AcquisitionMode** changes and then clicking the **Play** button (**AcquisitionStart** command):

Table 3: Changes that Clear Images from the Onboard Memory

First you acquire images with...	And then you change the Acquisition mode to...
ContinuousRecording, MultiFrameRecording, or SingleFrameRecording	Continuous, MultiFrame, or SingleFrame
SingleFrameReadout or ContinuousReadout	SingleFrame, MultiFrame, or Continuous
SingleFrameReadout or ContinuousReadout	ContinuousRecording, MultiFrameRecording, or SingleFrameRecording

ContinuousRecording Mode

With this mode, images are acquired continuously and are stored in the device's onboard memory until the memory is full (or 512 images are stored in onboard memory). When this limit is reached, the Pleora device stops acquiring new images from the camera.

We recommend that you observe **AcquisitionControl > BlockBufferCount** (**Expert** or **Guru** visibility level is required). When the value for this feature stops increasing, the memory is full. For information about the actions that clear the images from onboard memory, see [“Understanding When Images are Removed from the Onboard Memory”](#) on page 31.



To determine how many images can be stored in memory, see [“Calculating How Many Images Can be Stored in Onboard Memory”](#) on page 33.

ContinuousReadout Mode

With this mode, images are continuously read (and removed) from the device's onboard memory. The readout begins at the first image in memory. To see the number of images stored in onboard memory, see **AcquisitionControl > BlockBufferCount** in the **Device Control** dialog box (**Expert** or **Guru** visibility level is required).

Readout continues until the **Stop** button is pressed (**AcquisitionStop** command is executed) or until the last image has been sent by the device (**BlockBufferCount** will be 0).

MultiFrameRecording Mode

With this mode, a fixed number of images are stored in the device's onboard memory. To configure the number of images, set the **AcquisitionControl > AcquisitionFrameCount** feature in the **Device Control** dialog box. Images can be read out from memory using **ContinuousReadout** mode.



A maximum of 512 images can be acquired at one time in MultiFrameRecording mode.



To determine how many images can be stored in memory, see [“Calculating How Many Images Can be Stored in Onboard Memory”](#) on page 33.

If **AcquisitionControl > AcquisitionFrameCount** is set to a value that exceeds the amount of available memory, the Pleora device stops acquiring new images when the onboard memory is full (or 512 images are stored in onboard memory).

BlockBufferCount shows the number of images currently in memory. In MultiFrameRecording mode, this number is cumulative: If the memory is empty and you acquire an image, **BlockBufferCount** will match the **AcquisitionFrameCount**. If you stop and restart recording, **BlockBufferCount** will increment (to a maximum of 512 images, depending on the image size) and will no longer match the **AcquisitionFrameCount**.

For information about the actions that clear the images from onboard memory, see [“Understanding When Images are Removed from the Onboard Memory”](#) on page 31.

SingleFrameRecording Mode

With this mode, a single image is saved in the device's onboard memory after each **AcquisitionStart** command.

For information about the actions that clear the images from onboard memory, see [“Understanding When Images are Removed from the Onboard Memory”](#) on page 31.

SingleFrameReadout Mode

With this mode, a single image is acquired from the device's onboard memory.

Calculating How Many Images Can be Stored in Onboard Memory

For the recording modes, you can calculate the size of each image to determine how many images can be stored in onboard memory.

First, take note of the **PayloadSize**, which appears under **TransportLayerControl** in the **Device Control** dialog box. Expert or Guru visibility level is required to access this feature.

The **PayloadSize** is automatically calculated by the device based on the selected image settings, which include Width, Height, OffsetX, OffsetY, PixelSize, any chunk data, as well as any padding that has to be added to the image payload.

For example, for a device configured to use Mono10p with images that are 1920 x 1080, the **PayloadSize** is equal to 2 592 000 bytes per image or 2 472 MB (2 592 000 / 1 048 576).

After determining **PayloadSize**, you can use the following equation to determine the number of images that can be saved in onboard memory:

Available onboard memory MB / PayloadSize MB = Number of images that can be saved

Using our example, the equation is:

120 MB / 2 472 MB = 48 images

Reviewing the Acquisition Status

During image acquisition, information about the stream appears under the image, in addition to any errors or warnings that have occurred.

In most cases, errors will not appear if you are connecting to a device for the first time. If an error appears, click **Image stream control** and review the information in the **Counters** section. If anything other than zero appears in the features within this section and you are using a GigE Vision device, consult the *Stream Control Technical Note*, available at the Pleora Support Center, to determine which feature is causing the error and for guidance on how to correct the error.

Configuring eBUS Player as a Controller or Data Receiver

Depending on your system, you may need to configure the eBUS Player role, which lets you specify whether you want to use eBUS Player to control a GigE Vision or USB3 Vision device, or receive images, or simply connect to a device to view its parameters and settings. The following roles are available:

Table 4: Roles

Role	Description
Controller and Data Receiver	Select this role if you are using eBUS Player to connect to and control a GigE Vision or USB3 Vision transmitter AND if you want eBUS Player to receive streaming video from the transmitter. This setting is ideal when you want to control an iPORT device and see streaming video with eBUS Player. This is the default setting.
Controller	Select this role if you are using eBUS Player to connect to and control a GigE Vision or USB3 Vision device. eBUS Player does not receive streaming video from the device if this option is selected. This setting is often used to connect eBUS Player to a receiver, such as the Pleora vDisplay HDI-Pro External Frame Grabber (for use with GigE Vision devices).
Data Receiver	Select this role if you are using eBUS Player to connect to and receive streaming video from a GigE Vision or USB3 Vision device. You cannot control the device if this option is selected.



The vDisplay HDI-Pro External Frame Grabber receives video from the GigE Vision network and makes it available for display on an attached monitor.

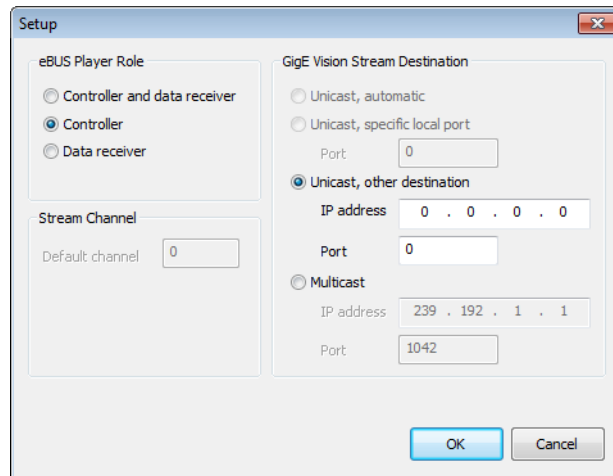
To configure eBUS Player as a controller or data receiver

1. Start eBUS Player and select **Setup** on the **Tools** menu.
2. Select a role.
3. For multi-channel GigE Vision devices, select the default channel under **Stream Channel**.



For multi-channel GigE Vision devices, eBUS Player queries the GenICam interface of the device (in most cases) to determine which channel should be used with the source. In cases where eBUS Player cannot determine the channel to use, the default channel that you specify is used. This can occur when you are using a data receiver that does not have access to device control. If you are multicasting and want to set up a pure data receiver, you need to specify the channel on which to listen by typing the **Default channel**.

4. Click **OK**.



If eBUS Player is already connected to a device, you must close the **Setup** dialog box and disconnect from the device before you can select an eBUS Player role.

Configuring the Stream Destination for GigE Vision Devices: Unicast or Multicast

You can configure a GigE Vision stream destination to send images to a single location or to multiple locations.

Table 5: GigE Vision Stream Destination Options

Option	Description
Unicast, automatic	Select this option to configure the camera to stream video directly to the eBUS Player computer using an automatically-selected port.
Unicast, specific local port	Select this option to configure the camera to stream video directly to a user-defined port on the eBUS Player computer.
Unicast, other destination	Select this option to configure the camera to stream video directly to a computer or a vDisplay External Frame Grabber (a destination other than the eBUS Player computer).
Multicast	Select this option to configure the camera to join a multicast group (specified by the IP address and port), and to begin streaming to that group. The vDisplay External Frame Grabber or any other receiver (such as a computer), must be configured to receive streaming video at the same multicast address. If eBUS Player is configured as a multicast receiver, it allows you to view video from the camera streaming video to the same multicast address.

Accessing the Communication Settings

You can access the communication settings to adjust how the host computer connects to, and communicates with, GigE Vision or USB3 Vision devices.

Before you connect to a GigE Vision or USB3 Vision device, you can set the default communication parameters that will be used for the connection. If the connection is already established, you can adjust the communication settings as required.

To set the default communication parameters for the initial device connection

1. Start eBUS Player.
2. On the **Tools** menu, click **Default GigE Vision Communication Parameters** or **Default USB3 Vision Communication Parameters**.

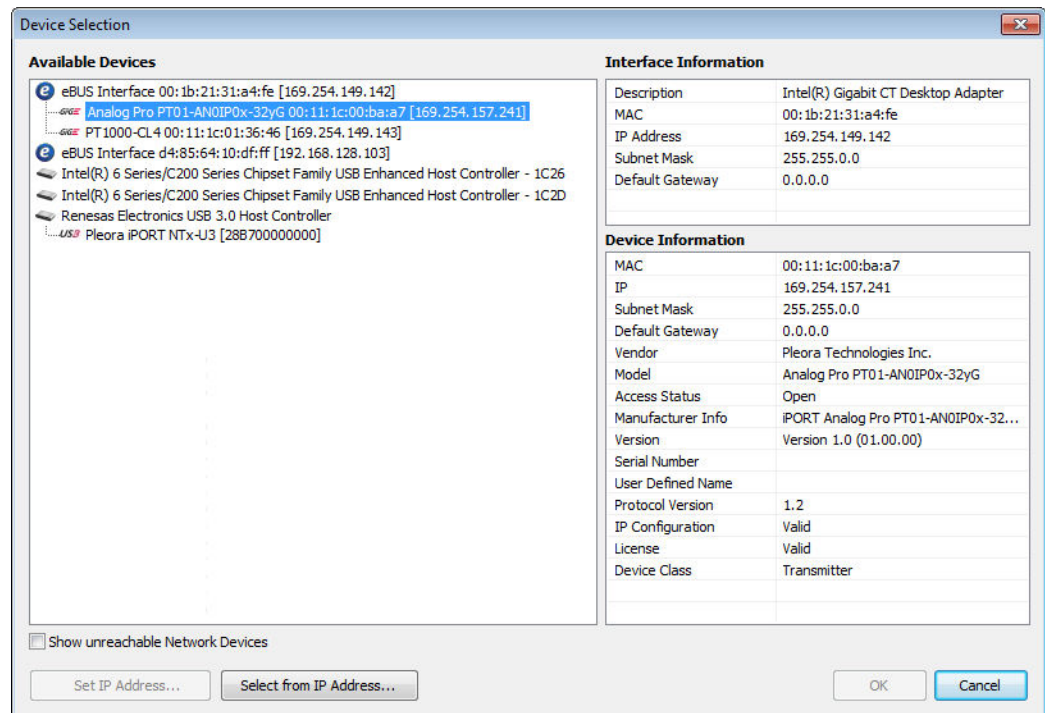
The **Default GigE Vision Communication Parameters** or **Default USB3 Vision Communication Parameters** dialog box appears.

3. Customize the communication settings as required and then close the dialog box.

When you connect to the GigE Vision or USB3 Vision device, the communication settings that you specified will be used. For information about connecting to a device, see [“To connect to a device”](#) on page 16.

To change the communication settings

1. Start eBUS Player and click **Select/Connect**.
2. Click the GigE Vision or USB3 Vision device in the **Available Devices** list.



3. Click **OK** in the bottom right corner.

4. Under **Parameters and Controls**, click **Communication control**.
5. The **Communication Control** dialog box appears. Customize the communication settings as required by adjusting the features in the dialog box.



The **Communication control** button is only available when eBUS Player is connected to a device. To configure the communication settings before a connection is established with a GigE Vision or USB3 Vision device, see [“To set the default communication parameters for the initial device connection”](#) on page 37.

Accessing the Device Settings

To change the device settings, you can access the eBUS Player Device Control dialog box. This dialog box lets you specify the settings related to your device, including transport layer settings, image processing settings, image mode and formatting settings, display timing settings, channel settings, autonomous control settings, and messaging settings.

By changing the values of controls in the eBUS Player control dialog boxes, you can change how the GigE Vision or USB3 Vision device (and connection between the device and the host computer) performs.

System configuration is comprised of the following three categories, and provides a set of controls for each category in a separate dialog box:

- **Communication Control** dialog box. Controls connection and communication settings between the host computer and the GigE Vision or USB3 Vision device. For information about the communication settings, see [“Accessing the Communication Settings”](#) on page 37.
- **Device Control** dialog box. Controls all device settings, including transport layer settings, image processing settings, image mode and formatting settings, display timing settings, channel settings, autonomous control settings, and messaging settings.
- **Image Stream Control** dialog box. Controls image stream settings and provides performance statistics.



We recommend that you do not use the **AcquisitionStart** and **AcquisitionStop** features in the **Device Control** dialog to start and stop streaming. Instead, you should use the **Play** and **Stop** buttons in the Player window.



While the available communication control and stream control features do not change based on device, the available device control features are retrieved from the device's XML file. The device control features will vary depending on the device you are working with.

Connection Section

The following table shows the relationship between the controls in the Device Control dialog box and the controls in the Connection section.

Table 6: Connection Section Controls and Features

Connection section control	Corresponding feature
IP address field (GigE Vision devices only)	Device Control dialog box > TransportLayerControl / GevCurrentIPAddress
MAC address field (GigE Vision devices only)	Device Control dialog box > TransportLayerControl / GevMACAddress
GUID field (USB3 Vision devices only)	Communication Control dialog box > Connection / DeviceGUID (not shown below)
Vendor field	Device Control dialog box > DeviceControl / DeviceVendorName (not shown below)
Model field	Device Control dialog box > DeviceControl / DeviceModelName (not shown below)

IP address	169.254.67.106
MAC address	00-11-1c-00-ba-a7
GUID	N/A
Vendor	Pleora Technologies Inc.
Model	Analog Pro PT01-AN0IP0x-32yG
Name	

Device Control

Visibility: Beginner

GEV Device

- AnalogControl
- TransportLayerControl
 - GevInterfaceSelector: 0
 - GevMACAddress: 00:11:1C:00:BA:A7
 - GevCurrentIPConfigurationLLA: True
 - GevCurrentIPConfigurationDHCP: True
 - GevCurrentIPConfigurationPersistent: False
 - GevCurrentIPAddress: 169.254.67.106
 - GevCurrentSubnetMask: 255.255.0.0
 - GevCurrentDefaultGateway: 0.0.0.0
 - GevIPConfigurationStatus: LLA
 - GevPersistentIPAddress: 0.0.0.0
 - GevPersistentSubnetMask: 0.0.0.0
 - GevPersistentDefaultGateway: 0.0.0.0
- UserSetControl

GEV Current IP Address
Selector: **GevInterfaceSelector**

Reports the IP address for the given network interface.

Unbound unsigned 32 bits integer
Increment: 1

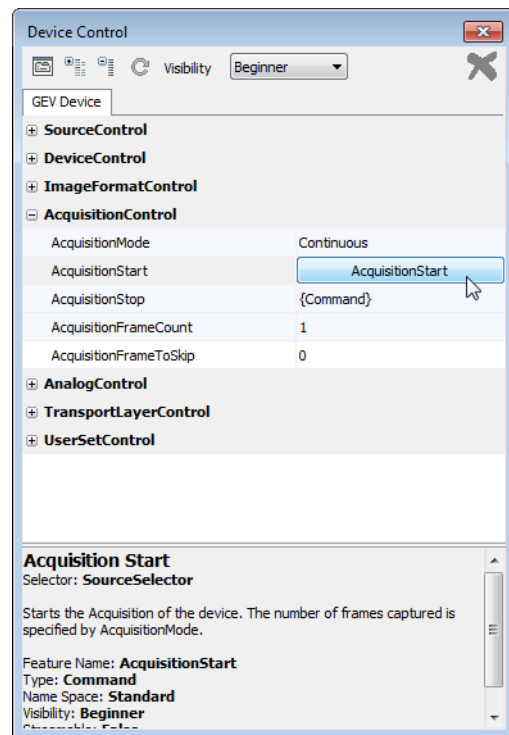
Feature Name: **GevCurrentIPAddress**
Type: **Integer**

Acquisition Control Section

The following table shows the relationship between the controls in the Device Control dialog box and the controls in the Acquisition Control section.

Table 7: Acquisition Control Section Controls and Features

Acquisition Control section control	Feature in the Device Control dialog box
Source list (for multi-source GigE Vision devices)	TransportLayerControl / GevStreamChannelSelector
Mode list	AquisitionControl / AcquisitionMode
Play button	AquisitionControl / AcquisitionStart (GigE Vision devices only)
Stop button	AquisitionControl / AcquisitionStop (GigE Vision devices only)



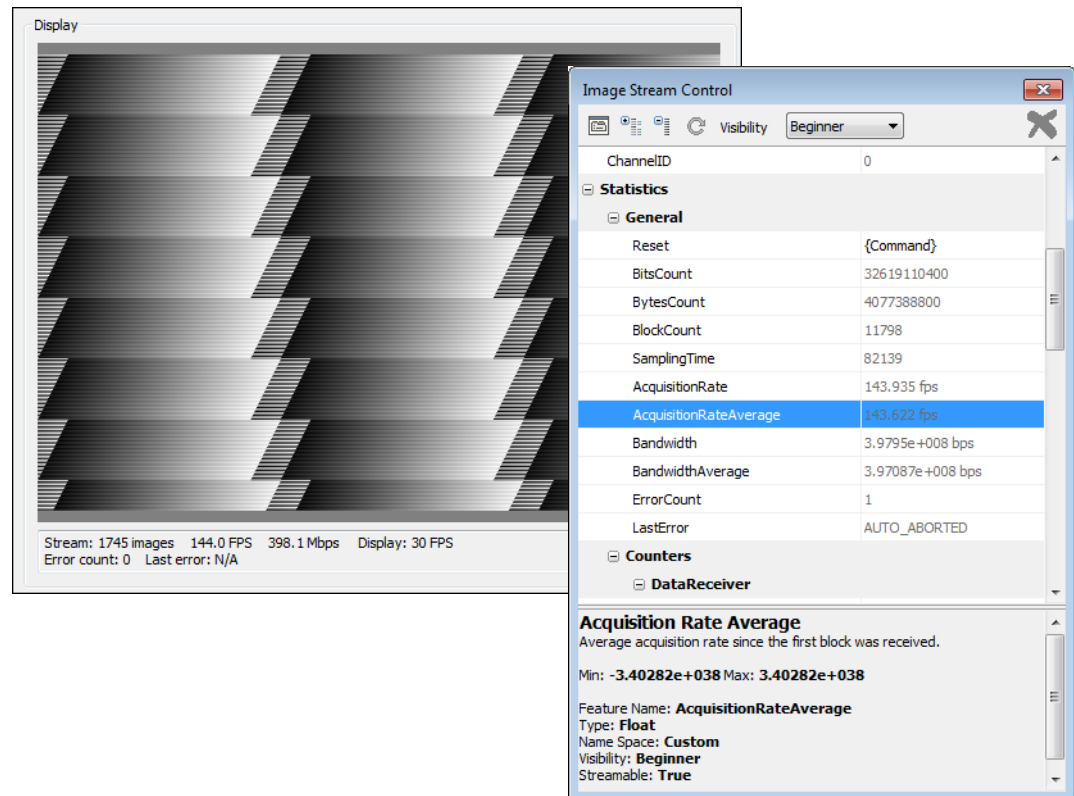
If you use the **AcquisitionStart** and **AcquisitionStop** features in the **Device Control** dialog box to start and stop streaming from a GigE Vision device, please note that the **TLPParamsLocked** feature is not activated, allowing you to change features that are normally locked during image streaming, such as width and height. This may cause unexpected results. Whenever possible, we recommend that you use the **Play** and **Stop** buttons to start and stop streaming.

Display Section

The following table shows the relationship between the information in the Device Control dialog box and the controls in the Display section.

Table 8: Display Section Controls and Features

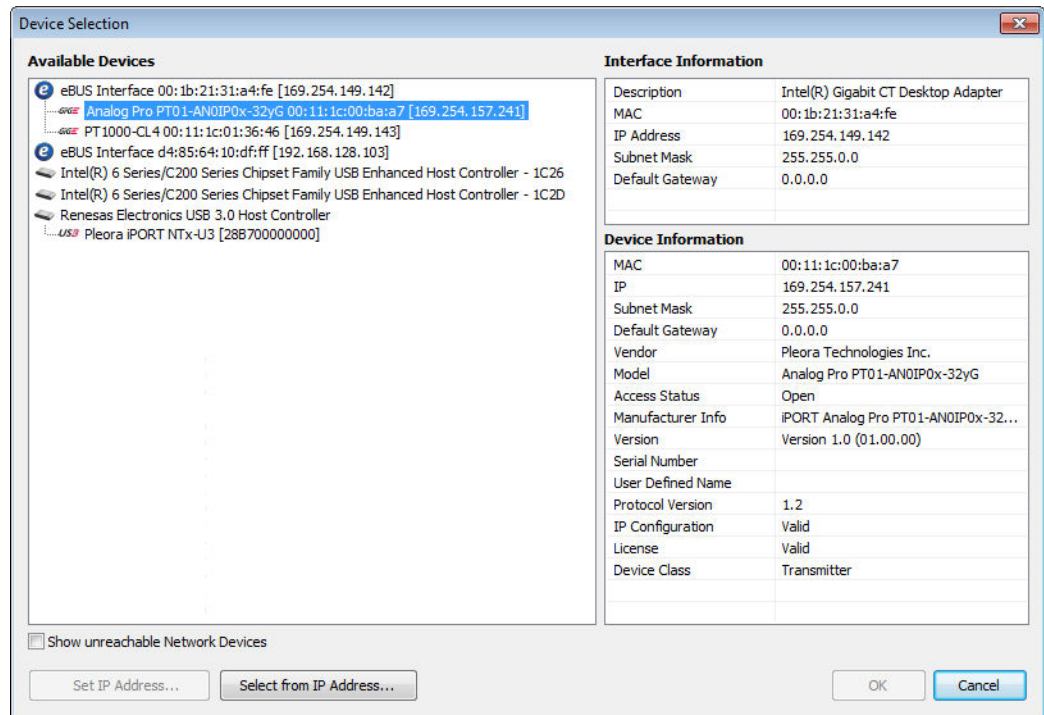
Display section information	Feature in the Image Stream Control dialog box
Image count (nnn images)	Statistics / General / BlockCount
Frame rate (xxx FPS)	Statistics / General / AcquisitionRateAverage
Data rate (yyy Mbps)	Statistics / General / BandwidthAverage



For transmitters that do not timestamp packets, an asterisk (*) appears next to the **frame rate (FPS)** and **data rate (Mbps)** in the Display section, which indicates that these values could not be calculated. You can set the SDK to use the receiving computer's time to do the calculation by clicking **Image Stream Control** and setting the **Statistics > General > TimestampSourcePreferred** feature to **Software**.

To change the device settings

1. Start eBUS Player and click **Select/Connect**.
2. Click a GigE Vision or USB3 Vision device in the **Available Devices** list.

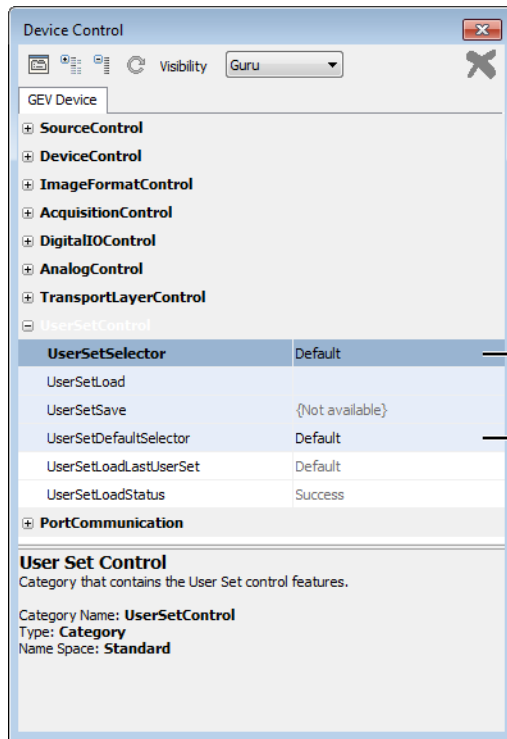


3. Click **OK** in the bottom right corner.
4. Under **Parameters and Controls**, click **Device control**.

The **Device Control** dialog box appears. Customize the settings as required by adjusting the features in the dialog box.



Features that are light blue are dependent on features that are dark blue (selectors) in eBUS Player. For example, the **UserSetLoad** feature depends on the option that is selected in the **UserSetSelector**. If **Default** is selected, the default User Set is loaded when this command is executed. If **UserSet1** is selected, User Set 1 is loaded.



Dark blue (selector) feature, example

Light blue feature, example

To adjust the display of features

- Use the options listed in the following table when working with features.

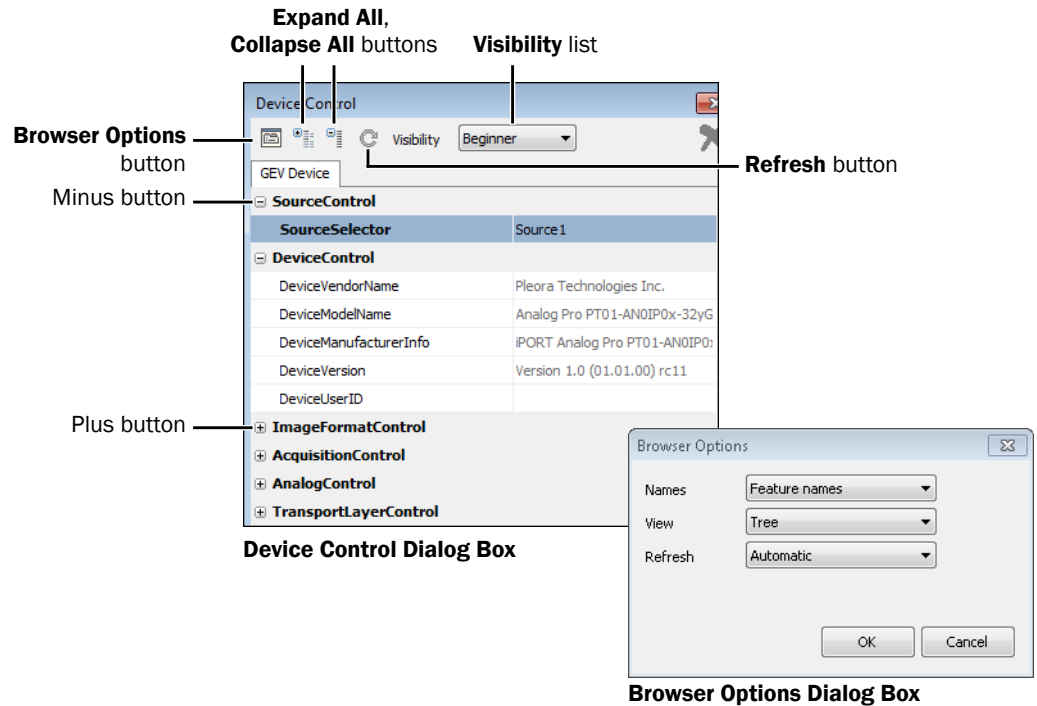


Table 9: Adjusting the Display of Features

Adjustment tool	Description
Expand All button	Expands the categories (when the Tree view is selected in the Browser Options dialog box).
Collapse All button	Collapses the categories (when the Tree view is selected in the Browser Options dialog box).
Visibility list	Filters the list of features to suit your level of video network responsibility and understanding. There are more controls available for the Guru level than the Beginner level; some controls are not available in the Beginner level.
Browser Options button	Opens the Browser Options dialog box, which allows you to: <ul style="list-style-type: none"> Choose whether the features are displayed as an alphabetical list or a feature tree. Show the features using either the feature name or the display name. Specify whether the device features are refreshed automatically, based on polling time (as defined in the GenApi XML file that was used to build the node map), or manually refreshed (using the Refresh button).

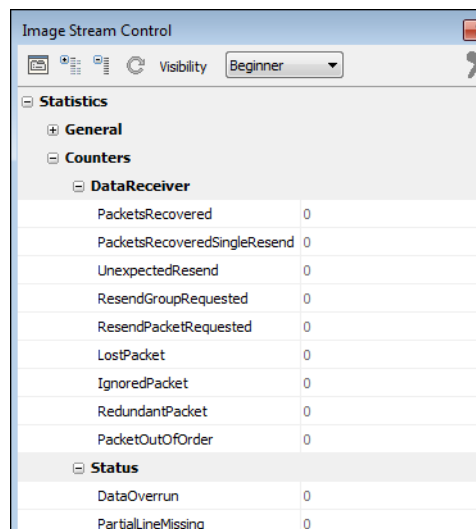
Table 9: Adjusting the Display of Features (Continued)

Adjustment tool	Description
Refresh button	<p>Refreshes the features of a GigE Vision or USB3 Vision device (such as a transmitter or receiver) that are displayed in the Device Control dialog box. The following refresh options are available in the Browser Options dialog box:</p> <ul style="list-style-type: none"> • Polling. Features that are defined for polling are automatically refreshed (if the polling time configured for the feature has elapsed). • Automatic. The features are automatically refreshed every few seconds. This is the default setting. • Manual. You can manually refresh the features in the Device Control dialog box.
Minus button	Collapses a category (when the Tree view is selected in the Browser Options dialog box).
Plus button	Expands a category (when the Tree view is selected in the Browser Options dialog box).

Monitoring Performance

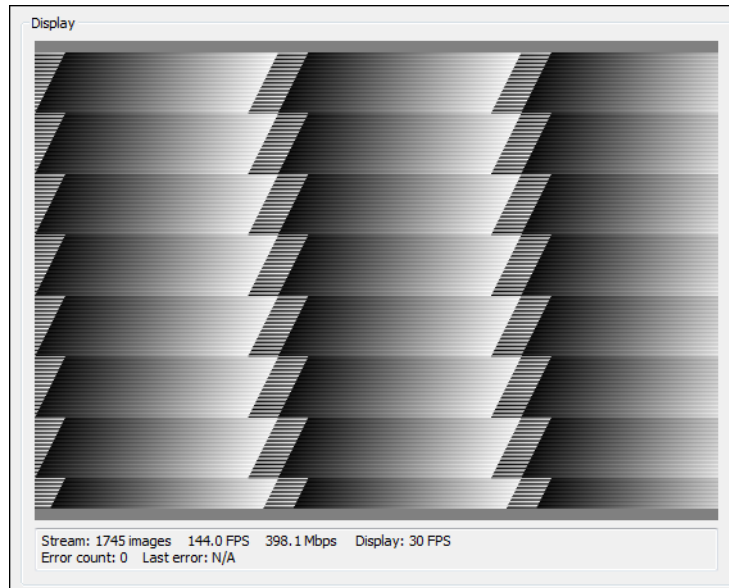
As your device receives images from your camera and sends them to your computer, it keeps track of image errors (such as missing lines), network errors (such as lost packets), and other performance-related statistics.

You can view a complete list of error counts in the **Image Stream Control** dialog box. Performance metrics are grouped under **Statistics**.



You can view a summarized list of error counts at the bottom of the **Display** section. The **Display** section shows the total number of images displayed (**BlockCount**), the instantaneous frame rate (**AcquisitionRateAverage**), and the data rate (**BandwidthAverage**).

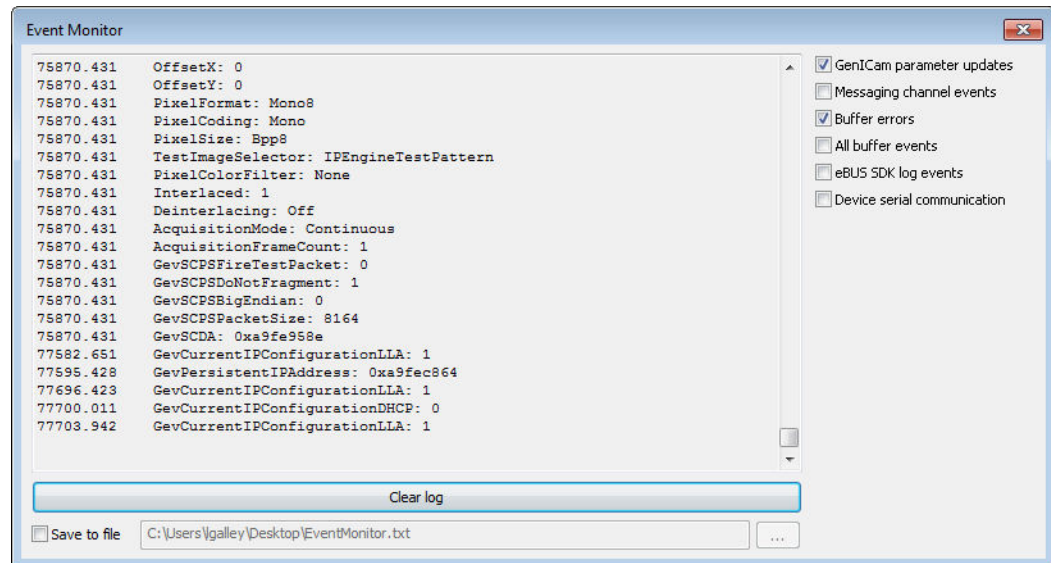
For transmitters that do not timestamp packets, an asterisk (*) appears next to the **frame rate (FPS)** and **data rate (Mbps)** in the Display section, to indicate that these values are not available. In this case, the SDK uses the receiving computer's time to calculate the values. You can change this behavior by clicking **Image Stream Control** and changing the **Statistics > General > TimeStampSourcePreferred** feature.



Using the Event Monitor

The Event Monitor is a valuable tool that you can use to determine causes of issues that may occur during the use of your device. When enabled, you can view time-stamped records of all GenICam parameter updates and PvStream buffer errors, as well as the successful PvStream buffers.

You can clear the log content, and you can save the content to your hard drive.



To access the Event Monitor

1. Start eBUS Player and connect to the device.
2. Click Play.
3. On the **Tools** menu, click **Event Monitor**.
4. Select the information that you want to display in the Event Monitor:
 - **GenICam parameter updates.** Reports all device GenICam parameter invalidation events (as triggered by GenApi) as event monitor log events.
 - **Messaging channel events.** Reports all GigE Vision or USB3 Vision events to the Event Monitor before they are raised as GenICam parameter invalidation events. Please note that a large number of events will appear.
 - **Buffer errors.** Reports all buffers retrieved from the PvPipeline by the application display thread that have an operation result other than OK.
 - **All buffer events.** Reports all buffers retrieved from the PvPipeline by the application display thread, regardless of the operation result. Please note that a large number of events will appear.
 - **eBUS SDK log events.** Reports interactions between the eBUS SDK (including eBUS Player) and the device. For example, when you start or stop a stream you will see a log event.
 - **Device serial communication.** Reports transmit and receive information when transmitting serial data to a Camera Link camera. For example, information related to starting or stopping the stream, requests for parameter values, and data that is sent through the **Device Serial Communication** dialog box.

To save events in the monitor

- In the **Event Monitor**, select the **Save to file** check box, browse to the desired location. Future events will be saved to a file on your computer.

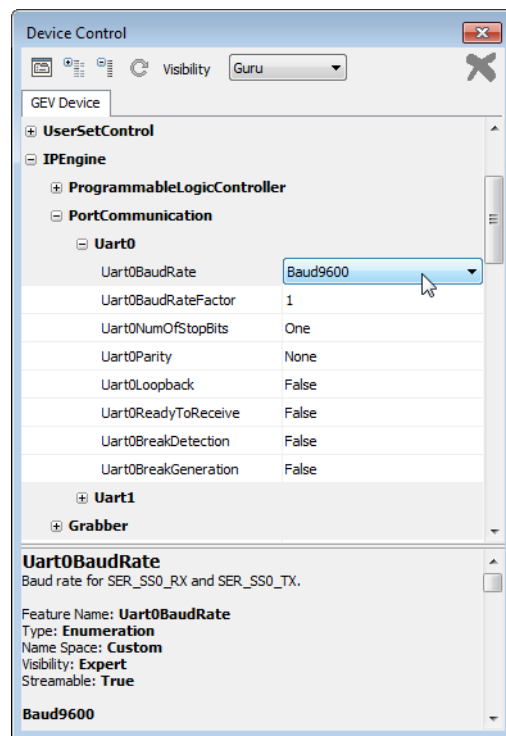
Using the Device Serial Ports

If you have a thorough understanding of the serial protocol to be used, you can communicate with a camera or other external devices through serial ports connected to your Pleora device.

eBUS Player allows you to control the serial ports of a GigE Vision or USB3 Vision device that is integrated with a Pleora device. You can also transfer files to the device using the serial port, such as a Non-Uniformity Correction (NUC) file, a Look-Up Table (LUT), or camera firmware.

Configuring the Serial Ports

The controls to configure the serial ports are available in the Device Control dialog box, as shown in the following image.



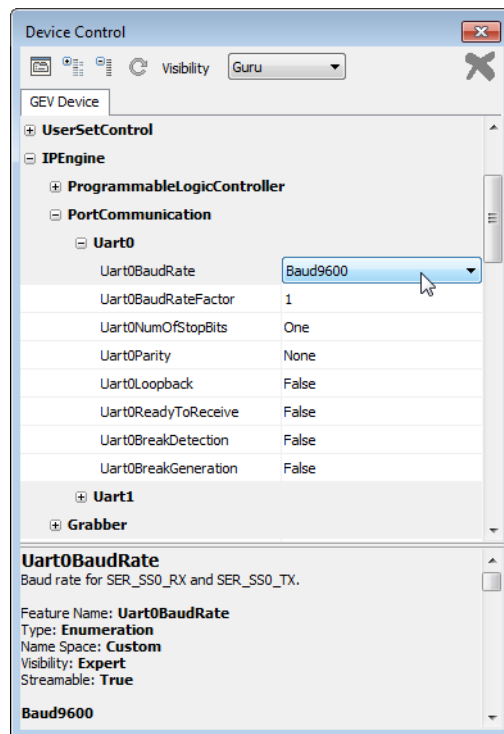
The available serial ports vary, depending on the device you are using.

Setting the Baud Rate for Serial Ports

You must set the baud rate for the serial ports if the default value is not acceptable.

To set the baud rate for serial ports

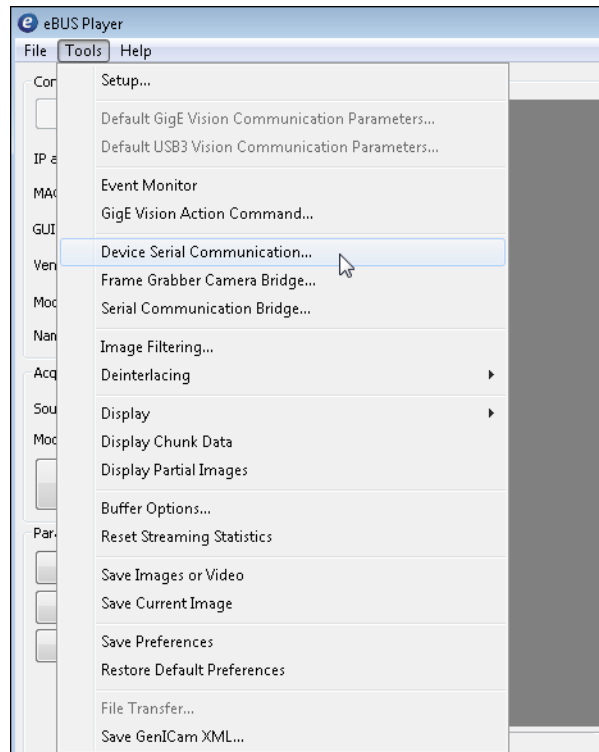
1. Start **eBUS Player** and connect to your camera.
2. Click the **Device control** button to open the **Device Control** dialog box.
3. Scroll to the **IP Engine > PortCommunication** section.
Ensure you are using the **Guru** visibility level.
4. Depending on the type of device you are controlling, do one of the following:
 - In the **Uart0** section, set the baud rate using the **Uart0BaudRate** control.
 - In the **Uart1** section, set the baud rate using the **Uart1BaudRate** control.
 - In the **PortCommunication** section, set the baud rate using the **BulkBaudRate** control.



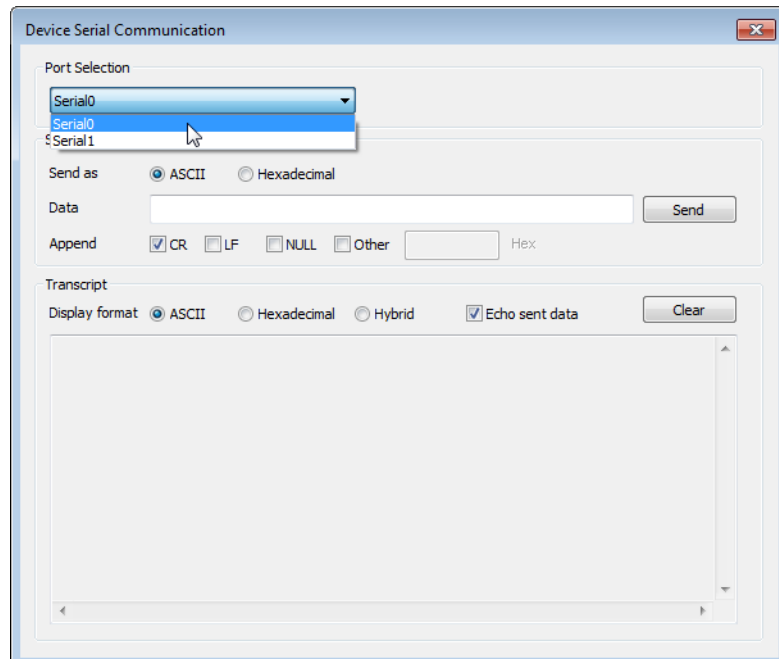
Other settings, such as parity and the number of stop bits, should also be configured by entering the appropriate values for the settings in the **PortCommunication** section.

To communicate with a camera or other external device using a serial port

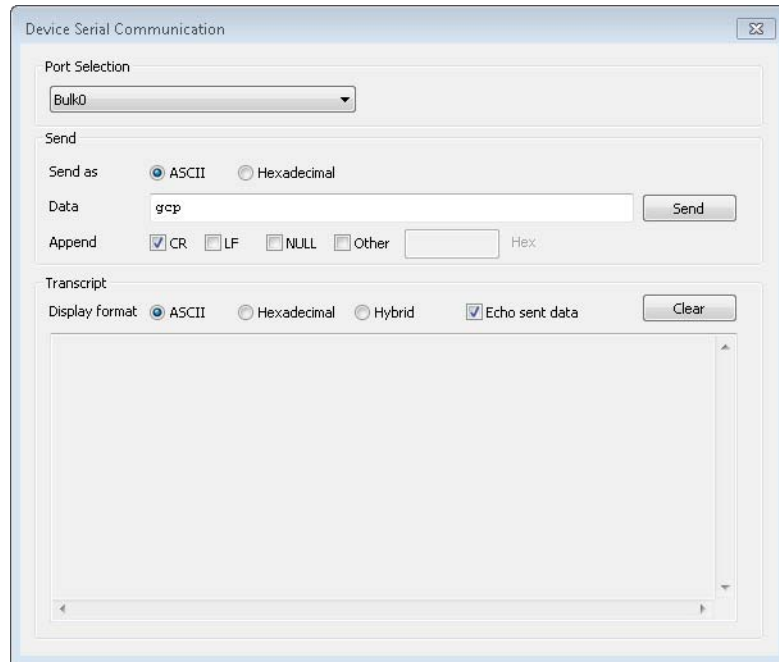
1. Start eBUS Player.
2. On the **Tools** menu, click **Device Serial Communication**.



3. In the **Port Selection** list, click a serial or bulk port, depending on your device.



4. Under **Send as**, select the data transmission sequence format by clicking either **ASCII** (text only) or **Hexadecimal**.



5. Type the data string in the **Data** box.
For hexadecimal, enter a pair of hexadecimal digits for each byte, separated by spaces. For example, 01 23 45 67 89 AB CD EF.
6. Select one of the trailer options beside **Append**.
Trailer options are not mutually exclusive; they append in the order shown.
Select **Other** for ASCII and hexadecimal sequences in custom trailers for devices that do not use the trailer options in the order shown, for example, **CR** and **LF**.
7. Click **Send** to transmit the data sequence.
8. Wait for the device to reply.
9. Close the **Device Serial Communication** dialog box.

Establishing Communication Between a Camera and Third-Party Camera Configuration Software

In some systems, you may be required to use an existing third-party camera configuration application (for example, the software application that was provided with the camera), a third-party application relying on a Camera Link DLL, or a Camera Link camera that has a CLProtocol DLL. In each of these cases, the system requires that applications send serial commands to a camera through a Pleora video interface, such as an embedded video interface or external frame grabber. Pleora's eBUS SDK contains functionality that allows you to establish a bridge to facilitate communication between the eBUS SDK and a camera.

For information about establishing a communication bridge, see one of the following knowledge base articles on the Pleora Support Center (<https://supportcenter.pleora.com>).

- [*Knowledge Base Article: Establishing a Serial Bridge through Camera Link DLL Communication*](#). This article is for users who have a third-party camera configuration application that requires that they use a Camera Link DLL to send serial commands to the camera.
- [*Knowledge Base Article: Establishing a Serial Bridge through a Serial Port \(COM Port\) Link*](#). This article is for users who have a third-party camera configuration application and want to use a serial port on their computer to send serial commands to the camera, or would like to use a joystick connected to a serial port on their computer to control the camera.
- [*Knowledge Base Article: Establishing a Camera Bridge with a CLProtocol DLL and GenICam CLProtocol*](#). This article is for users who have a CLProtocol DLL (provided by the camera manufacturer) that allows them to configure and monitor settings within the camera using GenICam.
- [*Knowledge Base Article: Establishing a Camera Bridge through GenCP*](#). This article is for users with a camera that supports the GenCP device control protocol.

Chapter 6



Saving eBUS Player and Device Settings

There are several options to save eBUS Player and device settings:

- **Save current session settings to a configuration file.** Save the eBUS Player preferences and device settings to a configuration file, which you can use to start a new session or load during future sessions.
- **eBUS Player preferences only.** Save the eBUS Player preferences, such as the frame rate used to display video in eBUS Player, as your default eBUS Player settings. This method also saves the **Communication control** settings, which are used to communicate with your device, such as a specific default heartbeat interval and answer timeout value.
- **Device settings.** Save the settings to the device's flash memory as a User Set, allowing the device settings to persist over power cycles.



A supplementary document is available on the Pleora Support Center that lists the settings that are saved with each of the options listed in this chapter. For more information, see [Saving eBUS Player and Device Settings](#).

The following topics are covered in this chapter:

- “Saving Your eBUS Player and Device Settings to a Configuration File” on page 54
- “Saving Your eBUS Player Preferences” on page 55
- “Saving Your Device Configuration Settings to the Device's Flash Memory” on page 55

Saving Your eBUS Player and Device Settings to a Configuration File

If you want to save the eBUS Player and device settings for a particular device, you can create a configuration file, which you can load during future sessions.

When you save your settings to a configuration file, all of the eBUS Player preferences, **Communication Control** settings, **Image Stream Control** settings, and device settings (for the particular device) are saved.

To save your eBUS Player and device settings to a configuration file

1. On the **File** menu, click **Save**.
2. Select the location in which you want to save the configuration file.

To load eBUS Player and device configuration settings from a configuration file

1. On the **File** menu, click **Open**.
2. Select the configuration file that you want to open.

If eBUS Player *is not connected* to a GigE Vision or USB3 Vision device, eBUS Player opens the file and attempts to connect to the device from which the configuration file was created. Please note, eBUS Player attempts to establish a connection based on the MAC address or USB 3.0 GUID of the device. For GigE Vision devices, using the MAC address (instead of the IP address) allows eBUS Player to connect to the device even if its IP address has changed.

If eBUS Player *is connected* to a GigE Vision or USB3 Vision device, a message appears to warn you that the settings will be applied to the device. Click **Yes** to apply the settings that are stored in the configuration file, or **No** to cancel the operation (and then disconnect from the device and connect to a different device).

Saving Your eBUS Player Preferences

eBUS Player allows you to save the eBUS Player preferences as your default eBUS Player settings. This feature is useful when you prefer certain settings, for example you like to use a high frame rate to display video in eBUS Player. It is also useful if you use **Communication control** settings to communicate with your GigE Vision or USB3 Vision devices, such as a specific heartbeat interval and answer timeout value.

If you want to revert back to the original eBUS Player default preferences, you can do so at any time.

To save your eBUS Player preferences

- On the eBUS Player **Tools** menu, click **Save Preferences**.

The eBUS Player preferences, including the **Communication control** options, are saved.



The **Device control** settings and the **Image stream** control settings are not saved when you click **Save Preferences**. The **Device control** settings can be saved as part of the device “user sets”. For more information, see “[Saving Your Device Configuration Settings to the Device’s Flash Memory](#)” on page 55. If the **Image stream control** settings do not meet your needs, you must configure them every time you connect to a device.



You can revert back to the original eBUS Player default preferences by clicking **Restore Default Preferences** on the **Tools** menu.

Saving Your Device Configuration Settings to the Device’s Flash Memory

The changes that you make to your device are temporary and will not be persisted across power cycles. To save the changes to the device, you can use the options available in the **UserSetControl** section of the **Device Control** dialog box. Once saved, the changes (saved as “User Sets”) can persist across power cycles.

Most iPORT devices support two User Sets: **UserSet1**, which consists of the user-configured settings, and **Default**, which consists of the pre-configured settings, to which you can always revert. Settings identified as **Default** in the **Device Control** dialog box cannot be changed.

The following table describes the options available in **UserSetControl**.

Table 10: Saving Configuration Settings to a GigE Vision or USB3 Vision Device

Setting	Description
UserSetSelector	Selects the User Set to load or save.
UserSetLoad	Loads the User Set specified by UserSetSelector to the device and makes it active.
UserSetSave	Saves configuration data to the User Set specified by UserSetSelector , which is part of the non-volatile memory of the device.

Table 10: Saving Configuration Settings to a GigE Vision or USB3 Vision Device

Setting	Description
UserSetDefaultSelector	Selects the User Set to load and make active when the device is reset.
UserSetLoadLastUserSet	Shows the last User Set executed by the device from a UserSetLoad command, or as a result of a reset of the device.
UserSetLoadStatus	Indicates the success or failure of the last User Set applied. The User Set can be applied through a power cycle or through user selection.

To save a configuration change to UserSet1

1. In the **Device Control** dialog box, make the required configuration changes.
2. Scroll to the **UserSetControl** section and change the **UserSetSelector** setting to **UserSet1**.
3. Click **UserSetSave**.

To load the default configuration settings (one-time)

1. In the **UserSetControl** section of the **Device Control** dialog box, select **Default** in the **UserSetSelector** box.
2. Click the **UserSetLoad** setting and then click the **UserSetLoad** button that appears to the right.
The default settings are applied to the GigE Vision or USB3 Vision device.

To specify the persistent settings that are loaded every time the device is reset

- In the **UserSetControl** section of the **Device Control** dialog box, select a User Set in the **UserSetDefaultSelector** box and then close the **Device Control** dialog box.
The next time the GigE Vision or USB3 Vision device is reset, the User Set that you selected is loaded.

Chapter 7



Technical Support

On the Pleora Support Center, you can:

- Download the latest software.
- Log a support issue.
- View documentation for current and past releases.
- Browse for solutions to problems other customers have encountered.
- Get presentations and application notes.
- Get the latest news and information about our products.
- Decide which of Pleora's products work best for you.

To visit the Pleora Support Center

- Go to www.pleora.com and click **Support Center**.
If you have not registered yet, you are prompted to register.
Accounts are usually validated within one business day.

