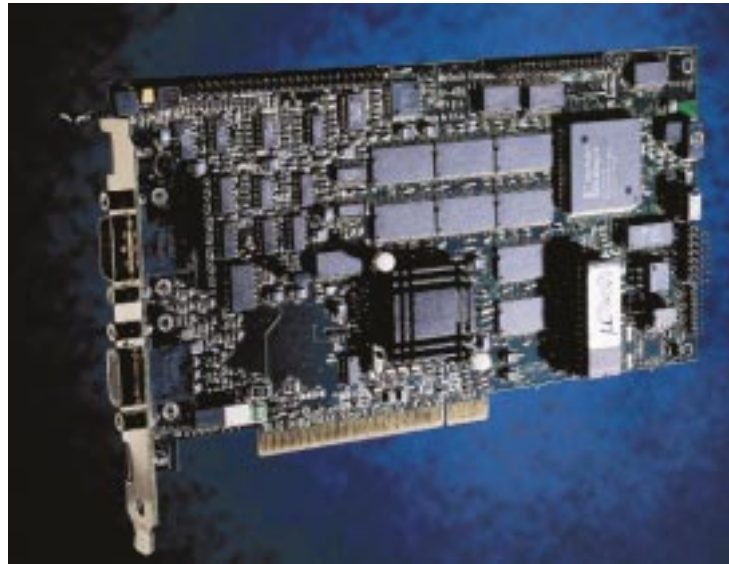**μ TECH**
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Image/VGA-460

Image/VGA-460

PCI Bus Frame Grabber

Monochrome/RGB PCI Frame Grabber

T he Image/VGA-460 is a member of the Image/VGA-4xx series.

High quality RGB color or monochrome video images can be digitized and displayed in real time inside a resizable video window on the computer's VGA monitor. Text and graphics can be written into the VGA memory and, using a color key, overlaid non-destructively on top of the live video. Chroma keying is supported so that a background can be underlaid behind the video scene. Image/VGA-460 is a fully functional VGA controller. Display resolutions, with a live video window, of up to 1280x1024x32 bits are supported. The VGA graphics and video may have different color depths. The VGA data can be independently double buffered. Image/VGA-460 provides 12V DC power through the DB-15HD connector for supplying power to the camera. A Strobe signal, controlled by the 16-bit counter can be used to control the camera. The hardware trigger allows the capture of the next field or next frame of video.

Applications

- **Industrial Vision**
- **Image Analysis**
- **Image Data Base**
- **Identification Systems**
- **Medical Imaging**
- **Microscopy**
- **Security**

Features

- **Single slot PCI Frame Grabber and VGA Display**
- **Integrated VGA accelerator from S3**
- **Real time digitize display of Video**
- **Programmable position/size of Digitizing Window**
- **Non-destructive overlay of text and graphics on live video (color key)**
- **Chroma Key to underlaid background**
- **Standard RS-170/CCIR and nonstandard (progressive scan) support**
- **Monochrome (Y only) and RGB color video**
- **Color 24 bit (RGB 888) and 32 bit (XRGB-888) format supported**
- **Scatter/gather DMA transfer of data to system memory**
- **4 monochrome and 2 RGB video channels, software selectable**
- **8 or 16 MB SDRAM**
- **Scalable Video in a Window**
- **Hardware Triggered Grab**
- **12V DC camera power output**
- **Software Developer's Kit under Windows '95/98, Windows NT, Windows 2000, and DOS**
- **4 channels of Event, Strobe, and Trigger signals**

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Image/VGA-460

Image/VGA-460 SPECIFICATIONS

Analog Video Input

- Up to 4 composite monochrome video software selectable
- Up to 2 RGB color video software selectable
- RS-170, CCIR, or non-standard video
- DB-15HD connector

Digitizer

- High precision 10 bit A/D converters at up to 33 MSPS
- 640x480 for NTSC, 768x575 for PAL
- 24 bits RGB color
- 8 bits monochrome (Y channel)
- Programmable contrast/brightness control
- Programmable Top, Bottom and clamping level control on R/B, and G channels
- 16 banks of 256x8 LUT for mono and RGB channels

VGA Display Controller

- VGA accelerator
- 640 x 480 x 32/16/8 bits
- 800 x 600 x 32/16/8 bits
- 1024 x 768 x 32/16/8 bits
- 1280 x 1024 x 32/16/8 bits

Memory

- 8 or 16 MB SDRAM
- VGA data and Video data stored in separate areas of the buffer
- VGA data can be independently double buffered
- VGA and Video data may have different pixel depths
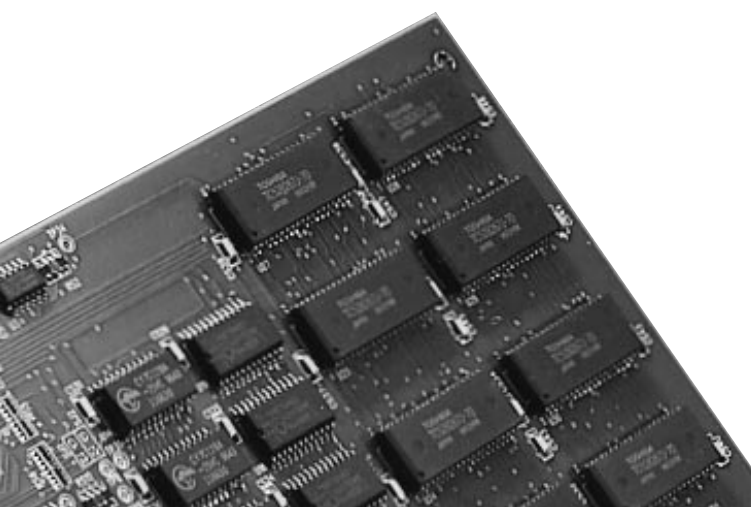
External Camera Control

- 4 Independent Channels at Event, Strobe, Trigger
- 16 bit counter for controlling integration/exposure
- Hardware/Software trigger for frame/field grabbing
- 10 bit delay counter
- 12 volt DC output for camera power

Software Developer's Kit

- Windows 95/98, Windows NT DLLs, Windows 2000, DOS
- TWAIN Driver
- MCI Driver
- Source code examples provided

Security device
Optional Sync Generator

Specifications subject to change without notice

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