

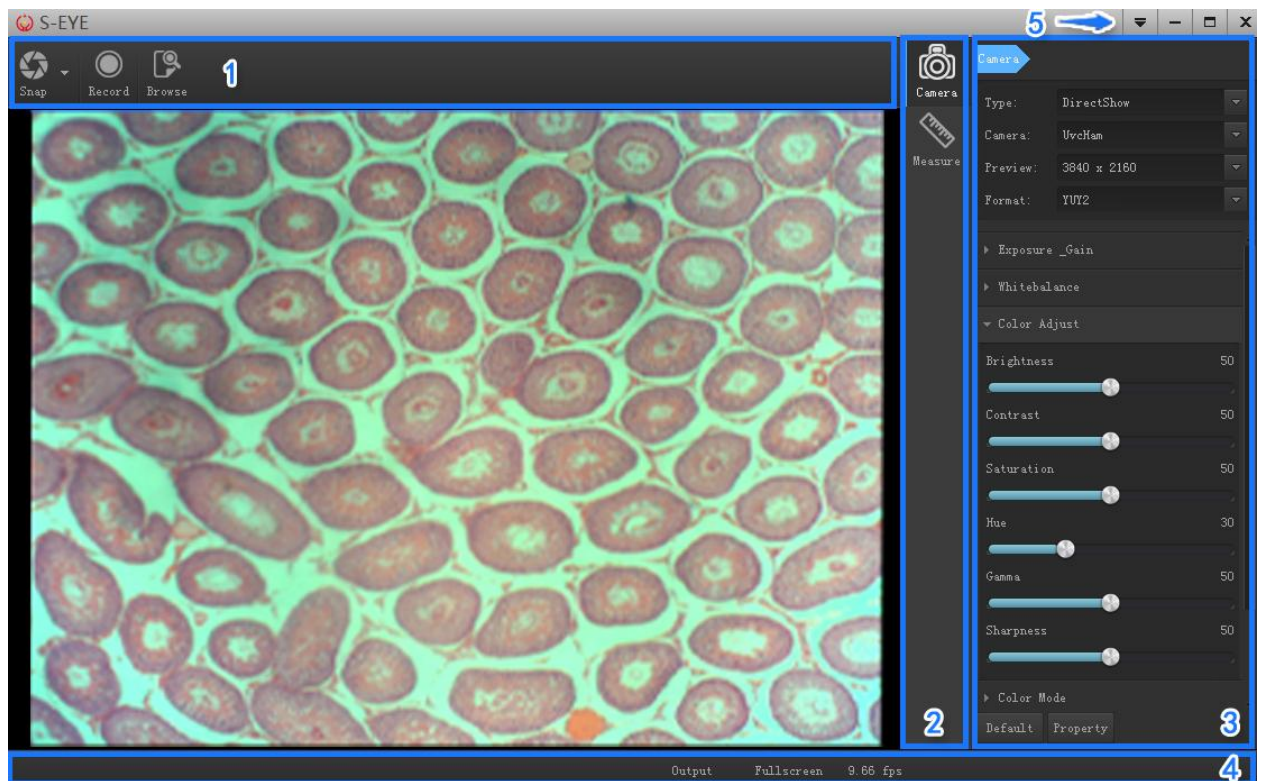
S-EYE Image Software Instructions

Introduction

S-EYE is a dynamic image processing software developed for camera imaging, featuring:

1. **Multi-Camera Support:** Compatible with various cameras, allowing seamless switching between devices.
2. **GPU-Based Image Rendering:** Enables high-resolution, high-frame-rate dynamic image display.
3. **Dynamic Image Measurement:** Includes built-in tools for measuring images in real time.
4. **User-Friendly Interface:** Simple and convenient operation for enhanced usability.

Software Interface Layout

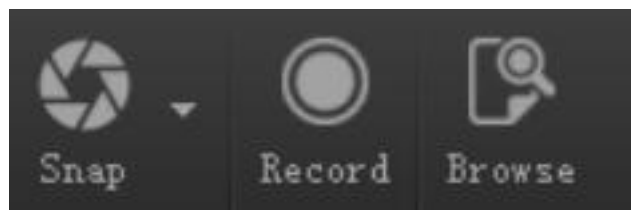


- 1. Toolbar:** Provides common functions such as taking photos and recording videos.
- 2. Sidebar Tab Switcher:** Used to switch between tabs on the right-hand control panel, currently supporting camera control and measurement functions.
- 3. Sidebar Control Panel:** Specific controls and operations for the camera.
- 4. Status Bar:** Displays status information and provides controls related to the software display, such as full screen and zoom.
- 5. Main Menu:** Offers access to settings, software information, and more.

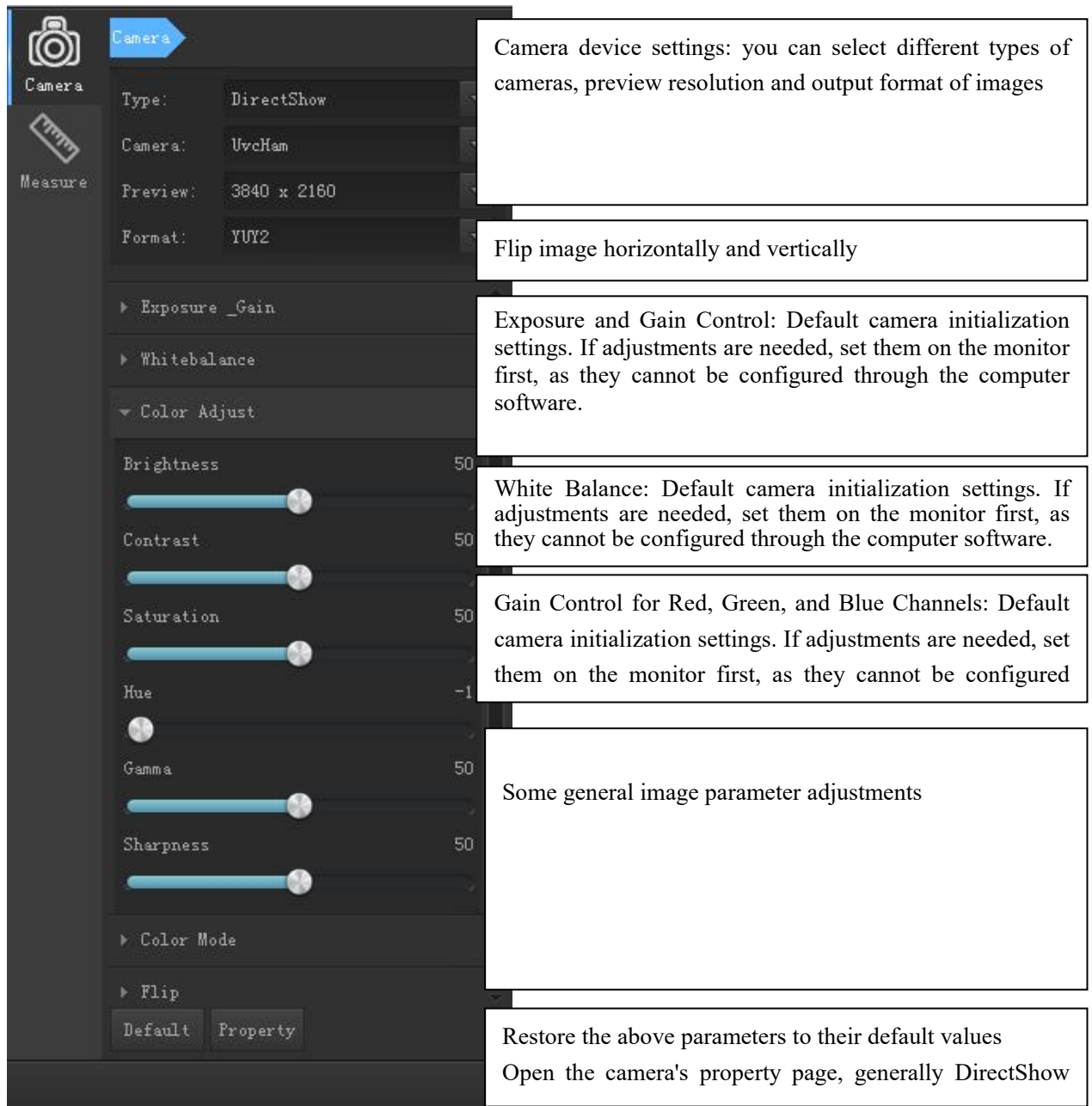
Image Capture

S-EYE currently supports photo and video recording functions:

1. **Photo Capture:** Click the photo button to capture an image. Use the small arrow next to the photo button to open a menu where you can set the file format and photo resolution.
2. **Video Recording:** Click the record button to start recording. Click it again to stop. The video files are saved in MP4 format using H.264 encoding.
3. **Browse:** Click the browse button to open the folder where image files are stored using Windows File Explorer.



Camera Control


















The screenshot shows a software interface for camera control. On the left, there is a sidebar with icons for 'Camera' and 'Measure'. The main panel is titled 'Camera' and contains several sections of settings:

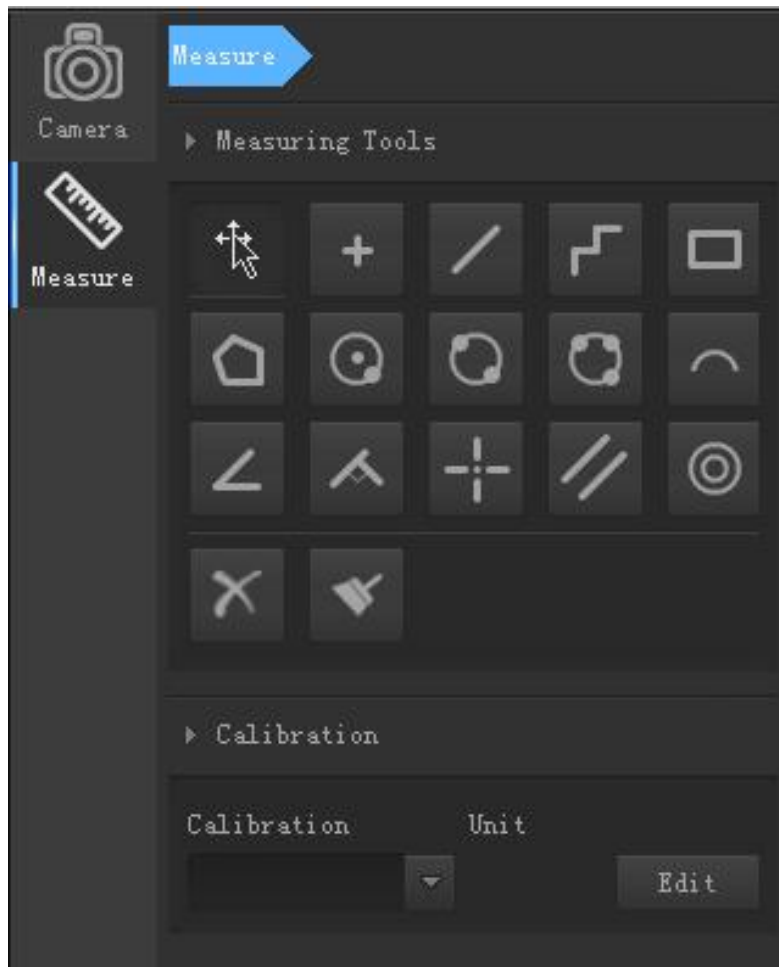
- Camera device settings:** Type: DirectShow, Camera: UvcHam, Preview: 3840 x 2160, Format: YUY2.
- Exposure and Gain Control:** Exposure_Gain (collapsed).
- Whitebalance:** Whitebalance (collapsed).
- Color Adjust:** Brightness (slider at 50), Contrast (slider at 50), Saturation (slider at 50), Hue (slider at -1), Gamma (slider at 50), Sharpness (slider at 50).
- Color Mode:** Color Mode (collapsed).
- Flip:** Flip (collapsed).
- Buttons:** Default and Property.

Callout boxes provide additional information:

- Camera device settings:** you can select different types of cameras, preview resolution and output format of images
- Flip image horizontally and vertically**
- Exposure and Gain Control:** Default camera initialization settings. If adjustments are needed, set them on the monitor first, as they cannot be configured through the computer software.
- White Balance:** Default camera initialization settings. If adjustments are needed, set them on the monitor first, as they cannot be configured through the computer software.
- Gain Control for Red, Green, and Blue Channels:** Default camera initialization settings. If adjustments are needed, set them on the monitor first, as they cannot be configured
- Some general image parameter adjustments**
- Default:** Restore the above parameters to their default values
- Property:** Open the camera's property page, generally DirectShow

Measurement

Icon	Function	Details
	Movement	Move the measurement tool on the screen, either as a whole or by adjusting a specific endpoint.
	Point	Mark a specific point on the image
	Line	Draw a straight line and measure its length.
	Polyline	Draw a polyline; right-click to finish drawing. Measure the total length of the polyline.
	Rectangle	Draw a rectangle and measure its area
	Irregular Polygon	Draw an irregular polygon; right-click to finish drawing. Measure the area of the polygon.
	Circle	Define a circle using its center and radius, then measure the radius and area.
	Two-Point Circle	Define a circle using two points on its diameter, then measure the radius and area.
	Three-Point Circle	Define a circle using three points on its circumference, then measure the radius and area.
	Arc	Define an arc using three points and measure its length.
	Angle	Measure the angle between two lines.
	Point-to-Line Distance	Measure the perpendicular distance from a point to a straight line.
	Delete	Remove a measurement tool by selecting the delete tool and clicking on a specific endpoint of the tool.
	Delete All	Remove all measurement tools from the screen.
	Export	Export measurement data to a CSV file, which can be opened with Excel.



Troubleshooting

The preview image is partially blank and partially normal.

This is likely due to the graphics card driver not being installed.

Please install the latest graphics card driver.