

AVT PvAPI

Programmers' Reference Manual

Version 1.24
May 28, 2010

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Overview

This document is the programmer's reference for Allied Vision Technologies's GigE Vision driver and its Application Programming Interface.

The Allied Vision Technologies PvAPI interface supports all GigE Vision cameras from Allied Vision Technologies.

The PvAPI driver interface is a user DLL which communicates with NDIS (Network Driver Interface Specification) and kernel drivers. (see Figure 1).

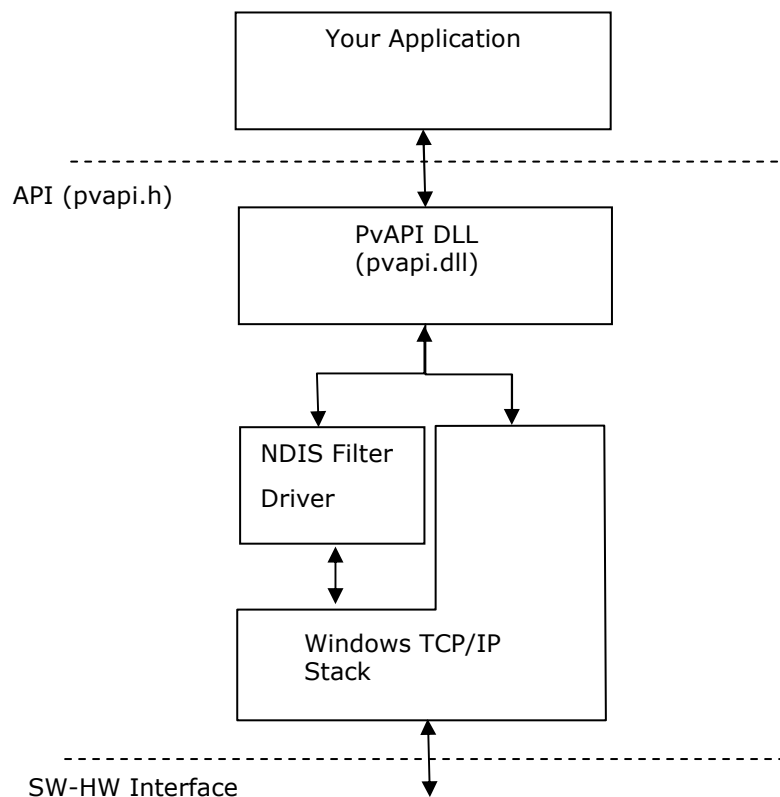


Figure 1. Allied Vision Technologies driver stack.

Using the Driver

Platform

The Allied Vision Technologies driver is supported on the following Microsoft platforms:

- Windows 2000
- Windows XP Professional or Home (32bit or 64bit)
- Windows Vista and Windows 7 (32bit or 64bit)

The following *alternative* platforms are also supported:

- Linux (x86, PPC, x64, arm)
- QNX 6.3 (x86), 6.3 + Core Networking 6.4, 6.4 Beta
- Mac OS X (x86, PPC 32bit, x64)

The GigE Vision driver works with any Ethernet interface. If the optional GigE Filter driver is installed, the CPU load on the host will significantly be reduced (this is only available on Windows platforms). The Filter driver can be disabled from any adapter that is not used to stream from a camera.

Programming Languages (on Windows)

The user DLL (“pvapi.dll”) is a standard-call DLL, which is accessible by most programming languages.

Required C header files (“PvAPI.h” and “PvRegIO.h”) are included in the SDK.

Most compiled languages need an import library to call a DLL. An import library (“PvAPI.lib”) for Microsoft Visual Studio 6.0 (and later) is included in the SDK. Most compilers come with a tool to generate an import library from a DLL; see your compiler’s manual for more information.

Threading

The driver is thread-safe, with a few exceptions as noted in this document.

Distribution

The following files may be redistributed for use with Prosilica/AVT cameras only:

On Windows:

- pvapi.dll
- psligvfilter.inf
- psligvfilter_m.inf
- psligvfilter.sys
- Allied Vision Technologies GigE Filter Installer.exe
- Allied Vision Technologies Viewer Installer.exe

On other platforms:

libPvAPI.so

libPvAPI.a

libImagelib.a

No other files from the SDK may be redistributed without written permission from Allied Vision Technologies.

Driver Installation

The PvAPI DLL should be installed in your application's directory. This ensures that the correct version of PvAPI is available to your application.

Here are two mechanisms for installing the GigE Filter driver (Windows only):

1. Run "Allied Vision Technologies GigE Filter Installer.exe". You can use the command line option "/S" to perform a *silent* installation.
2. Install the following files:
 - pslignvfilter.sys - Copy to %system32%\drivers
 - pslignvfilter.inf - Copy to %windir%\inf
 - pslignvfilter_m.inf - Copy to %windir%\inf

Once installed, the GigE Filter driver will display as a service in Network adapter properties, where you can enable/disable it.

Using the API

Module Version

As new features are introduced to PvAPI, your software may not support older versions of PvAPI. In this case, use *PvVersion* to check the version number of PvAPI.

Module Initialization

Before calling any PvAPI functions (other than *PvVersion*), you must initialize the PvAPI module by calling *PvInitialize*.

When you are finished with PvAPI, call *PvUnInitialize* to free resources. These two API functions must always be paired. It is possible, although not recommended, to call the pair several times within the same program.

List available cameras

Function *PvCameraList* will enumerate all Allied Vision Technologies cameras connected to the system.

Example:

```
tPvCameraInfoEx  list[10];
unsigned long     numCameras;

numCameras = PvCameraListEx(list, 10, NULL, sizeof(tPvCameraInfoEx));

// Print a list of the connected cameras
for (unsigned long i = 0; i < numCameras; i++)
    printf("%s [ID %u]", list[i].SerialNumber, list[i].UniqueId);
```

The *tPvCameraInfoEx* structure provides the following information about a camera:

UniqueId	A value unique to each camera shipped by Allied Vision Technologies.
CameraName	People-friendly camera name (usually part name)
ModelName	Name of the camera part
PartNumber	Manufacturer's part number
SerialNumber	Camera's serial number
FirmwareVersion	Camera's firmware version
PermittedAccess	A combination of tPvAccessFlags
InterfaceId	Unique value for each interface or bus
InterfaceType	Interface type; see tPvInterface

To be notified when a camera is detected or disconnected, use *PvLinkCallbackRegister*. Your callback function must be thread safe.

Opening a camera

A camera must be opened to control and capture images. Function *PvCameraOpen* is used to open the camera.

Example:

```
tPvCameraInfoEx    info;
unsigned long       numCameras;
tPvHandle           handle;

numCameras = PvCameraListEx(info, 1, NULL, sizeof(tPvCameraInfoEx));

// Open the first camera found, if it's not already open. (See
// function reference for PvCameraOpen for a more complex example.)
if ((numCameras == 1) && (info.PermittedAccess & ePvAccessMaster))
    PvCameraOpen(info.UniqueId, ePvAccessMaster, &handle);
```

The camera must be closed when the application is finished.

Setting up the camera & driver

Attributes are used to control and monitor various aspects of the driver and camera(s).

For example, to start continuous acquisition, set attribute *AcquisitionMode* to *Continuous* and run the command-attribute *AcquisitionStart*:

```
PvCaptureStart(Camera);
PvAttrEnumSet(Camera, "AcquisitionMode", "Continuous");
PvCommandRun(Camera, "AcquisitionStart");
```

For example, to change the exposure time, set attribute *ExposureValue*:

```
PvAttrUInt32Set(Camera, "ExposureValue", 10000); // 10000 µs
```

For example, to read the image size in bytes:

```
// If you want to ensure portable code, you might choose to use
// tPvUInt32 or your own typedef, in place of "unsigned long".

unsigned long imageSize;

PvAttrUInt32Get(Camera, "TotalBytesPerFrame", &imageSize);
```


Table 1 introduces the basic attributes found on all cameras. For a complete list, see the Camera Controls document. An attribute has a name, a type, and access flags such as read-permitted and write-permitted.

Table 1. List of the basic attributes, found on all cameras.

Attribute	Type	AccessFlags	Description
<i>AcquisitionMode</i>	Enumeration	R/W	The acquisition mode of the camera. Value set: { <i>Continuous</i> , <i>SingleFrame</i> , <i>MultiFrame</i> , <i>Recorder</i> }.
<i>AcquisitionStart</i>	Command		Start acquiring images.
<i>AcquisitionStop</i>	Command		Stop acquiring images.
<i>AcquisitionAbort</i>	Command		Stop acquiring images (abort any on-going exposure)
<i>PixelFormat</i>	Enumeration	R/W	The image format. Value set: { <i>Mono8</i> , <i>Mono16</i> , <i>Bayer8</i> , <i>Bayer16</i> , <i>Rgb24</i> , <i>Rgb48</i> , <i>Yuv411</i> , <i>Yuv422</i> , <i>Yuv444</i> }.
<i>Width</i>	UInt32	R/W	Image width, in pixels.
<i>Height</i>	UInt32	R/W	Image height, in pixels.
<i>TotalBytesPerFrame</i>	UInt32	R	Number of bytes per image.

Function *PvAttrList* is used to list all attributes available for a camera. This list remains static while the camera is opened.

To get information on an attribute, such as its type and access flags, call function *PvAttrInfo*.

PvAPI currently defines the following attribute types (*tPvDatatype*):

Enumeration	A set of values. Values are represented as strings.
UInt32	32-bit unsigned value.
Float32	32-bit IEEE floating point value.
Boolean	A simple Boolean value (true,false)
Int64	64-bit signed value
String	A string (null terminated, char[]).
Command	Valueless; a function executes when the attribute is written.

PvAPI currently defines the following access flags (*tPvAttributeFlags*):

Read	The attribute may be read.
Write	The attribute may be written.
Volatile	The camera may change the attribute value at any time. An example of a volatile attribute is <i>ExposureValue</i> , because

the exposure is always changing if the camera is in auto-expose mode.

Constant The attribute value will never change.

Table 2 lists the PvAPI functions used to access attributes.

Table 2. Functions for reading and writing attributes.

Attribute Type	Set	Get	Range
Enumeration	<i>PvAttrEnumSet</i>	<i>PvAttrEnumGet</i>	<i>PvAttrRangeEnum</i>
UInt32	<i>PvAttrUInt32Set</i>	<i>PvAttrUInt32Get</i>	<i>PvAttrRangeUInt32</i>
Float32	<i>PvAttrFloat32Set</i>	<i>PvAttrFloat32Get</i>	<i>PvAttrRangeFloat32</i>
Int64	<i>PvAttrInt64Set</i>	<i>PvAttrInt64Get</i>	<i>PvAttrRangeInt64</i>
Boolean	<i>PvAttrBooleanSet</i>	<i>PvAttrBooleanGet</i>	<i>n/a</i>
String	<i>PvAttrStringSet</i>	<i>PvAttrStringGet</i>	<i>n/a</i>
Command	<i>PvCommand</i>	<i>n/a</i>	<i>n/a</i>

Image Acquisition and Capture

To obtain an image from your camera, first setup PvAPI to capture images, then start acquisition on the camera. These two concepts – capture and acquisition – while related, are independent operations as it is shown below:

To capture images sent by the camera, follow these steps:

1. *PvCaptureStart* – initialize the image capture stream.
2. *PvCaptureQueueFrame* – queue frame buffer(s). As images arrive from the camera, they are placed in the next frame buffer in the queue, and returned to the user.
3. When done, *PvCaptureEnd* – close the image capture stream.

None of the steps above cause the camera to acquire an image. To effect image acquisition on the camera, follow these steps:

1. Set attribute *AcquisitionMode*.
2. Run command attribute *AcquisitionStart*.
3. When done, depending on the application, run command attribute *AcquisitionStop*.

Normally, image capture is initialized and frame buffers are queued before the command *AcquisitionStart* is run, but the order can vary depending on the application. To guarantee a particular image is captured, you must ensure that your frame buffer is queued before the camera is instructed to start acquisition.

Image Capture

Images are captured using the asynchronous function *PvCaptureQueueFrame*. Allocate an image buffer (use attribute *TotalBytesPerFrame* or calculate the size yourself), fill out a *tPvFrame* structure, and place the frame structure on the queue with *PvCaptureQueueFrame*.

Before a queued image buffer can be used or the frame structure modified, the application needs to know when the image capture is complete. Two mechanisms are available: either block your thread until capture is complete using *PvCaptureWaitForFrameDone*, or specify a callback function when you run *PvCaptureQueueFrame*. Your callback function is run by the driver when image capture is complete.

NOTE: Always check that *tPvFrame->Status* equals *ePvErrSuccess*, when a frame returned to you to ensure the data is valid. For example: lost data over the GigE network (usually the result of an improperly configured camera or network card, e.g. mismatch of packet size) will result in *ePvErrDataMissing*, meaning the complete frame has not been received by the host.

Many frames can be placed on the frame queue, and their image buffers will be filled in the same order they were queued. Up to 100 frames may be queued at one time. To capture more images, keep submitting new frames as the old frames complete. Most applications need not queue more than 2 or 3 frames at a time.

If you want to cancel all the frames on the queue, call *PvCaptureQueueClear*. The status of the frame is set to *ePvErrCancelled* and, if applicable, the callbacks are run.

Image Acquisition

Image acquisition is setup via attributes *AcquisitionMode*, *AcquisitionStart*, and *AcquisitionStop*. See the Camera Controls document for more information.

Error Codes

Most PvAPI functions return a *tPvErr*-type error code.

Typical errors are listed with each function in the reference section of this document. However, any of the following error codes might be returned:

<i>ePvErrSuccess</i>	Success – no error.
<i>ePvErrCameraFault</i>	Unexpected camera fault.
<i>ePvErrInternalFault</i>	Unexpected fault in PvAPI or driver.
<i>ePvErrBadHandle</i>	Camera handle is bad.
<i>ePvErrBadParameter</i>	Function parameter is bad.
<i>ePvErrBadSequence</i>	Incorrect sequence of API calls. For example,

	queuing a frame before starting image capture.
ePvErrNotFound	Returned by <i>PvCameraOpen</i> when the requested camera is not found.
ePvErrAccessDenied	Returned by <i>PvCameraOpen</i> when the camera cannot be opened in the requested mode, because it is already in use by another application.
ePvErrUnplugged	Returned when the camera has been unexpectedly unplugged.
ePvErrInvalidSetup	Returned when the user attempts to capture images, but the camera setup is incorrect.
ePvErrResources	Required system or network resources are unavailable.
ePvErrQueueFull	The frame queue is full.
ePvErrBufferTooSmall	The frame buffer is too small to store the image.
ePvErrCancelled	Frame is cancelled. This is returned when frames are aborted using <i>PvCaptureQueueClear</i> .
ePvErrDataLost	The data for this frame was lost. The contents of the image buffer are invalid.
ePvErrDataMissing	Some of the data in this frame was lost.
ePvErrTimeout	Timeout expired. This is returned only by functions with a specified timeout.
ePvErrOutOfRange	The attribute value is out of range.
ePvErrWrongType	This function cannot access the attribute, because the attribute type is different.
ePvErrForbidden	The attribute cannot be written at this time.
ePvErrUnavailable	The attribute is not available at this time.
ePvErrFirewall	Windows' firewall is blocking the streaming port.

Function Reference

PvAttrBooleanGet

Get the value of a Boolean attribute.

Prototype

```
tPvErr PvAttrBooleanGet
(
    tPvHandle          Camera,
    const char*        Name,
    tPvBoolean*        pValue
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pValue</i>	Value is returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Boolean type.

PvAttrBooleanSet

Set the value of a Boolean attribute.

Prototype

```
tPvErr PvAttrBooleanSet
(
    tPvHandle      Camera,
    const char*    Name,
    tPvBoolean     Value
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	Value to set.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrOutOfRange</i>	The value is out of range at this time.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Boolean type.

PvAttrEnumGet

Get the value of an enumeration attribute.

Prototype

```
tPvErr PvAttrEnumGet
(
    tPvHandle          Camera,
    const char*        Name,
    char*              pBuffer,
    unsigned long      BufferSize,
    unsigned long*     pSize
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pBuffer</i>	The value string (always null terminated) is copied here. This buffer is allocated by the caller.
<i>BufferSize</i>	The size of the allocated buffer.
<i>pSize</i>	The size of the value string is returned here. This may be bigger than <i>BufferSize</i> ! Null pointer is allowed.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an enumeration type.

PvAttrEnumSet

Set the value of an enumeration attribute.

Prototype

```
tPvErr PvAttrEnumSet  
(  
    tPvHandle          Camera,  
    const char*        Name,  
    const char*        Value  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	The enumeration value (a null terminated string).

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrOutOfRange</i>	The value is not a member of the current enumeration set.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an enumeration type.

PvAttrExists

Query: does an attribute exist?

Prototype

```
tPvErr PvAttrExists  
(  
    tPvHandle      Camera,  
    const char*    Name  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	The attribute exists.
<i>ePvErrNotFound</i>	The attribute does not exist.

Notes

The result of this query is static for this camera; it won't change while the camera is open.

PvAttrFloat32Get

Get the value of a Float32 attribute.

Prototype

```
tPvErr PvAttrFloat32Get
(
    tPvHandle      Camera,
    const char*    Name,
    tPvFloat32*    pValue
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pValue</i>	Value is returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Float32 type.

PvAttrFloat32Set

Set the value of a Float32 attribute.

Prototype

```
tPvErr PvAttrFloat32Set
(
    tPvHandle      Camera,
    const char*    Name,
    tPvFloat32     Value
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	Value to set.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrOutOfRange</i>	The value is out of range at this time.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Float32 type.

PvAttrInfo

Get information, such as data type and access mode, on a particular attribute.

Prototype

```
tPvErr PvAttrInfo  
(  
    tPvHandle          Camera,  
    const char*        Name,  
    tPvAttributeInfo*  pInfo  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pInfo</i>	The attribute information is copied here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.

Notes

PvAttrInt64Get

Get the value of an Int64 attribute.

Prototype

```
tPvErr PvAttrInt64Get
(
    tPvHandle      Camera,
    const char*    Name,
    tPvInt64*      pValue
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pValue</i>	Value is returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an Int64 type.

PvAttrInt64Set

Set the value of an Int64 attribute.

Prototype

```
tPvErr PvAttrInt64Set
(
    tPvHandle      Camera,
    const char*    Name,
    tPvInt64       Value
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	Value to set.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrOutOfRange</i>	The value is out of range at this time.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an Int64 type.

PvAttrIsAvailable

Query: is the attribute available at this time / for this camera model?

Prototype

```
tPvErr PvAttrIsAvailable  
(  
    tPvHandle      Camera,  
    const char*    Name  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	The attribute is available.
<i>ePvErrUnavailable</i>	The attribute is unavailable at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.

Notes

If an attribute is unavailable, it means the attribute cannot be read or changed.

The result of this query is dynamic. The availability of a particular attribute may change at any time, depending on the state of the camera and the values of other attributes.

PvAttrIsValid

Query: is the value of an attribute valid / within range?

Prototype

```
tPvErr PvAttrIsValid  
(  
    tPvHandle      Camera,  
    const char*    Name  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	The attribute value is in range.
<i>ePvErrOutOfRange</i>	The attribute value is out of range.
<i>ePvErrNotFound</i>	The attribute does not exist.

PvAttrList

List all the attributes applicable to a camera.

Prototype

```
tPvErr PvAttrList
(
    tPvHandle          Camera,
    tPvAttrListPtr*    pListPtr,
    unsigned long*      pLength
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>pListPtr</i>	The pointer to the attribute list is returned here. The attribute list is owned by the PvAPI module, and remains static while the camera is opened. The attribute list is an array of string pointers.
<i>pLength</i>	The length of the attribute list is returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.

Example

List the available attributes:

```
tPvAttrListPtr    listPtr;
unsigned long      listLength;

if (PvAttrList(Camera, &listPtr, &listLength) == ePvErrSuccess)
{
    for (int i = 0; i < listLength; i++)
    {
        const char* attributeName = listPtr[i];

        printf("Attribute %s\n", attributeName);
    }
}
```

PvAttrRangeEnum

Get the set of values for an enumerated attribute.

Prototype

```
tPvErr PvAttrRangeEnum
(
    tPvHandle          Camera,
    const char*        Name,
    char*              pBuffer,
    unsigned long       BufferSize,
    unsigned long*      pSize
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pBuffer</i>	A comma separated string (no white-space, always null terminated), representing the enumeration set, is copied here. This buffer is allocated by the caller.
<i>BufferSize</i>	The size of the allocated buffer.
<i>pSize</i>	The size of the enumeration set string is returned here. This may be bigger than <i>BufferSize</i> ! Null pointer is allowed.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an enumeration type.
<i>ePvErrBadParameter</i>	The supplied buffer is too small to fit the string

Notes

The enumeration set is dynamic. For some attributes, the set may change under various circumstances.

Example

List the acquisition modes (for clarity we use strtok, but please research its limitations):

```
char    enumSet[1000];

if (PvAttrRangeEnum(Camera, "AcquisitionMode",
                    enumSet, sizeof(enumSet), NULL) == ePvErrSuccess)
{
    char* member = strtok(enumSet, ","); // strtok isn't always thread safe!

    while (member != NULL)
    {
        printf("Mode %s\n", member);
        member = strtok(NULL, ",");
    }
}
```

PvAttrRangeFloat32

Get the value range of a Float32 attribute.

Prototype

```
tPvErr PvAttrRangeFloat32
(
    tPvHandle          Camera,
    const char*        Name,
    tPvFloat32*        pMin,
    tPvFloat32*        pMax
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pMin</i>	Minimum value returned here.
<i>pMax</i>	Maximum value returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Float32 type.

Notes

In some cases, the value range is dynamic.

PvAttrRangeInt64

Get the value range of an Int64 attribute.

Prototype

```
tPvErr PvAttrRangeInt64
(
    tPvHandle          Camera,
    const char*        Name,
    tPvInt64*          pMin,
    tPvInt64*          pMax
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pMin</i>	Minimum value returned here.
<i>pMax</i>	Maximum value returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an Int64 type.

Notes

In some cases, the value range is dynamic.

PvAttrRangeUint32

Get the value range of a Uint32 attribute.

Prototype

```
tPvErr PvAttrRangeUint32
(
    tPvHandle          Camera,
    const char*         Name,
    tPvUint32*         pMin,
    tPvUint32*         pMax
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pMin</i>	Minimum value returned here.
<i>pMax</i>	Maximum value returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Uint32 type.

Notes

In some cases, the value range is dynamic.

PvAttrStringGet

Get the value of a string attribute.

Prototype

```
tPvErr PvAttrStringGet
(
    tPvHandle          Camera,
    const char*        Name,
    char*              pBuffer,
    unsigned long      BufferSize,
    unsigned long*     pSize
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pBuffer</i>	The value string (always null terminated) is copied here. This buffer is allocated by the caller.
<i>BufferSize</i>	The size of the allocated buffer.
<i>pSize</i>	The size of the value string is returned here. This may be bigger than <i>BufferSize</i> ! Null pointer is allowed.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a string type.

PvAttrStringSet

Set the value of a string attribute.

Prototype

```
tPvErr PvStringSet  
(  
    tPvHandle      Camera,  
    const char*    Name,  
    const char*    Value  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	The string value (always null terminated).

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a string type.

PvAttrUint32Get

Get the value of a Uint32 attribute.

Prototype

```
tPvErr PvAttrUint32Get
(
    tPvHandle      Camera,
    const char*    Name,
    tPvUint32*     pValue
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>pValue</i>	Value is returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Uint32 type.

PvAttrUint32Set

Set the value of a Uint32 attribute.

Prototype

```
tPvErr PvAttrUint32Set
(
    tPvHandle          Camera,
    const char*        Name,
    tPvUint32          Value
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	Value to set.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrOutOfRange</i>	The value is out of range at this time.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a Uint32 type.

PvCameraClose

Close a camera.

Prototype

```
void PvCameraClose  
(  
    tPvHandle          Camera  
);
```

Parameters

Camera Handle to open camera.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.
ePvErrBadHandle Camera handle is bad.

Notes

Open cameras should always be closed, even if they have been unplugged.

PvCameraCount

Get the number of Allied Vision Technologies cameras visible to this system.

Prototype

```
unsigned long PvCameraCount  
(  
    void  
);
```

Parameters

None.

Return Value

The number of cameras visible to the system.

Notes

The number of cameras is dynamic; it may change at any time.

PvCameraEventCallbackRegister

Register a callback for any camera specific events

Prototype

```
tPvErr PvCameraEventCallbackRegister
(
    tPvHandle          Camera,
    tPvCameraEventCallback Callback,
    void*              Context
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Callback</i>	Callback function to be registered
<i>Context</i>	Defined by the caller. Passed to your callback.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The specified camera could not be found.

Notes

Callback will be issued for any/all enabled events. To enable an event see the *EventNotification* and *EventSelector* attributes.

In the callback function, see the *EventID* for each element of the *EventList* parameter to determine which event(s) are associated with the callback. *EventID* corresponds to the *Uint32* value of *EventID* attribute. E.g. *EventAcquisitionStart* = 40000.

PvCameraEventCallbackUnregister

Unregister a callback for any camera specific events

Prototype

```
tPvErr PvCameraEventCallbackUnregister
(
    tPvHandle          Camera,
    tPvCameraEventCallback Callback,
    void*              Context
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Callback</i>	Callback function to be unregistered
<i>Context</i>	Defined by the caller. Passed to your callback.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The specified camera could not be found.

Notes

Unregistering a callback for events will not cause the camera to stop sending events. To disable an event see the *EventNotification* and *EventSelector* attributes.

PvCameraInfoEx

Get information on a specified camera.

Prototype

```
tPvErr PvCameraInfoEx
(
    unsigned long    UniqueId,
    tPvCameraInfoEx* pInfo,
    unsigned long    Size
);
```

Parameters

<i>UniqueId</i>	Unique ID of camera.
<i>pInfo</i>	Camera information is returned here.
<i>Size</i>	Size of the tPvCameraInfoEx structure

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The specified camera could not be found.

Notes

The specified camera must be visible to the system (i.e. on a local subnet), and using Allied Vision Technologies's driver.

See *PvCameraListEx* (page 41) if you want to retrieve information for all cameras.

PvCameraInfoByAddrEx

Get information on a camera, specified by its IP address. This function is required if the GigE camera is not on the local IP subnet.

Prototype

```
tPvErr PvCameraInfoByAddrEx
(
    unsigned long      IpAddr,
    tPvCameraInfoEx*   pInfo,
    tPvIpSettings*     pIpSettings,
    unsigned long      Size
);
```

Parameters

<i>IpAddr</i>	IP address of camera, in network byte order.
<i>pInfo</i>	Camera information is returned here.
<i>pIpSettings</i>	Camera IP settings is returned here. See PvApi.h.
<i>Size</i>	Size of the tPvCameraInfoEx structure

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The specified camera could not be found.

Notes

This function works if a camera is on the other side of an IP gateway. In this case, the camera's IP address must be known, because it will not be visible to either *PvCameraListEx* or *PvCameraListUnreachableEx*.

PvCameraIpSettingsChange

Change the IP settings for a GigE Vision camera. This command will work for all cameras on the local Ethernet network, including "unreachable" cameras.

Prototype

```
tPvErr PvCameraIpSettingsChange  
(  
    unsigned long        UniqueId,  
    const tPvIpSettings* pIpSettings  
);
```

Parameters

<i>UniqueId</i>	Unique ID of camera.
<i>pIpSettings</i>	Camera IP settings to be applied to the camera. See PvApi.h.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The specified camera could not be found.

Notes

All IP related fields in the *tPvIpSettings* structure are in network byte order.
This command will not work for cameras accessed through an IP router.

PvCameraIpSettingsGet

Get the IP settings for a GigE Vision camera. This command will work for all cameras on the local Ethernet network, including "unreachable" cameras.

Prototype

```
tPvErr PvCameraIpSettingsGet  
(  
    unsigned long    UniqueId,  
    tPvIpSettings*  pIpSettings  
);
```

Parameters

<i>UniqueId</i>	Unique ID of camera.
<i>pIpSettings</i>	Camera IP settings is returned here. See PvApi.h.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The specified camera could not be found.

Notes

All IP related fields in the *tPvIpSettings* structure are in network byte order.
This command will not work for cameras accessed through an IP router.

PvCameraListEx

List the Allied Vision Technologies cameras currently visible to this system.

Prototype

```
unsigned long PvCameraListEx
(
    tPvCameraInfoEx*    pList,
    unsigned long        ListLength,
    unsigned long*       pConnectedNum,
    unsigned long        Size
);
```

Parameters

<i>pList</i>	Array of <i>tPvCameraInfoEx</i> , allocated by the caller. The camera list is returned in this array.
<i>ListLength</i>	Length of <i>pList</i> array.
<i>pConnectedNum</i>	The number of cameras found is returned here. This may be greater than <i>ListLength</i> . Null pointer is allowed.
<i>Size</i>	Size of the <i>tPvCameraInfoEx</i> structure

Return Value

Number of *pList* array entries filled, up to *ListLength*.

Notes

Lists only the cameras which are turned on and using Allied Vision Technologies's drivers.

If you expect a particular camera to be present, alternatively you can use *PvCameraInfoEx* (page 37) to retrieve more information.

Example

See example for *PvCameraOpen* on page 43.

PvCameraListUnreachableEx

List all the cameras currently inaccessible by PvAPI. This lists the GigE Vision cameras which are connected to the local Ethernet network, but are on a different subnet.

Prototype

```
unsigned long PvCameraListUnreachableEx
(
    tPvCameraInfoEx*    pList,
    unsigned long        ListLength,
    unsigned long*       pConnectedNum,
    unsigned long        Size
);
```

Parameters

<i>pList</i>	Array of <i>tPvCameraInfoEx</i> , allocated by the caller. The camera list is returned in this array.
<i>ListLength</i>	Length of <i>pList</i> array.
<i>pConnectedNum</i>	The number of cameras found is returned here. This may be greater than <i>ListLength</i> . Null pointer is allowed.
<i>Size</i>	Size of the <i>tPvCameraInfoEx</i> structure

Return Value

Number of *pList* array entries filled, up to *ListLength*.

Notes

Lists only the cameras which are turned on, and connected to the local Ethernet network but on an inaccessible IP subnet. Usually this means the camera's IP settings are invalid.

If you expect a particular camera to exist on a different subnet, use *PvCameraInfoByAddr Ex*(page 37) to retrieve more information.

Example

See example for *PvCameraOpen* on page 43.

PvCameraOpen

Open a camera.

Prototype

```
tPvErr PvCameraOpen
(
    unsigned long      UniqueId,
    tPvAccessFlags     AccessFlag,
    tPvHandle*         pCamera
);
```

Parameters

<i>UniqueId</i>	Camera's unique ID. This might be acquired through a previous call to <i>PvCameraList</i> .
<i>AccessFlag</i>	Access mode: monitor (listen only) or master (full control).
<i>pCamera</i>	Handle to open camera returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrAccessDenied</i>	Camera could not be opened in the requested access mode, because another application (possibly on another host) is using the camera.
<i>ePvErrNotFound</i>	Camera with the specified unique ID is not found. You will also get this error if the camera was unplugged between <i>PvCameraList</i> and <i>PvCameraOpen</i> .

Notes

Camera must be closed (see *PvCameraClose* on page 33) when no longer required.

Example

```
tPvHandle OpenFirstCamera(void)
{
    tPvCameraInfoEx list[10];
    unsigned long    numCameras;

    // List available cameras.
    numCameras = PvCameraListEx(list, 10, NULL, sizeof(tPvCameraInfoEx));

    for (unsigned long i = 0; i < numCameras; i++)
    {
        // Find the first unopened camera...
        if (list[i].PermittedAccess == ePvAccessMaster)
        {
            tPvHandle    handle;

            // Open the camera.
            if (PvCameraOpen(list[i].UniqueId, &handle) == ePvErrSuccess)
                return handle;
        }
    }
    return 0;
}
```

PvCameraOpenByAddr

Open a camera using its IP address. This function can be used to open a GigE Vision camera located on a different IP subnet.

Prototype

```
tPvErr PvCameraOpen
(
    unsigned long      IpAddr,
    tPvAccessFlags     AccessFlag,
    tPvHandle*         pCamera
);
```

Parameters

<i>IpAddr</i>	Camera's IP address, in network byte order.
<i>AccessFlag</i>	Access mode: monitor (listen only) or master (full control).
<i>pCamera</i>	Handle to open camera returned here.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrAccessDenied</i>	Camera could not be opened in the requested access mode, because another application (possibly on another host) is using the camera.
<i>ePvErrNotFound</i>	Camera with the specified IP address is not found. You will also get this error if the camera was unplugged between <i>PvCameraListUnreachable</i> and <i>PvCameraOpenByAddr</i> .

Notes

Camera must be closed (see *PvCameraClose* on page 33) when no longer required.

PvCaptureAdjustPacketSize

Function will determine the maximum packet size supported by the system (ethernet adapter) and then configure the camera to use this value.

Prototype

```
tPvErr PvCaptureAdjustPacketSize  
(  
    tPvHandle          Camera,  
    unsigned long      MaximumPacketSize  
);
```

Parameters

Camera Handle to open camera.

MaximumPacketSize Upper limit: the packet size will not be set higher than this value.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.

ePvErrUnplugged Camera was unplugged.

ePvErrBadSequence Capture already started

Notes

This cannot be called when a capture is in progress.

On power up, Allied Vision Technologies cameras have a packet size of 8228. If your network does not support this packet size, and you haven't called `PvCaptureAdjustPacketSize` to detect and set the maximum possible packet size, you will see dropped frames.

PvCaptureEnd

Shut down the image capture stream. This resets the FrameCount parameter.

Prototype

```
tPvErr PvCaptureEnd  
(  
    tPvHandle          Camera,  
);
```

Parameters

Camera Handle to open camera.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.

ePvErrUnplugged Camera was unplugged.

Notes

This cannot be called until the capture queue is empty. Function *PvCaptureQueueClear* (page 49) can be used to cancel all remaining frames.

PvCaptureQuery

Query: has the image capture stream been started? That is, has *PvCaptureStart* been called?

Prototype

```
tPvErr PvCaptureQuery  
(  
    tPvHandle      Camera,  
    unsigned long* pIsStarted  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>pIsStarted</i>	Has the capture stream been started? 1=yes, 0=no.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrUnplugged</i>	Camera was unplugged.

PvCaptureQueueClear

Clear the frame queue. Incomplete frames are returned with status *ePvErrCancelled*.

Prototype

```
tPvErr PvCaptureQueueClear  
(  
    tPvHandle          Camera  
);
```

Parameters

Camera Handle to open camera.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.

ePvErrUnplugged Camera was unplugged.

Notes

All applicable frame callbacks are run. After this call completes, all frame callbacks are complete.

This function cannot be run from a frame callback. See *PvCaptureQueueFrame* on page 50.

The completion timing of *PvCaptureWaitForFrameDone* is indeterminate, i.e. it may or may not complete before *PvCaptureQueueClear* completes.

Note that if another frame is being queued at the same time as *PvCaptureQueueClear*, the results are indeterminate. If using frame callbacks, be sure to stop re-queuing frames before your call to *PvCaptureQueueClear*.

PvCaptureQueueFrame

Place an image buffer onto the frame queue. This function returns immediately; it does not wait until the frame has been captured.

Prototype

```
tPvErr PvCaptureQueueFrame
(
    tPvHandle          Camera,
    tPvFrame*          pFrame,
    tPvFrameCallback   Callback
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>pFrame</i>	Frame structure which describes the frame buffer. This structure, unique to each queued frame, must persist until the frame has been captured.
<i>Callback</i>	Callback to run when the frame has been completed (either successfully, or in error). Optional; null pointer is allowed.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrUnplugged</i>	Camera was unplugged.
<i>ePvErrBadSequence</i>	You cannot queue frames until the capture stream has started.
<i>ePvErrQueueFull</i>	The frame queue is full.

Notes

PvCaptureQueueFrame cannot be called until the image capture stream has started.

PvCaptureQueueFrame enables the capture of an acquired frame, but it does not trigger the acquisition; see attributes *AcquisitionMode*, *AcquisitionStart*, and *AcquisitionStop*.

Before you call *PvCaptureQueueFrame*, these frame structure fields must be filled:

<i>ImageBuffer</i>	Pointer to your allocated image buffer. The allocated image buffer may be larger than required.
<i>ImageBufferSize</i>	Size of your image buffer, in bytes.
<i>AncillaryBuffer</i>	Pointer to your allocated ancillary buffer, if <i>AncillaryBufferSize</i> is non-zero.
<i>AncillaryBufferSize</i>	Size of your ancillary buffer, in bytes. Can be 0.

The use of field `Context[4]` is defined by the caller.

When the frame is complete, these fields are filled by the driver:

Status	<i>tPvErr</i> type error code.
ImageSize	Size of this frame, in bytes. May be smaller than <code>BufferSize</code> .
AncillarySize	Ancillary data size, in bytes.
Width	Width of this frame.
Height	Height of this frame.
RegionX	Start of readout region, left.
RegionY	Start of readout region, top.
Format	Format of this frame (see <i>tPvImageFormat</i>).
BitDepth	Bit depth of this frame.
BayerPattern	Bayer pattern, if applicable.
FrameCount	Rolling frame counter. For GigE Vision cameras, this corresponds to the block number, which rolls from 1 to 0xFFFF. Reset on <code>PvCaptureEnd</code> .
Timestamp	Time of exposure-start, in timestamp units.

PvCaptureQueueFrame is an asynchronous capture mechanism; it returns immediately, rather than waiting for a frame to complete.

To determine when a frame is complete, use one of these mechanisms:

1. Call *PvCaptureWaitForFrameDone*
The function *PvCaptureWaitForFrameDone* blocks the calling thread until the frame is complete.
2. Use a callback
When the frame is complete, the callback is run on an internal PvAPI thread. When the callback starts, the frame is complete and you are free to deallocate both the frame structure and the image buffer. The supplied callback function must be thread-safe. Note that *PvCaptureQueueClear* cannot be run from the callback.

To cancel all the frames on the queue, see *PvCaptureQueueClear* on page 49.

The capacity of the frame queue is 100 frames. Pushing on the queue 100 frame is in most case not necessary as the best solution is to reuse previously acquired frames to store new frames.

PvCaptureStart

Start the image capture stream. This initializes both the camera and the host in preparation to capture acquired images.

Prototype

```
tPvErr PvCaptureStart  
(  
    tPvHandle          Camera  
);
```

Parameters

Camera Handle to open camera.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrUnplugged</i>	Camera was unplugged.
<i>ePvErrResources</i>	Required system resources were not available.
<i>ePvErrBandwidth</i>	Insufficient Firewire bandwidth to start image capture stream.

Notes

As images arrive from the camera, they are stored in the buffer at the head of the frame queue. To submit buffers to the frame queue, call *PvCaptureQueueFrame* (page 50).

This function does not start image acquisition on the camera; rather, it establishes the data stream. To control image acquisition, see attributes *AcquisitionMode*, *AcquisitionStart*, and *AcquisitionStop*.

PvCaptureWaitForFrameDone

Block the calling thread until a frame is complete.

Prototype

```
tPvErr PvCaptureWaitForFrameDone
(
    tPvHandle          Camera,
    const tPvFrame*    pFrame,
    unsigned long       Timeout
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>pFrame</i>	Frame structure, as passed to <i>PvCaptureQueueFrame</i> .
<i>Timeout</i>	Timeout, in milliseconds. Use <i>PVINFINITE</i> for no timeout.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful, or <i>pFrame</i> is not on the queue.
<i>ePvErrUnplugged</i>	Camera was unplugged.
<i>ePvErrTimeout</i>	Timeout occurred before exposure completed.

Notes

This function cannot be run from the frame-done callback.

This function waits until the frame is complete. When this function completes, you may delete or modify your frame structure, and use the contents of the image buffer.

If *pFrame* is not on the frame queue, *ePvErrSuccess* is returned. The driver must assume that if the frame buffer is not on the queue, it is already complete.

PvCommandRun

Run a command. A command is a "valueless" attribute, which executes a function when written.

Prototype

```
tPvErr PvCommandRun  
(  
    tPvHandle      Camera,  
    const char*    Name  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Command (attribute) name.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not a command type.

PvInitialize

Initialize the PvAPI module. You can't call any PvAPI functions, other than *PvVersion*, until the module is initialized.

Prototype

```
tPvErr PvInitialize
(
    void
);
```

Parameters

None.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.
ePvErrResources Some required system resources were not available.

Notes

After initialization, the PvAPI module will asynchronously search for connected cameras. It may take some time for cameras to show up, therefore check that *PvCameraCount()* does not return 0 before proceeding with a *PvCameraList* call.

Example

```
tPvCameraInfoEx list;

if(!PvInitialize())
{
    while(PvCameraCount() == 0)
        Sleep(250);           // wait for any camera

    PvCameraListEx(&list,1,NULL,sizeof(tPvCameraInfoEx));

    /* ... */
}
else
    printf("failed to initialize the API\n");
```

PvInitializeNoDiscovery

Initialize the PvAPI module. You can't call any PvAPI functions, other than *PvVersion*, until the module is initialized.

Prototype

```
tPvErr PvInitializeNoDiscovery  
(  
    void  
);
```

Parameters

None.

Return Value

tPvErr type error code. Typical error codes for this function:

ePvErrSuccess Function successful.

ePvErrResources Some required system resources were not available.

Notes

Using this function instead of *PvInitialize* will cause the driver to not send regular discovery broadcast. You will have to rely on knowing the IP of the cameras to access them.

PvLinkCallbackRegister

Register a callback for link (interface) events, such as detecting when a camera is plugged in. When the event occurs, the callback is run.

Prototype

```
tPvErr PvLinkCallbackRegister
(
    tPvLinkCallback    Callback,
    tPvLinkEvent       Event,
    void*              Context
);
```

Parameters

<i>Callback</i>	Callback to run. Must be thread safe.
<i>Event</i>	Event of interest.
<i>Context</i>	Defined by the caller. Passed to your callback.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
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Notes

Multiple callback functions may be registered with the same event.

The same callback function may be shared by different events.

It is an error to register the same callback function with the same event twice.

Callback must be un-registered by *PvLinkCallbackUnRegister* (page 58) when no longer required.

PvLinkCallbackUnRegister

Un-register a link event callback.

Prototype

```
tPvErr PvLinkCallbackUnRegister  
(  
    tPvLinkCallback    Callback,  
    tPvLinkEvent       Event  
);
```

Parameters

<i>Callback</i>	Callback to run. Must be thread safe.
<i>Event</i>	Event of interest.

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrNotFound</i>	Callback/event is not registered.

PvUnInitialize

Un-initialize the PvAPI module. This frees system resources used by PvAPI.

Prototype

```
void PvUnInitialize  
(  
    void  
);
```

Parameters

None.

Return Value

None.

PvUtilityColorInterpolate

Perform Bayer-color interpolation on raw bayer images. This algorithm uses the average value of surrounding pixels.

Prototype

```
void PvUtilityColorInterpolate
(
    const tPvFrame*    pFrame,
    void*              BufferRed,
    void*              BufferGreen,
    void*              BufferBlue,
    unsigned long      PixelPadding,
    unsigned long      LinePadding
);
```

Parameters

<i>pFrame</i>	Raw Bayer image, i.e. source data.						
<i>BufferRed</i>	Output buffer, pointer to the first red pixel. This buffer is allocated by the caller.						
<i>BufferGreen</i>	Output buffer, pointer to the first green pixel. This buffer is allocated by the caller.						
<i>BufferBlue</i>	Output buffer, pointer to the first blue pixel. This buffer is allocated by the caller.						
<i>PixelPadding</i>	Padding after each pixel written to the output buffer, in pixels. In other words, the output pointers skip by this amount after each pixel is written to the caller's buffer. Typical values: <table data-bbox="617 1234 998 1348"> <tr> <td>RGB or BGR output:</td> <td>2</td> </tr> <tr> <td>RGBA or BGRA output:</td> <td>3</td> </tr> <tr> <td>planar output:</td> <td>0</td> </tr> </table>	RGB or BGR output:	2	RGBA or BGRA output:	3	planar output:	0
RGB or BGR output:	2						
RGBA or BGRA output:	3						
planar output:	0						
<i>LinePadding</i>	Padding after each line written to the output buffers, in pixels.						

Return Value

None.

Example

Generating a Windows Win32::StretchDIBits compatible BGR buffer from a Bayer8 frame:

```
#define ULONG_PADDING(x)          (((x+3) & ~3) - x)

unsigned long line_padding = ULONG_PADDING(frame.Width*3);
unsigned long line_size = ((frame.Width*3) + line_padding);
unsigned long buffer_size = line_size * frame.Height;

ASSERT(frame.Format == ePvFmtBayer8);

unsigned char* buffer = new unsigned char[buffer_size];

PvUtilityColorInterpolate(&frame, &buffer[2], &buffer[1],
                          &buffer[0], 2, line_padding);
```


PvVersion

Return the version number of the PvAPI module.

Prototype

```
void PvVersion  
(  
    unsigned long*    pMajor,  
    unsigned long*    pMinor  
);
```

Parameters

<i>pMajor</i>	Major version number returned here.
<i>pMinor</i>	Minor version number returned here.

Notes

This function may be called at any time.

Contacting Allied Vision Technologies

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