

## Video Object For XL7e OCS

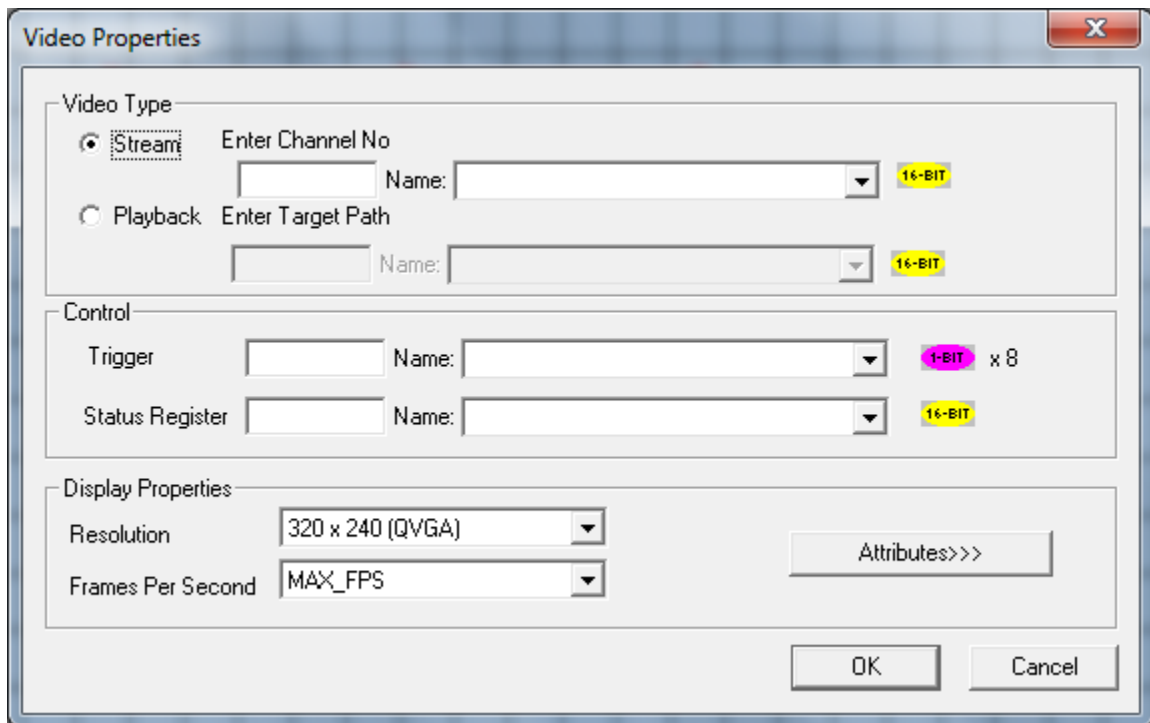
### Configuration Quick Start Guide

#### 1. INTRODUCTION

*Firmware 14.03 and Later*, video object support has been added to the XL7e device

#### 2. VIDEO OBJECT CONFIGURATION IN CSCAPE

- 1) In Cscape, open **Graphics Editor** and select **Video Object**. The following window will appear:



- 2) Configure **Video Type**. Video Object supports stream and playback video Types:

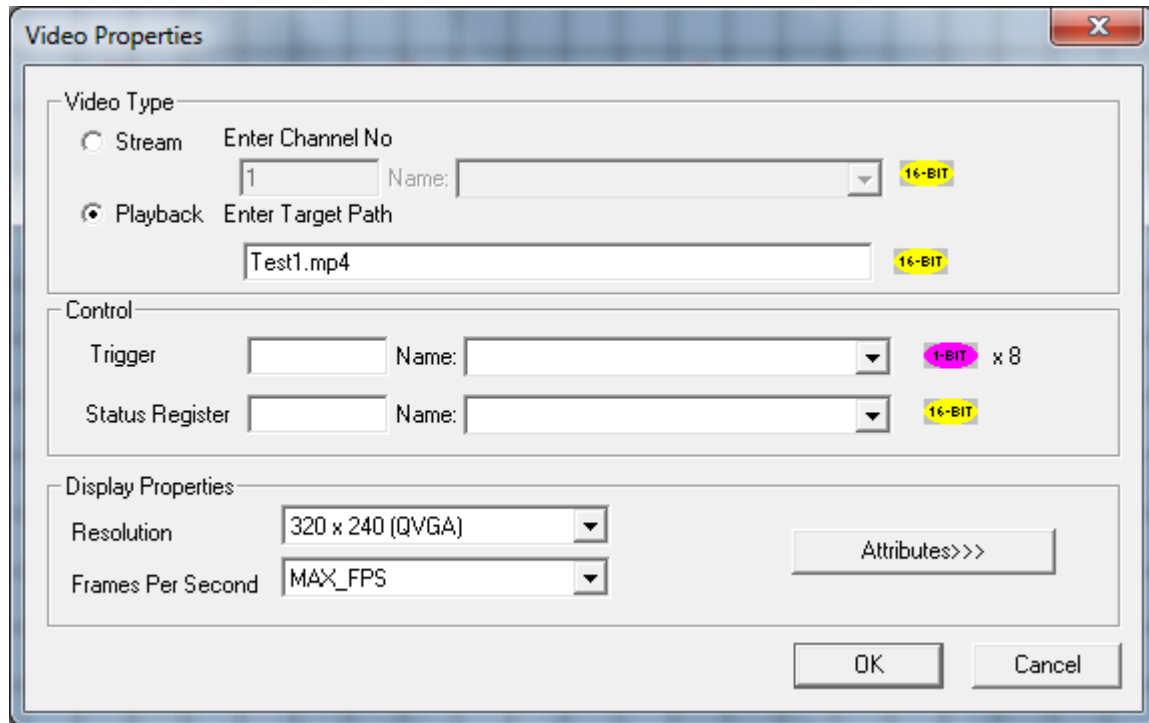
**Stream** – This option can be selected to view live video from a web cam. Four Channels are supported through the USB Hub. Only one channel can be viewed at a time.

- Enter **Channel Number** Directly or through registers in the **Enter Channel No** field.

**Playback** – This option can be selected to view videos that are stored in Removable Media on the controller. Videos present in both A and B drives are supported and can be viewed. Videos of any formats like .mp4, .mov, .mpg, .wmv, etc, can be played.

- Select **Playback** and enter video name in **Enter Target Path** field either directly or through registers.

**EX)** Test1.mp4 —or— B:\Test2.mp4 , etc. **see Below**



3) Chose **Control Trigger** and set up **Status Register** according to the following:

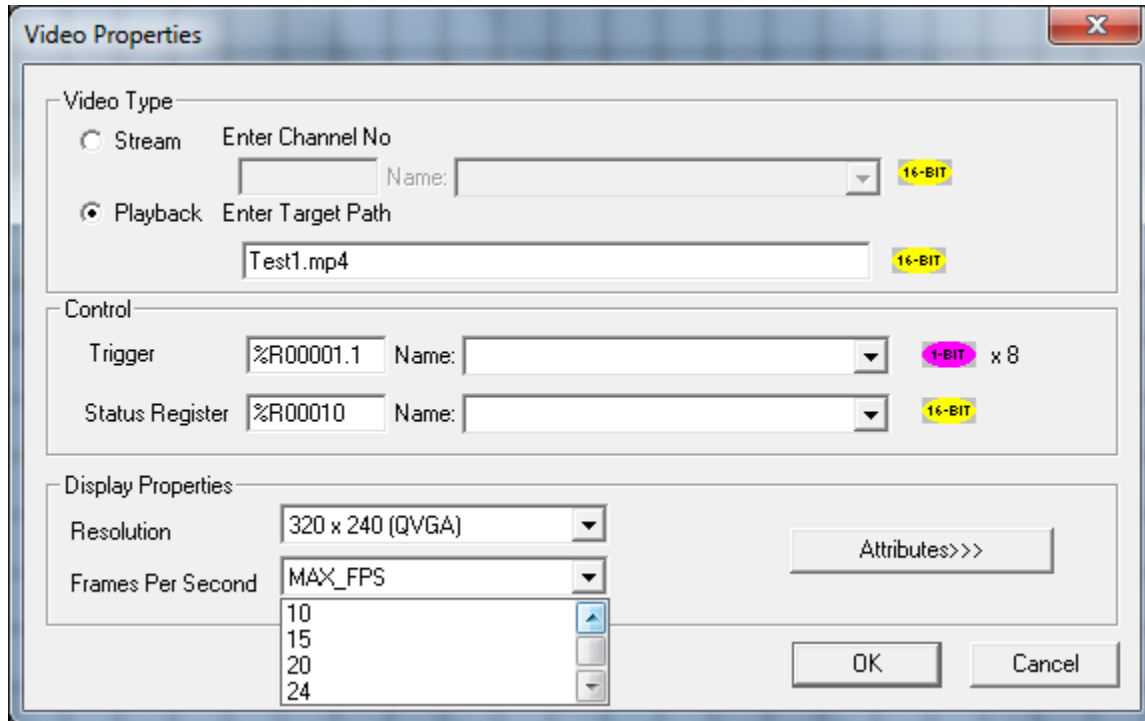
Option	Definition	Bit definition	Bit Detail
<b>Trigger</b>	Register is used to control different functionalities of video	TRIG_STARTSTOP = 0x00000001 TRIG_PAUSPLAY = 0x00000002	/*Trig Reg Bit High Start & Low Stop */ /*Trig Reg Bit High Pause & Low Play */
<b>Status Register</b>	Register gives the status of video object	STATUS_VIDEOPLAYING = 0x0001 STATUS_VIDEOPAUSED = 0x0002 STATUS_CHANNEL_INCORRECT = 0x0010 STATUS_FILE_NOTPRESENT = 0x0020 STATUS_FPS_NOTSUPPORTED = 0x0040	/* Video is playing currently */ /* Video is paused */ /* Channel doesn't exist or incorrect */ /* File Not present or corrupted */ /* Frame Per Second NOT supported or NOT compatible */

4) Configure **Display Properties**:

**Resolution** – Video Object Now supports only 320x240 resolution

**Frames Per Second** – Video Object supports the following: 10, 15, 20, 24, 30, and Maximum FPS

See the following image for Configured **Video Properties**:



**Note:**

1. When video object is active, navigating to system menu or any pop up window causes video object to be inactive.
2. Video object can be made active in both Idle and Run mode
3. If actual Frames Per Second of the configured video is different from the one that is configured in Cscope, few frames will be missed when video is played.

### 3. TECHNICAL SUPPORT

For additional information contact technical support at:

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