

Live Camera Function Guide

◆ Overview

For the Live Camera developer, In this document, we explain and guide developer how to build Live Camera application that implement Live Camera function in developer computer.

◆ Test software

GRAPSTUDIO

CODECS

DRIVER.QP0204

LIVECAP.X86.AX

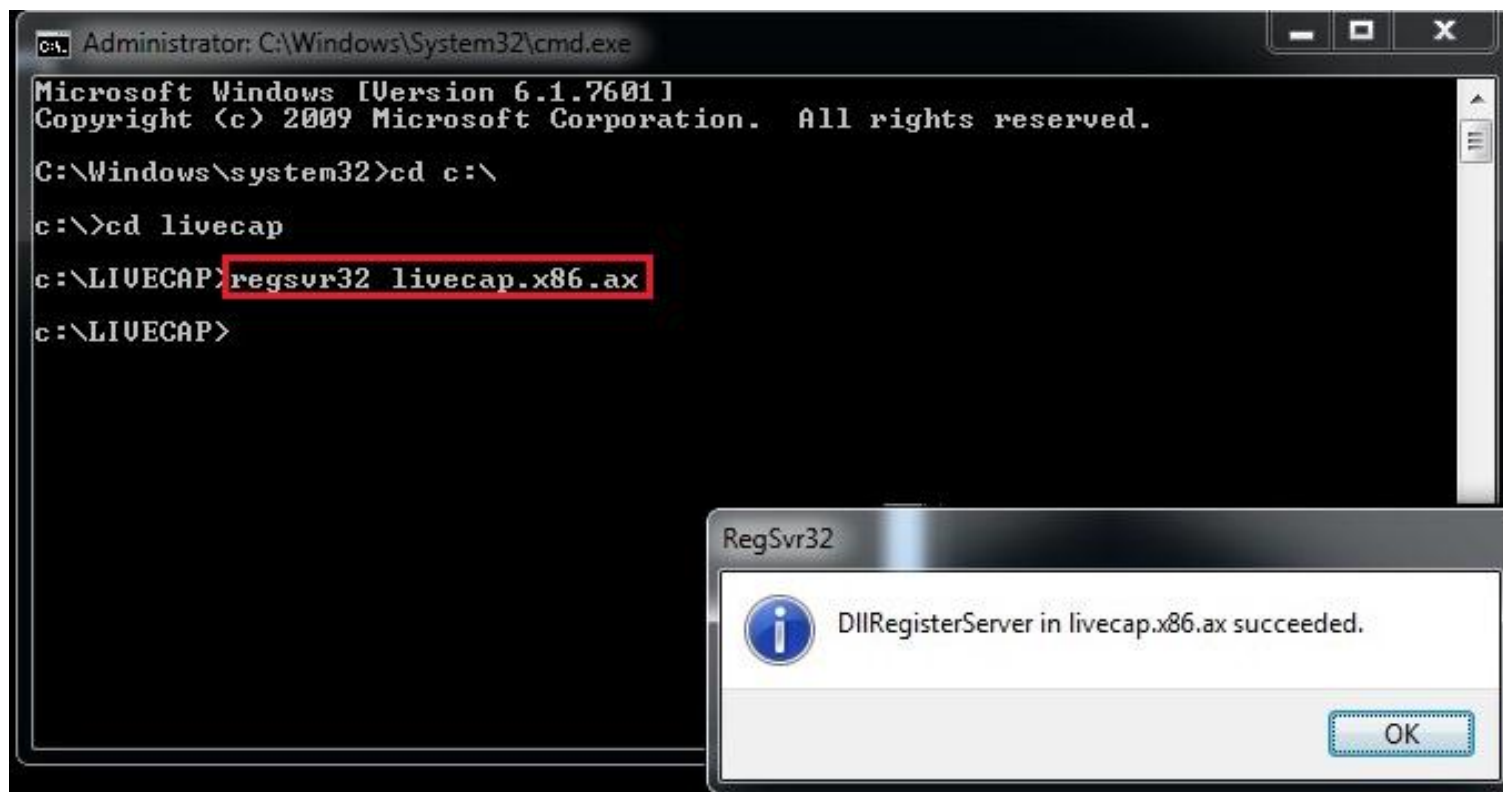
LIVECAP.X86.INI

AMESDK.DLL

QCAP.X86.DLL

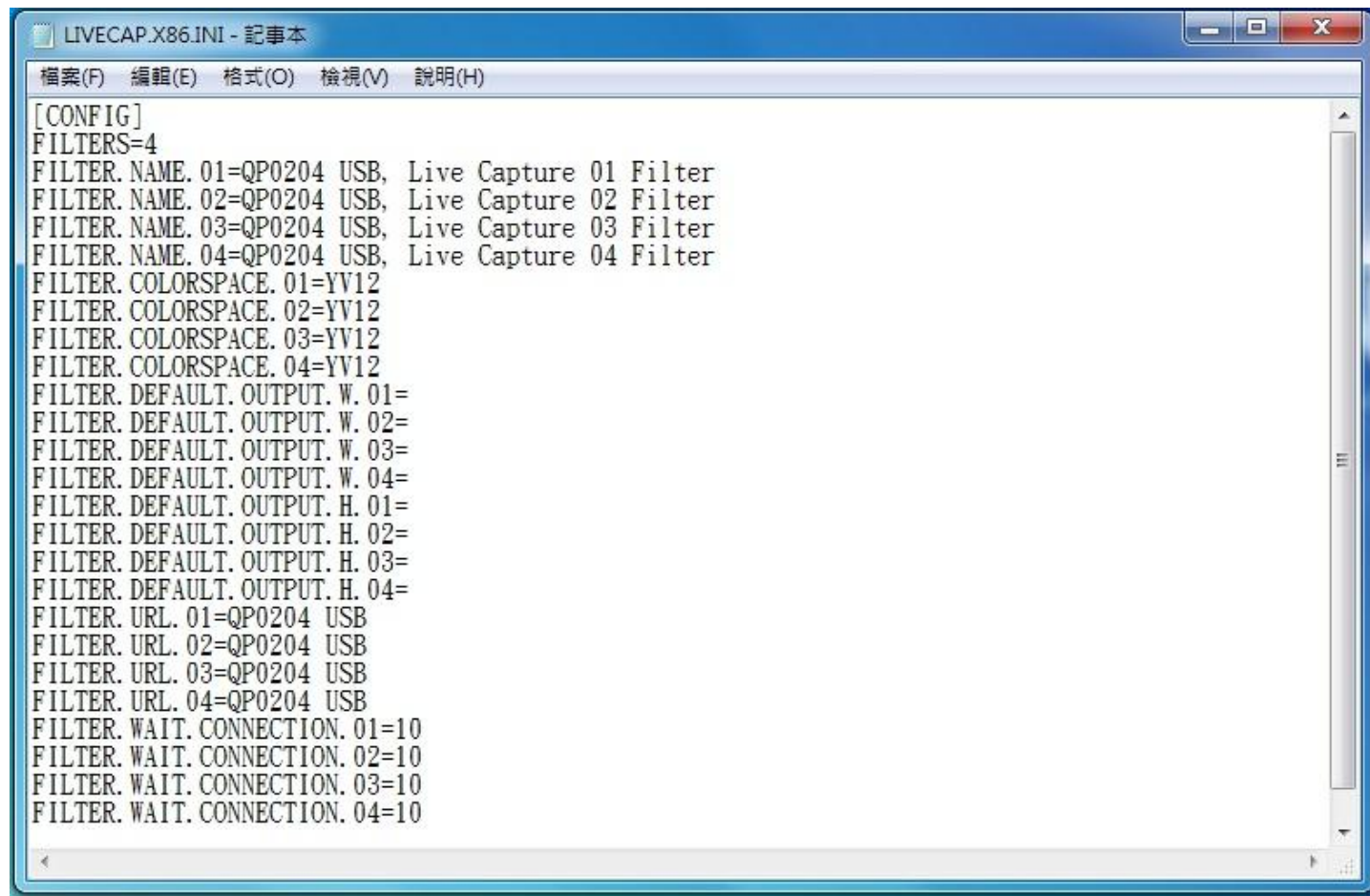
Build Live Camera application

1. Please install codec, driver of PD5A0 and register LIVECAP.X86.AX filter. The LIVECAP.X86.INI, AMESDK.DLL, QCAP.X86.DLL file must to be put on the same folder with LIVECAP.X86.AX filter .



Build Live Camera application

2. Developer can modify LIVECAP.X86.INI to support multiple live camera filters.

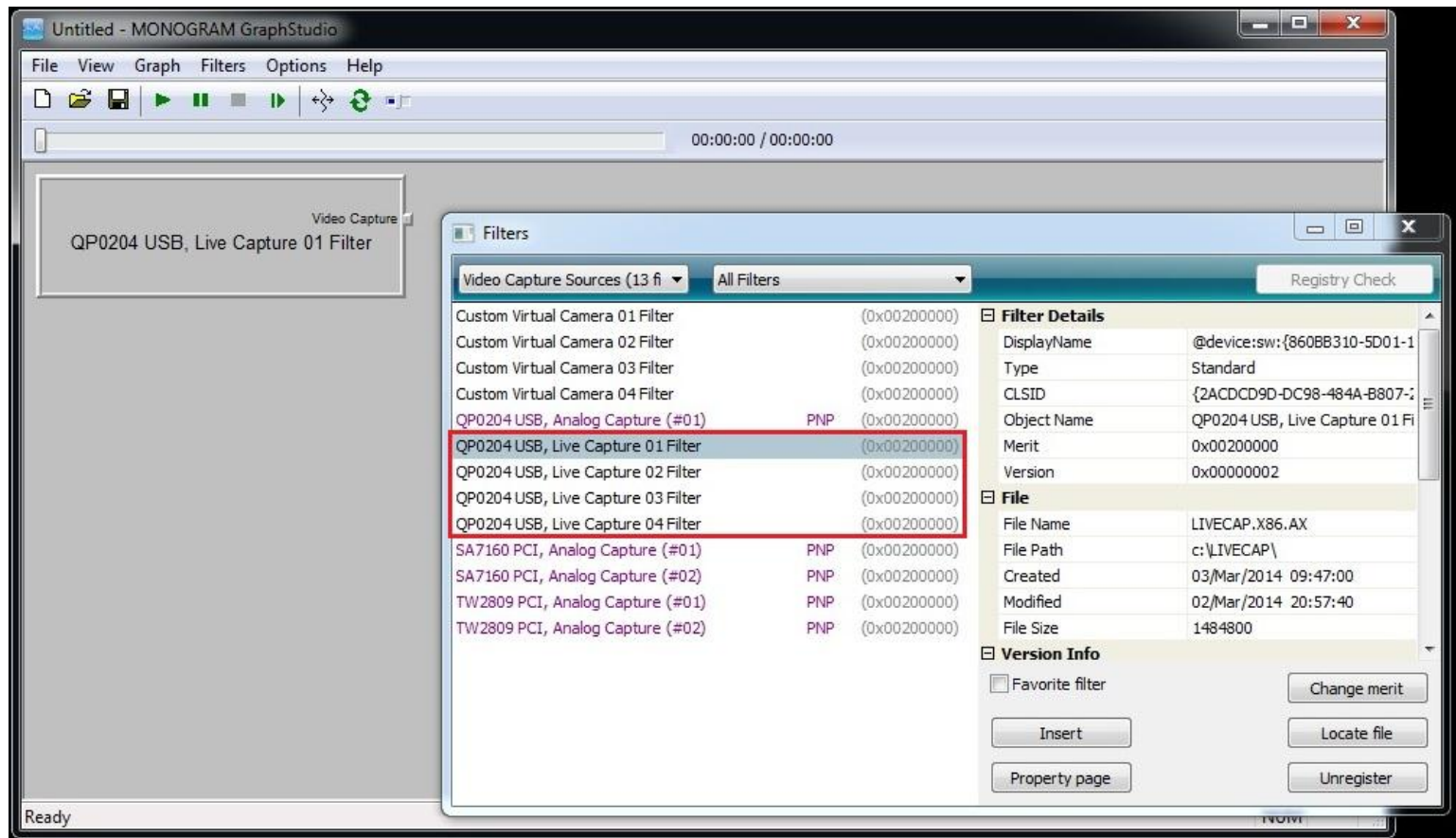


The screenshot shows a Notepad window titled "LIVECAP.X86.INI - 記事本". The menu bar includes "檔案(F)", "編輯(E)", "格式(O)", "檢視(V)", and "說明(H)". The text content of the file is as follows:

```
[CONFIG]
FILTERS=4
FILTER.NAME.01=QP0204 USB, Live Capture 01 Filter
FILTER.NAME.02=QP0204 USB, Live Capture 02 Filter
FILTER.NAME.03=QP0204 USB, Live Capture 03 Filter
FILTER.NAME.04=QP0204 USB, Live Capture 04 Filter
FILTER.COLORSPACE.01=YV12
FILTER.COLORSPACE.02=YV12
FILTER.COLORSPACE.03=YV12
FILTER.COLORSPACE.04=YV12
FILTER.DEFAULT.OUTPUT.W.01=
FILTER.DEFAULT.OUTPUT.W.02=
FILTER.DEFAULT.OUTPUT.W.03=
FILTER.DEFAULT.OUTPUT.W.04=
FILTER.DEFAULT.OUTPUT.H.01=
FILTER.DEFAULT.OUTPUT.H.02=
FILTER.DEFAULT.OUTPUT.H.03=
FILTER.DEFAULT.OUTPUT.H.04=
FILTER.URL.01=QP0204 USB
FILTER.URL.02=QP0204 USB
FILTER.URL.03=QP0204 USB
FILTER.URL.04=QP0204 USB
FILTER.WAIT.CONNECTION.01=10
FILTER.WAIT.CONNECTION.02=10
FILTER.WAIT.CONNECTION.03=10
FILTER.WAIT.CONNECTION.04=10
```

Build Live Camera application

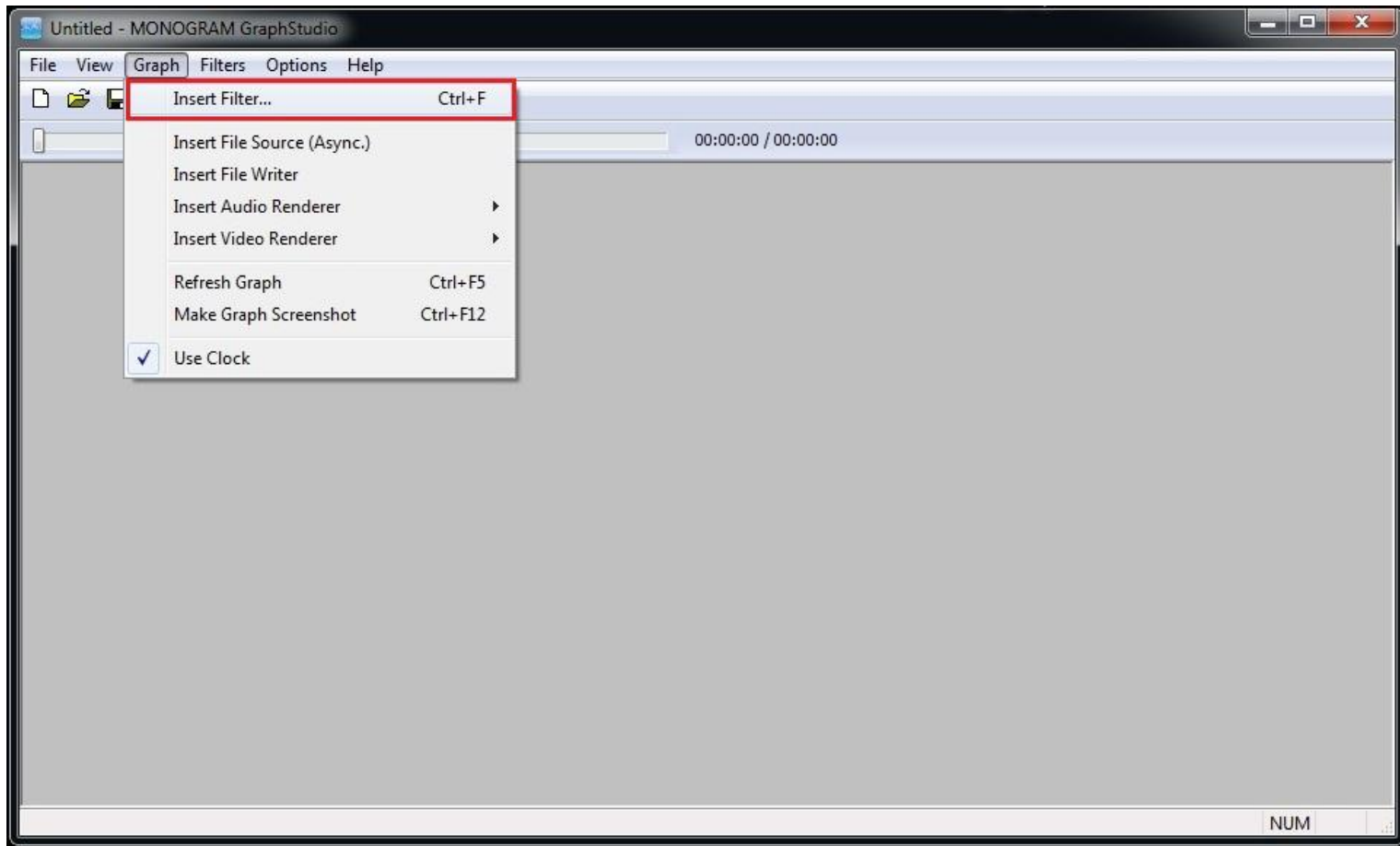
3. Then you can see "QP0204 USB, Live Capture Filter" from the "Video Capture Sources" category in the GraphStudio tool.



Build Live Camera application

4. Check input source & PD5A0.

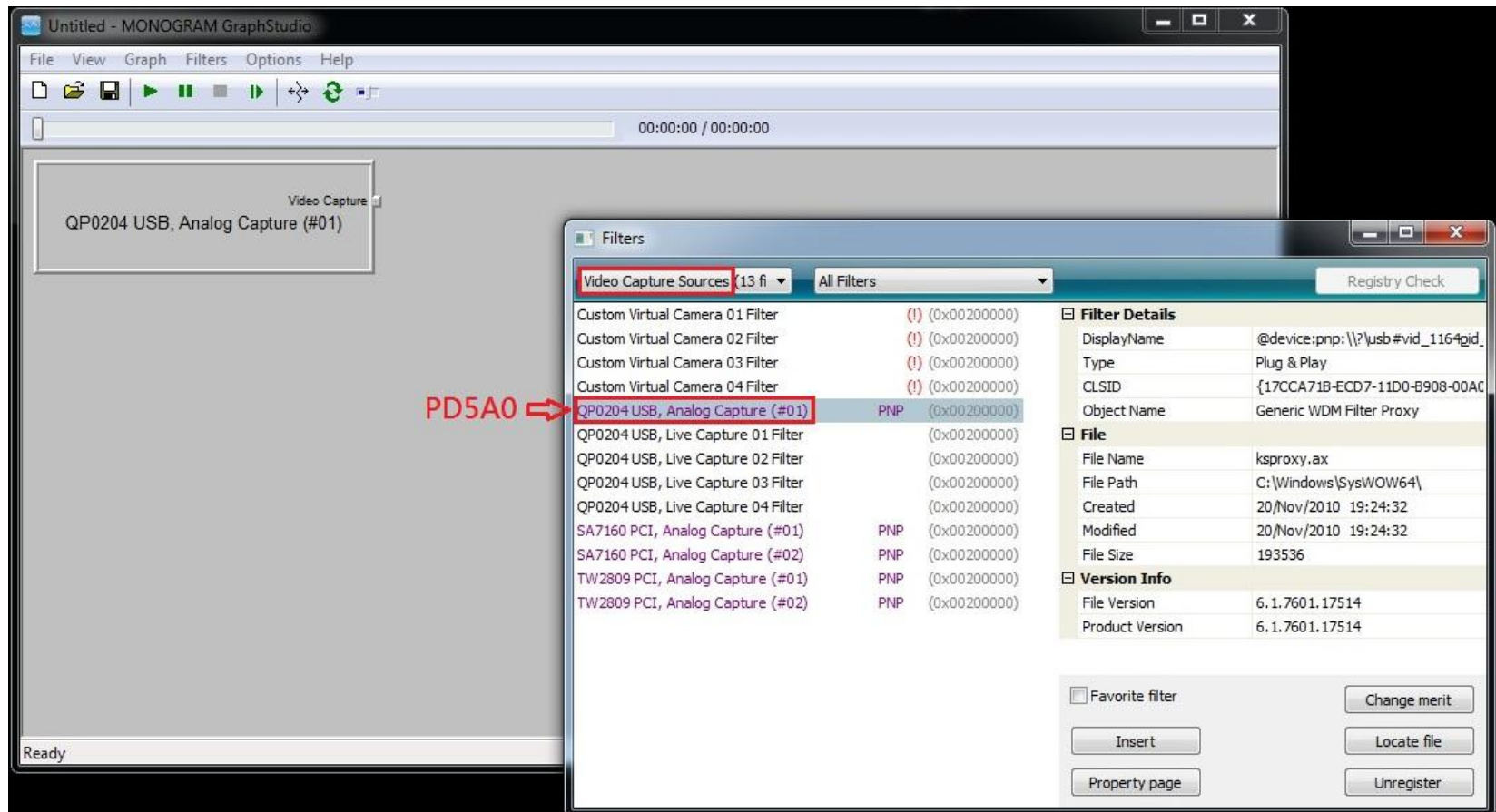
#1 Graph → Insert Filter



Build Live Camera application

4. Check input source & PD5A0.

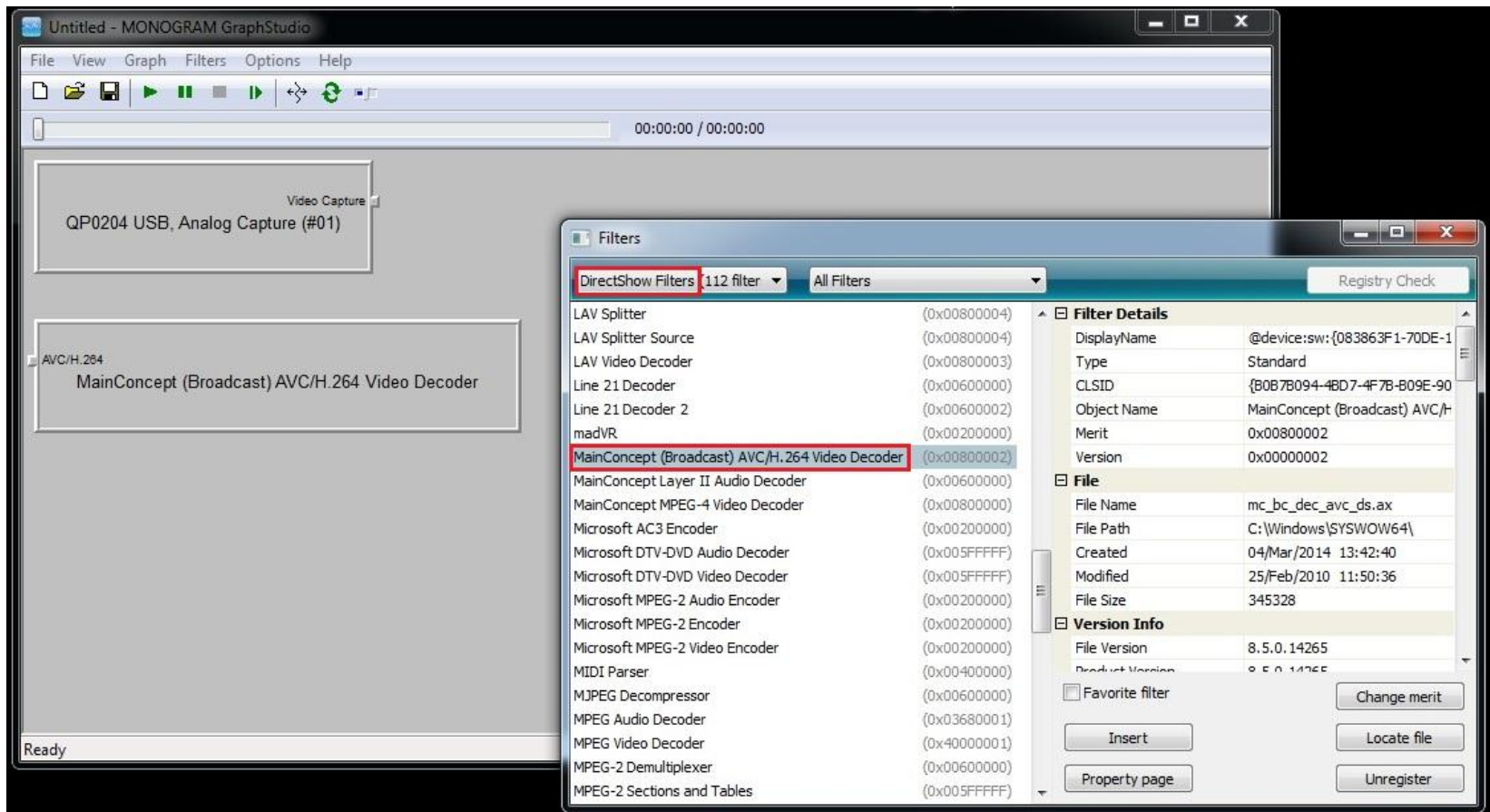
#2 Video Capture Sources → QP0204 USB Analog Capture (#1)



Build Live Camera application

4. Check input source & PD5A0.

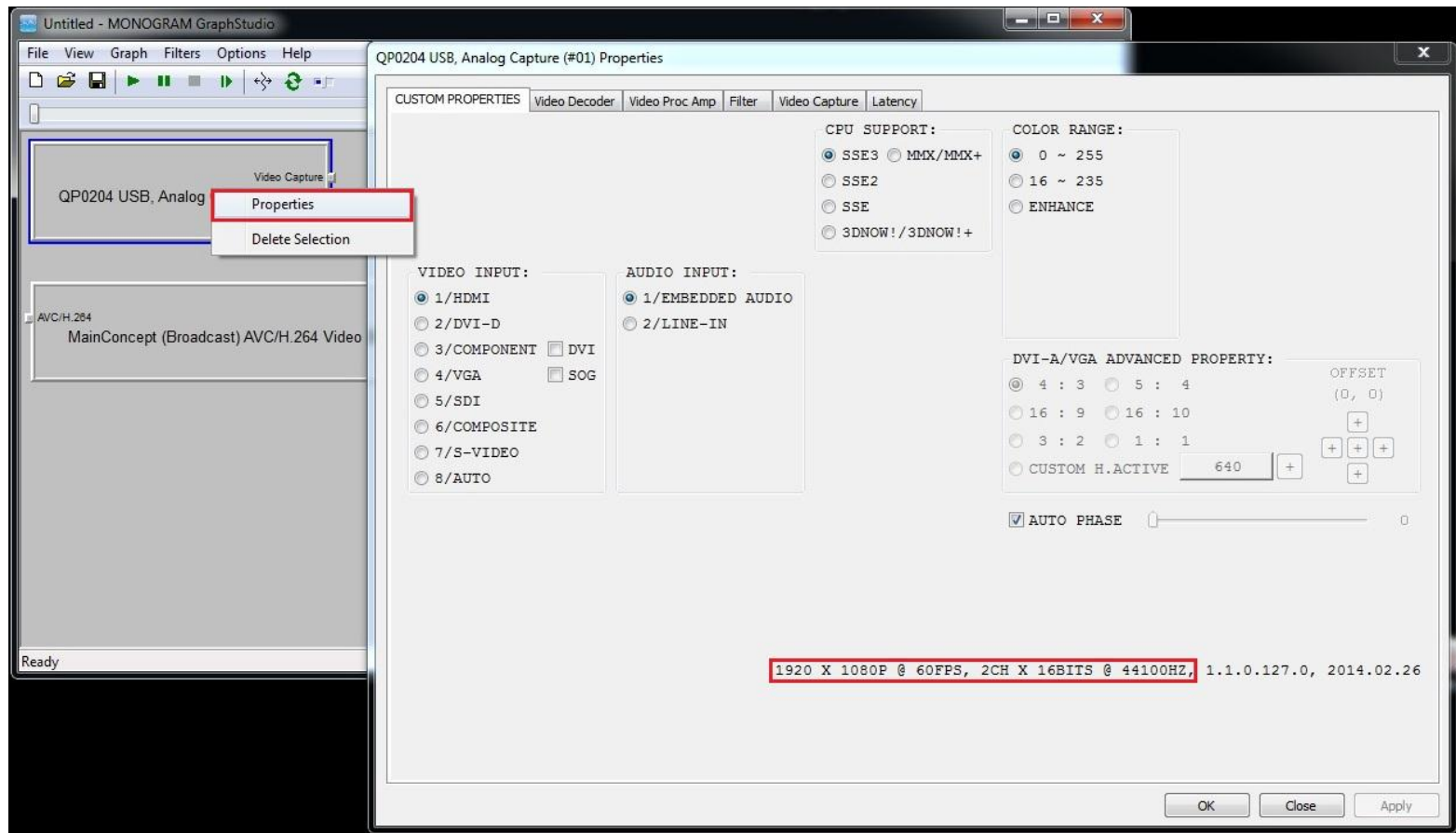
#3 DirectShow Filter → MainConcept (Broadcast) AVC/H.264 Video Decoder



Build Live Camera application

4. Check input source & PD5A0.

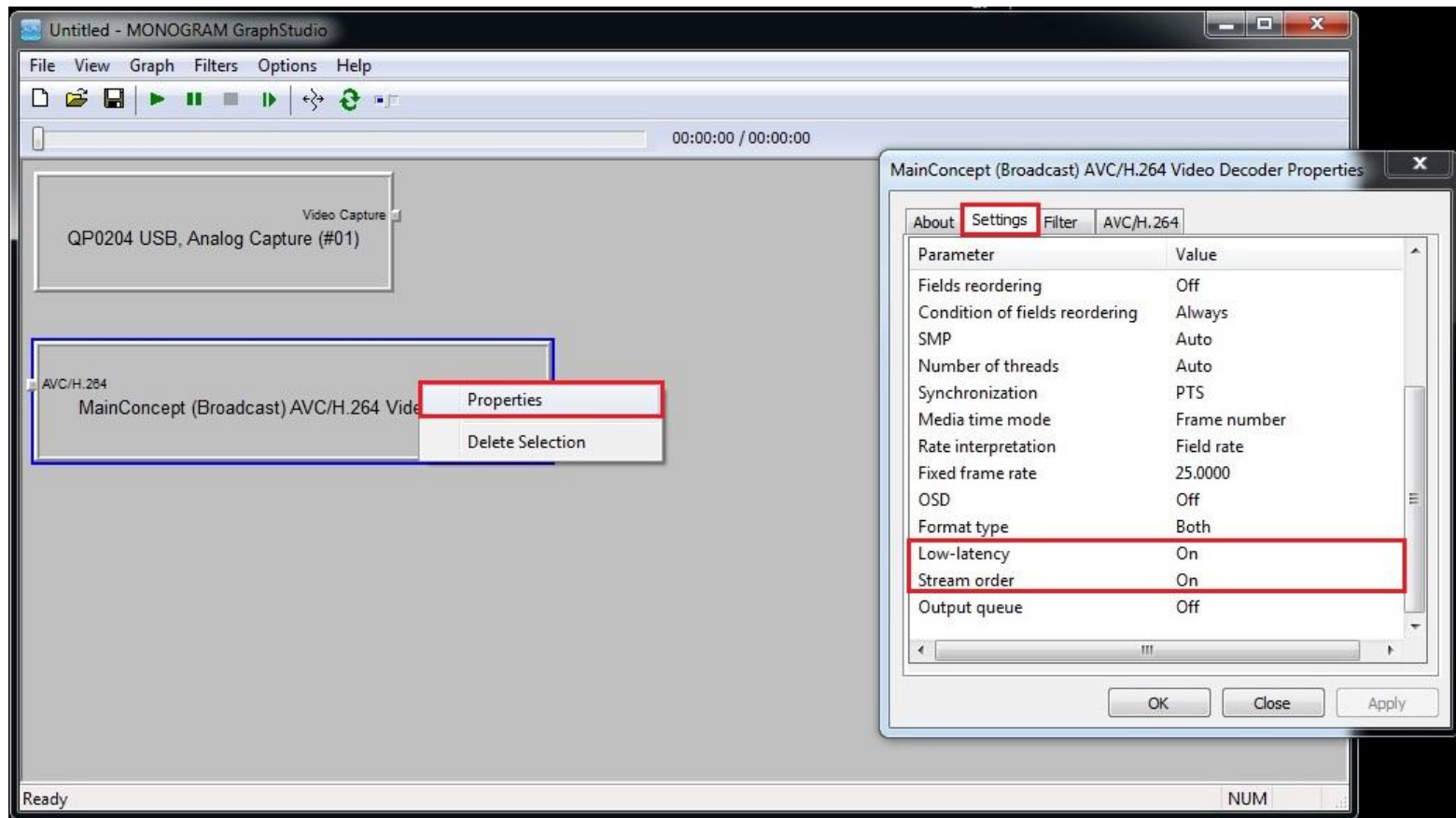
#4 Click the right button on "QP0204 USB Analog Capture (#1)" → Properties



Build Live Camera application

4. Check input source & PD5A0.

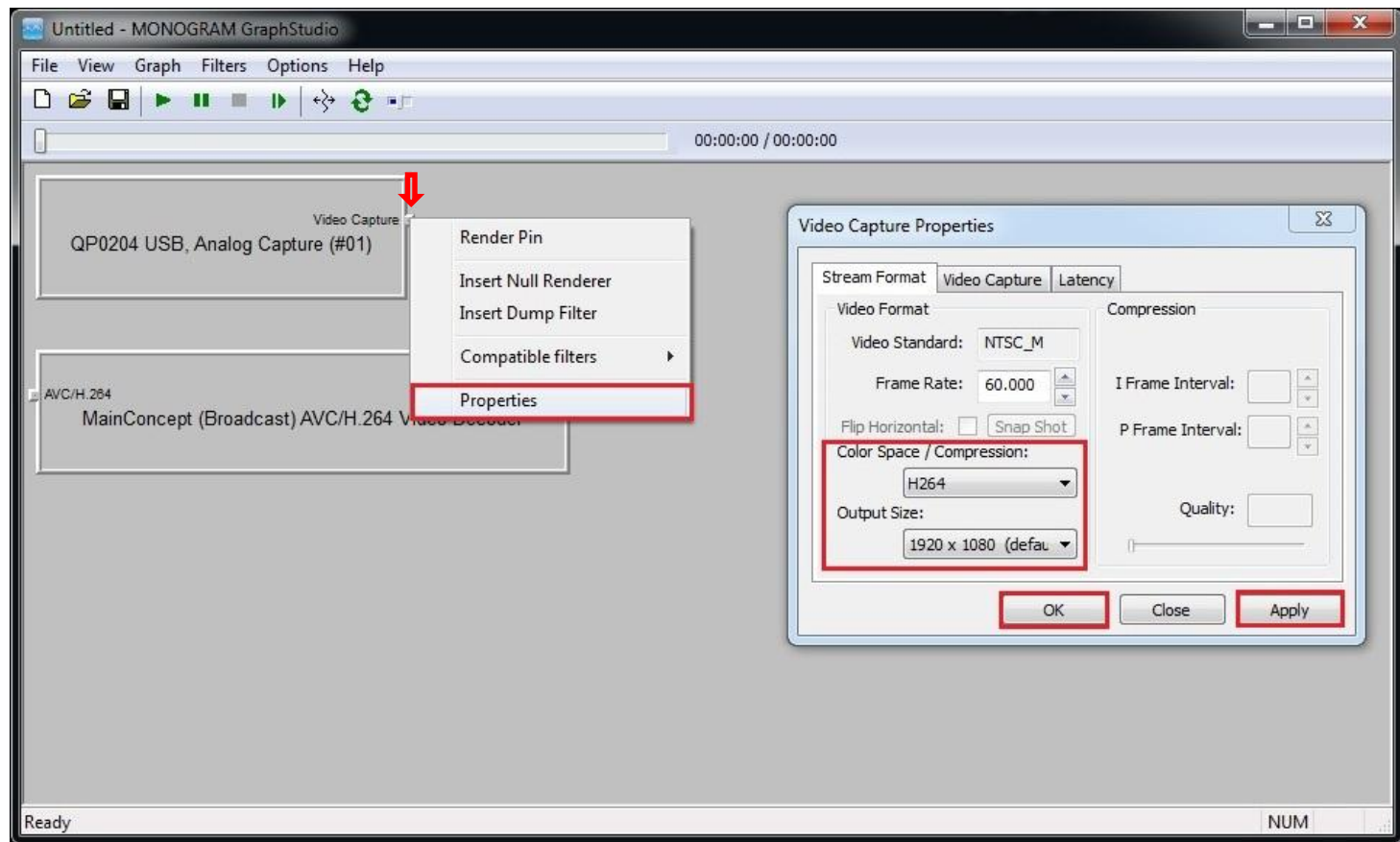
#5 Click the right button on "MainConcept (Broadcast) AVC/H.264 Video Decoder" → Properties → setting → Low-latency & Stream order → on



Build Live Camera application

4. Check input source & PD5A0.

#6 Click the right button on the little dot of "QP0204 USB Analog Capture (#1)" → Properties → Color Space / Compression → H264 → Output size → (default)

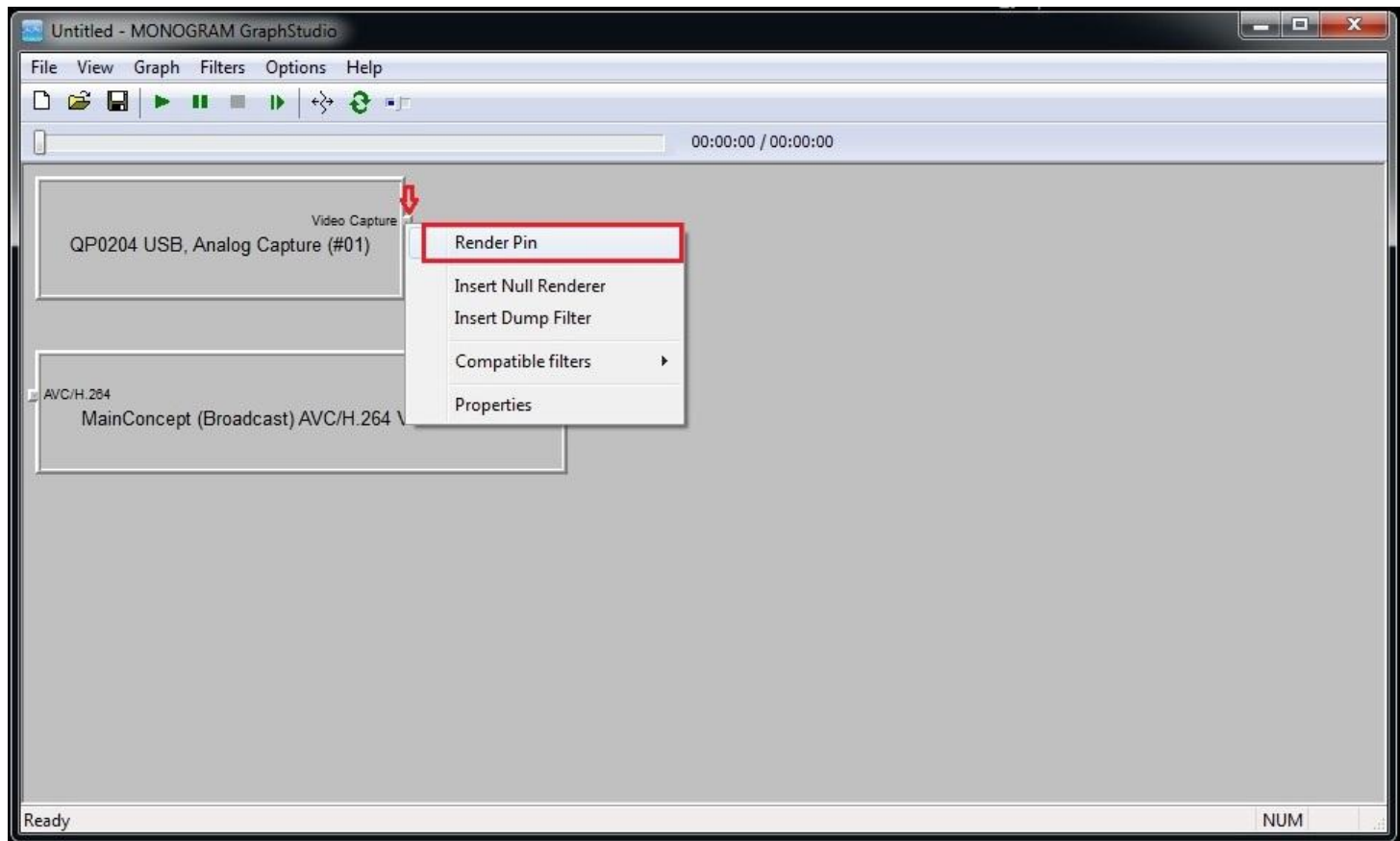


Build Live Camera application

4. Check input source & PD5A0.

#7 Click the right button on the little dot of "QP0204 USB Analog Capture (#1)"

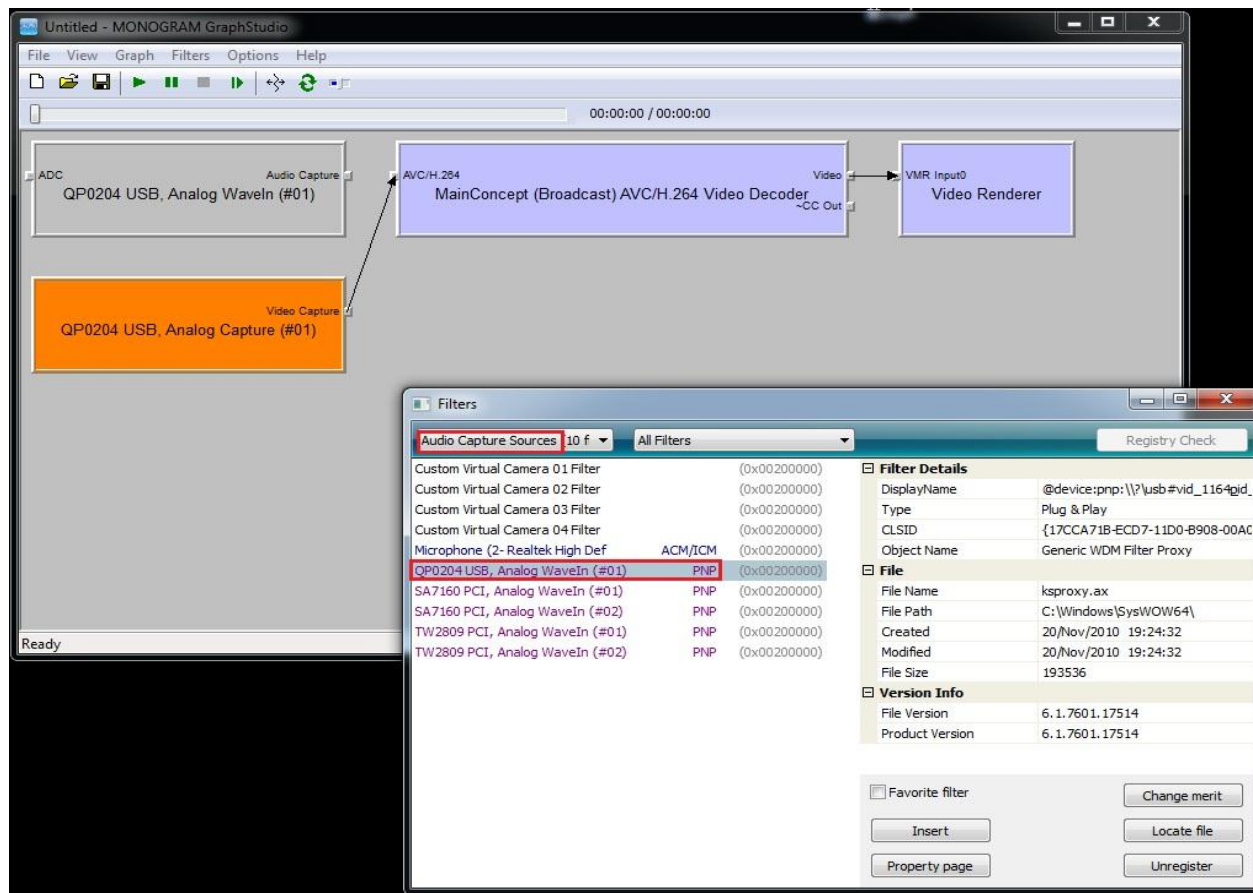
→ Render Pin



Build Live Camera application

4. Check input source & PD5A0.

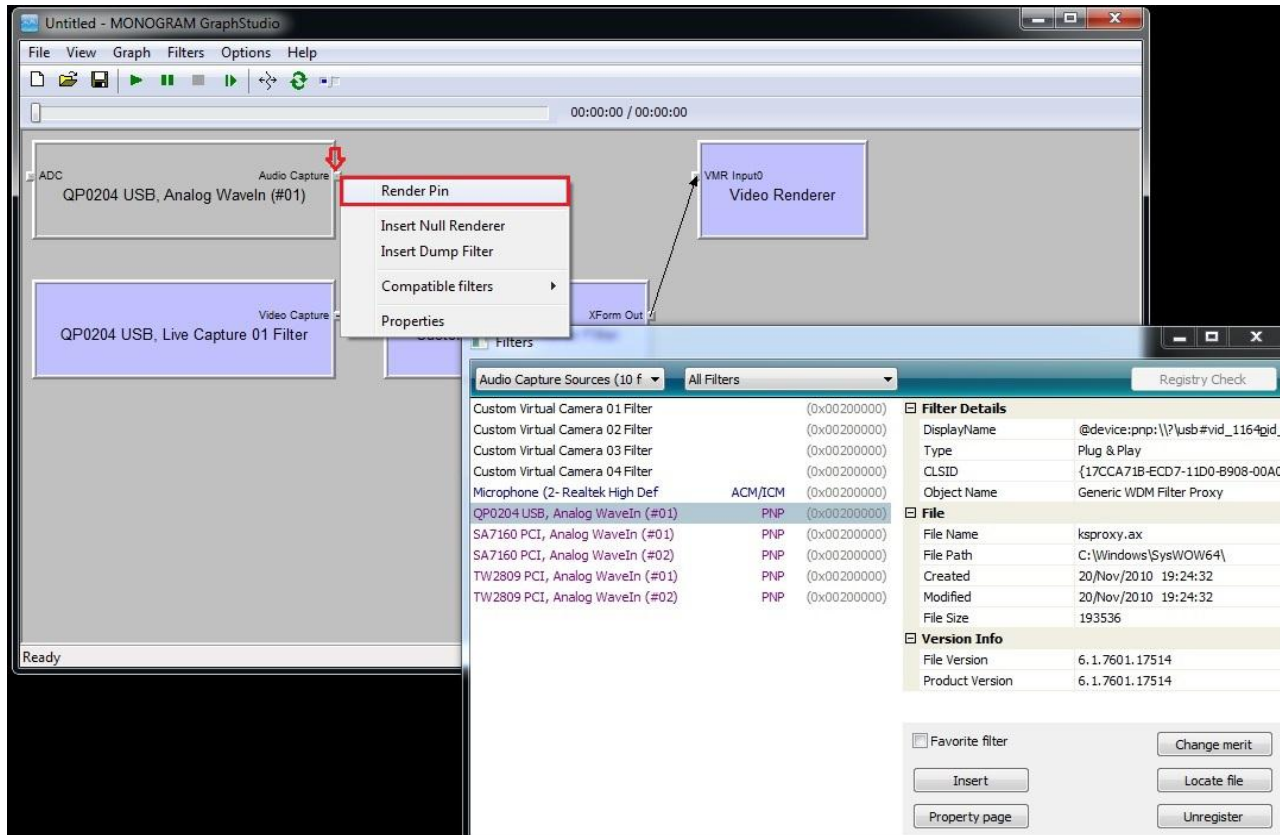
#8 Graph → Insert Filter → Audio Capture Sources → QP0204 USB Analog WaveIn (#1)



Build Live Camera application

4. Check input source & PD5A0.

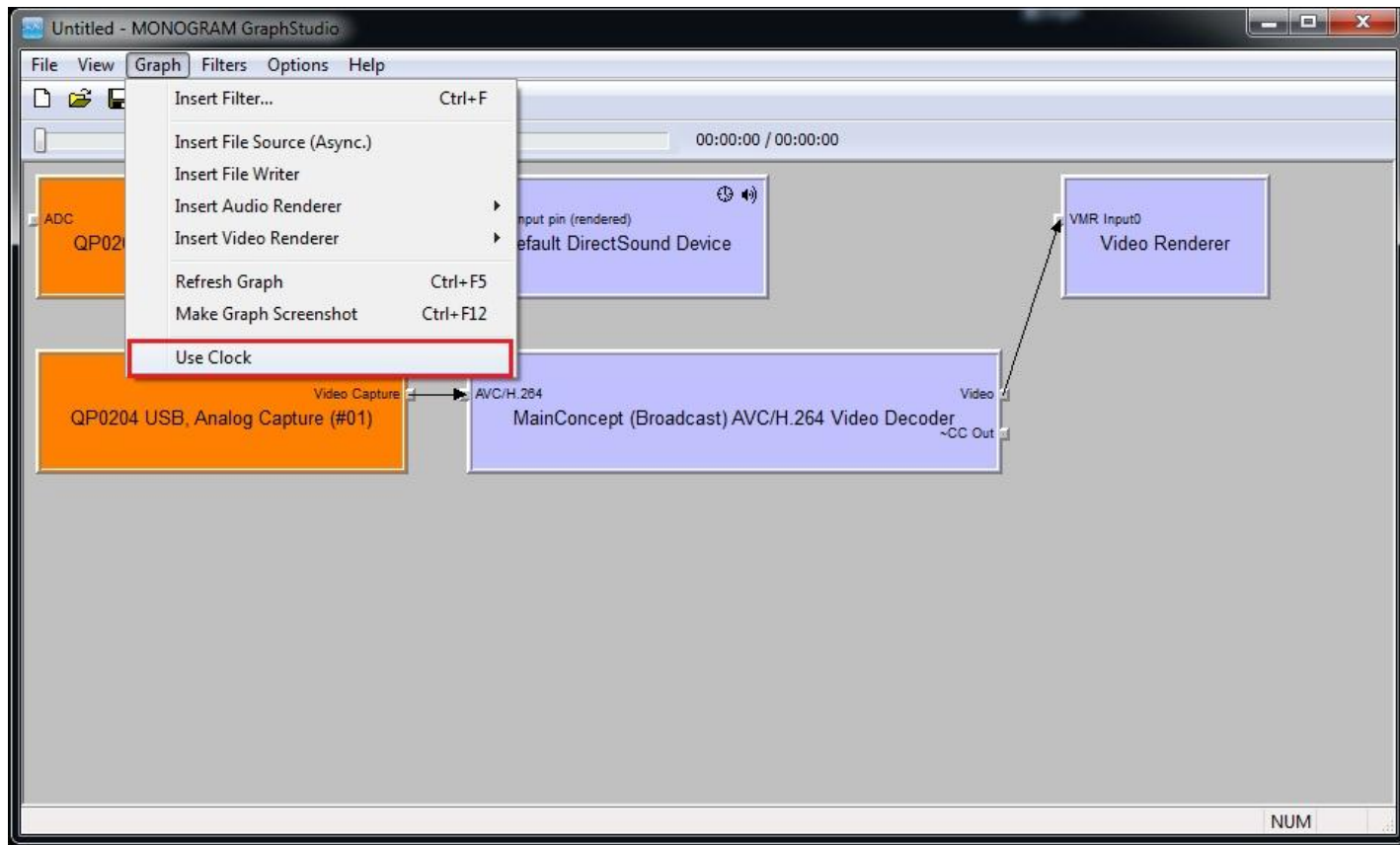
#9 Click the right button on the little dot of "QP0204 USB , Analog WaveIn (#1)"
→ Render Pin



Build Live Camera application

4. Check input source & PD5A0.

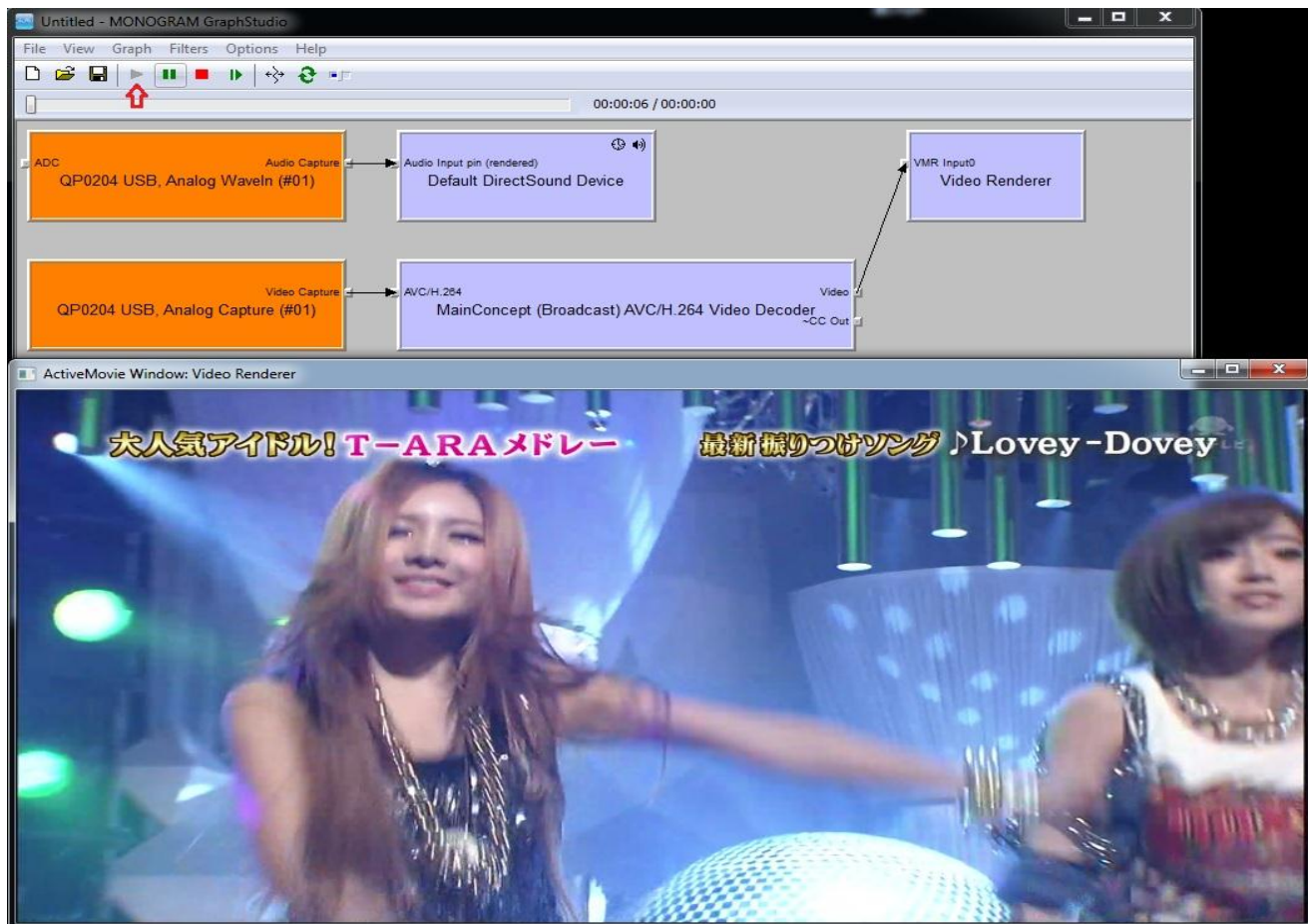
#10 Do not select Use clock



Build Live Camera application

4. Check input source & PD5A0.

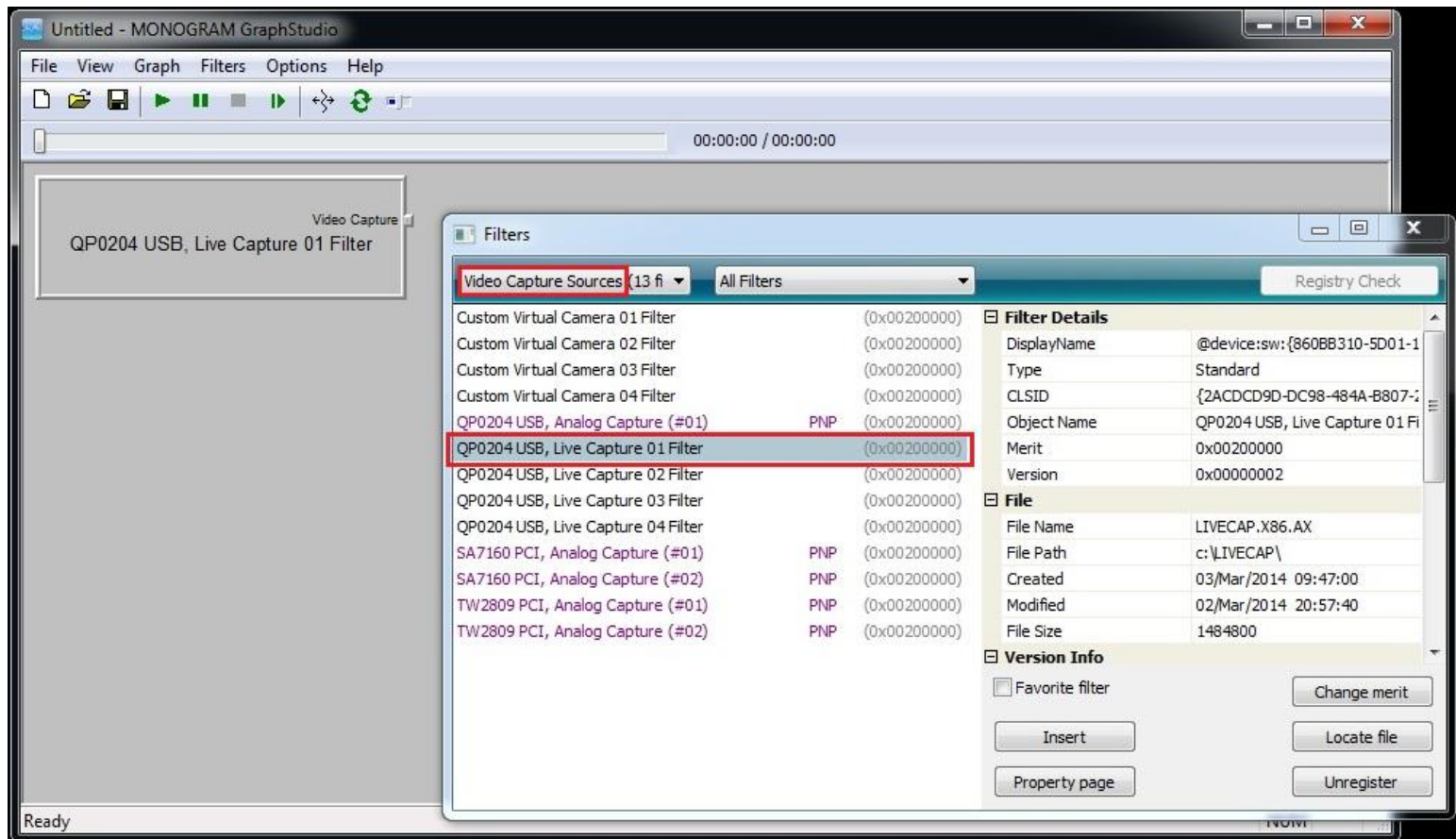
#11 Click the green arrow. Finish the GraphStudio as show in below.



Build Live Camera application

5. Check "LIVE Capture"

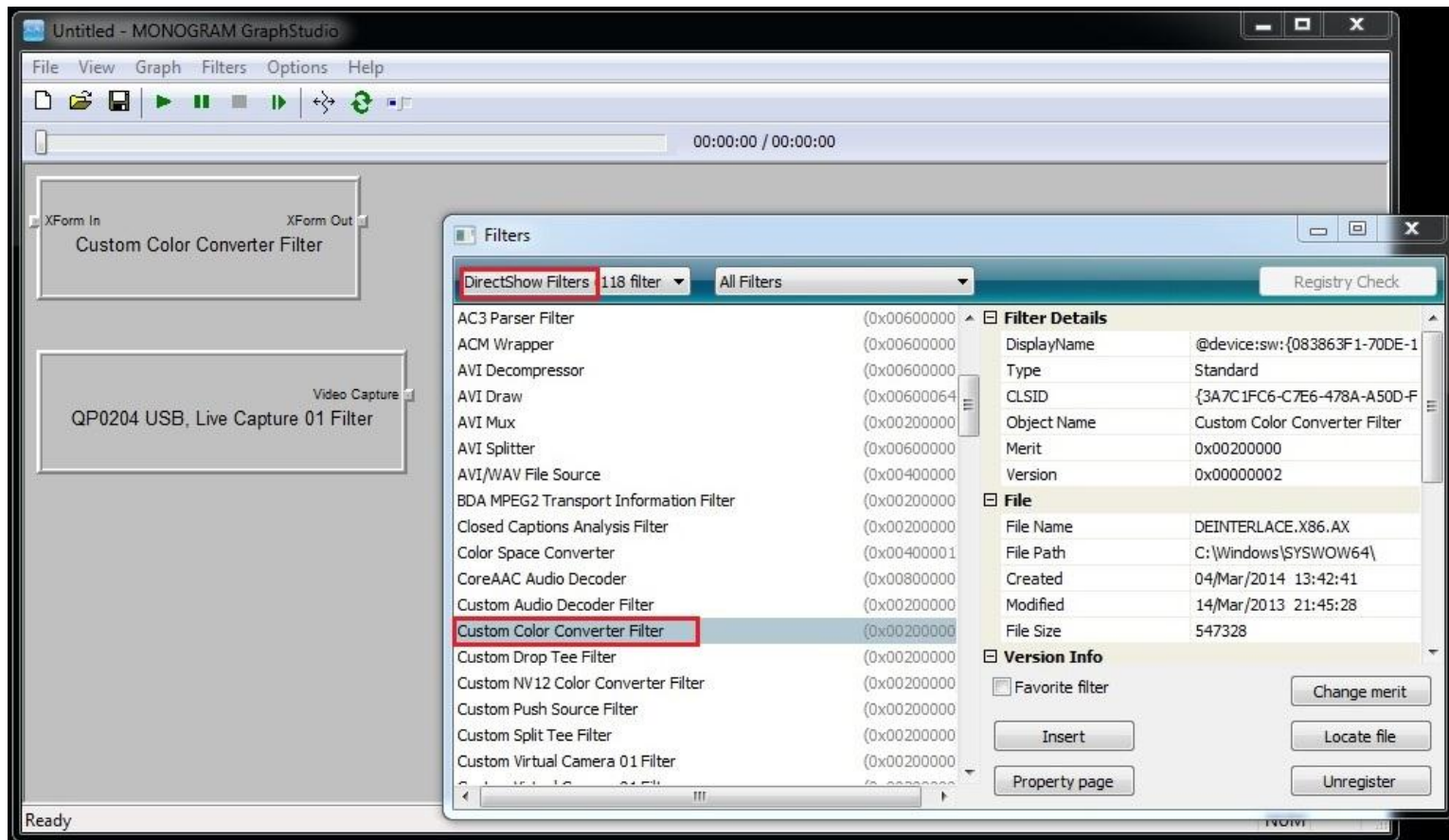
#1 Graph → Insert Filter → Video Capture Sources → QP0204 USB ,Live Capture 01 Filter



Build Live Camera application

5. Check "LIVE Capture"

#2 DirectShow Filter → Custom Color Converter Filter

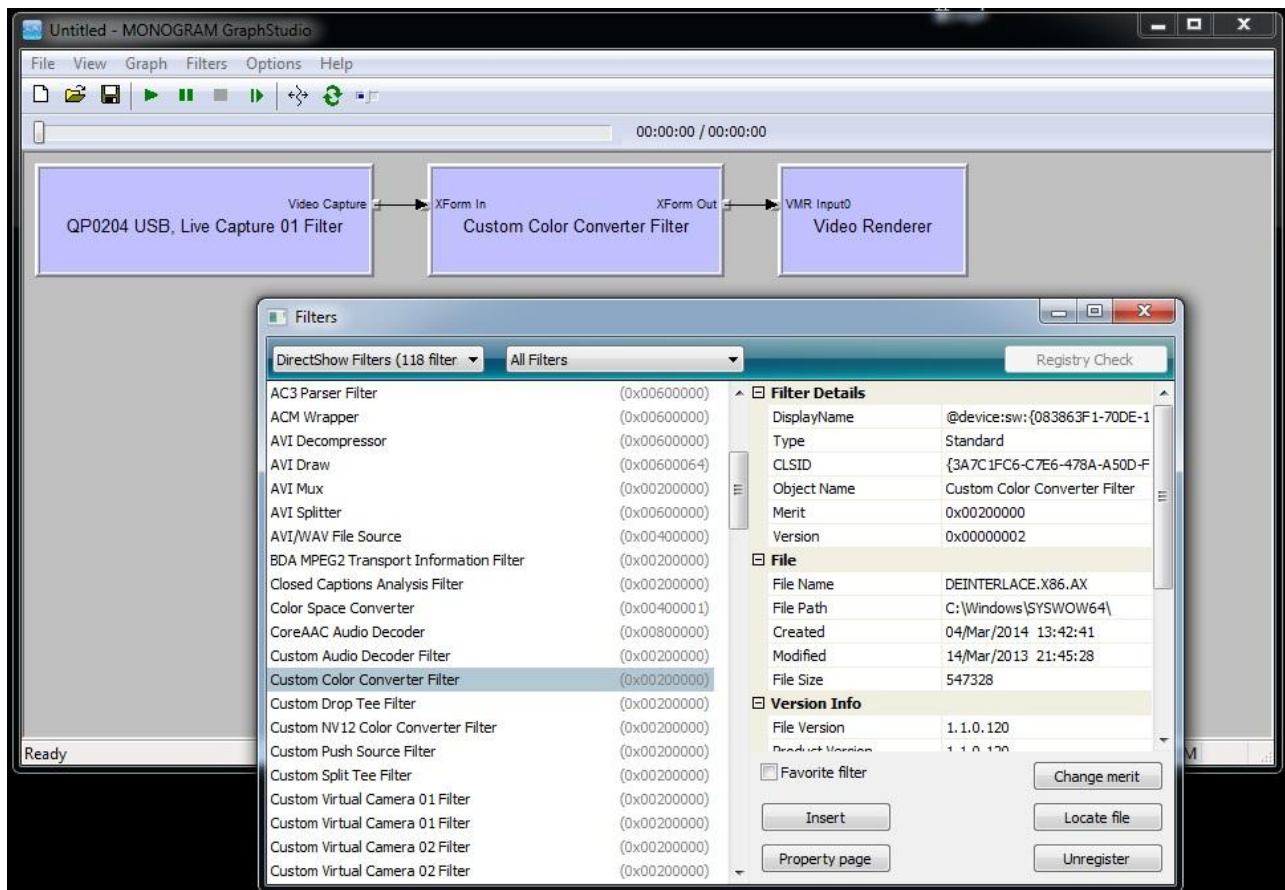


Build Live Camera application

5. Check "LIVE Capture"

#3 Click the right button on the little dot of "QP0204 USB ,Live Capture 01 Filter"

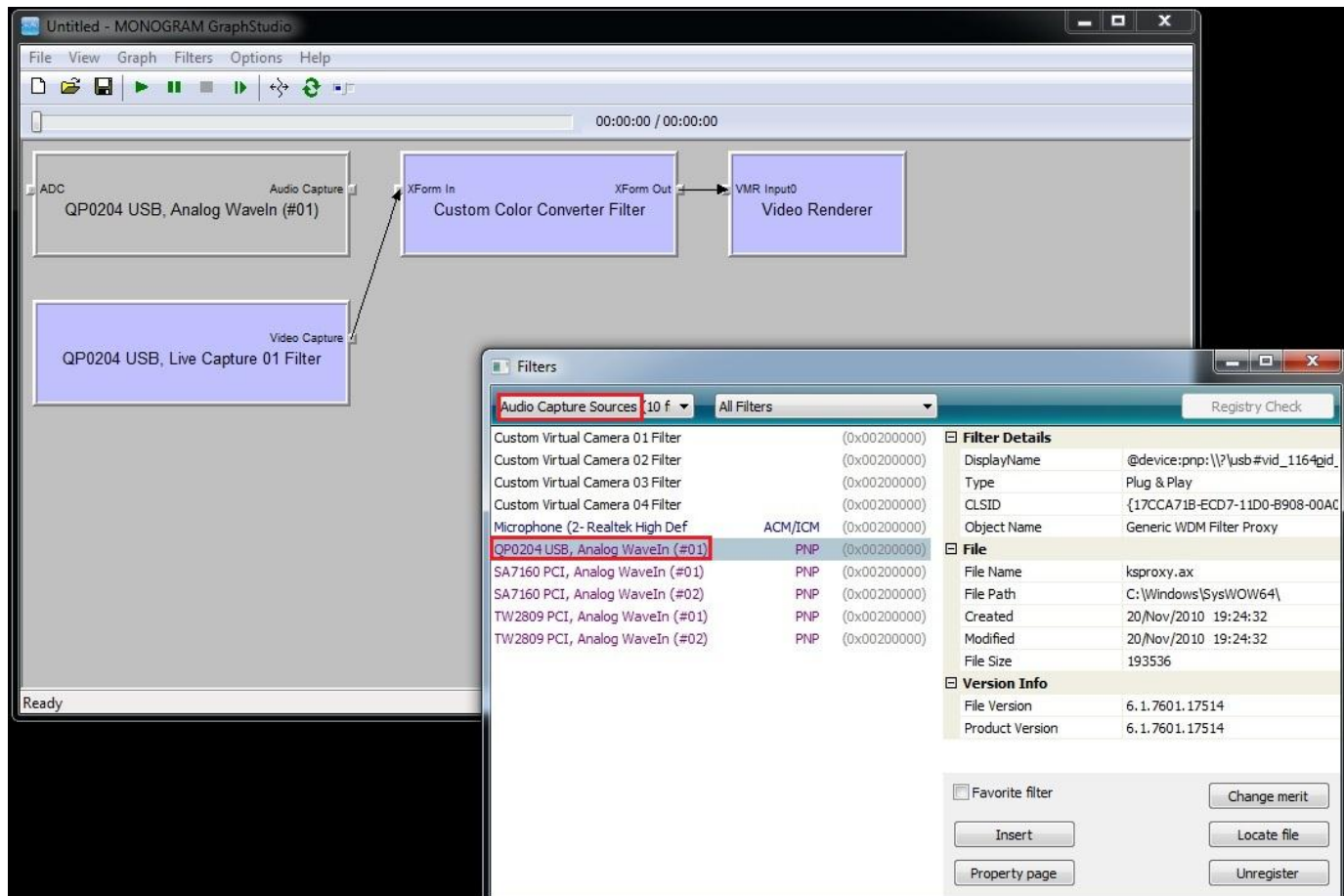
→ Render Pin



Build Live Camera application

5. Check "LIVE Capture"

#4 Graph → Insert Filter → Audio Capture Sources → QP0204 USB Analog WaveIn (#1)

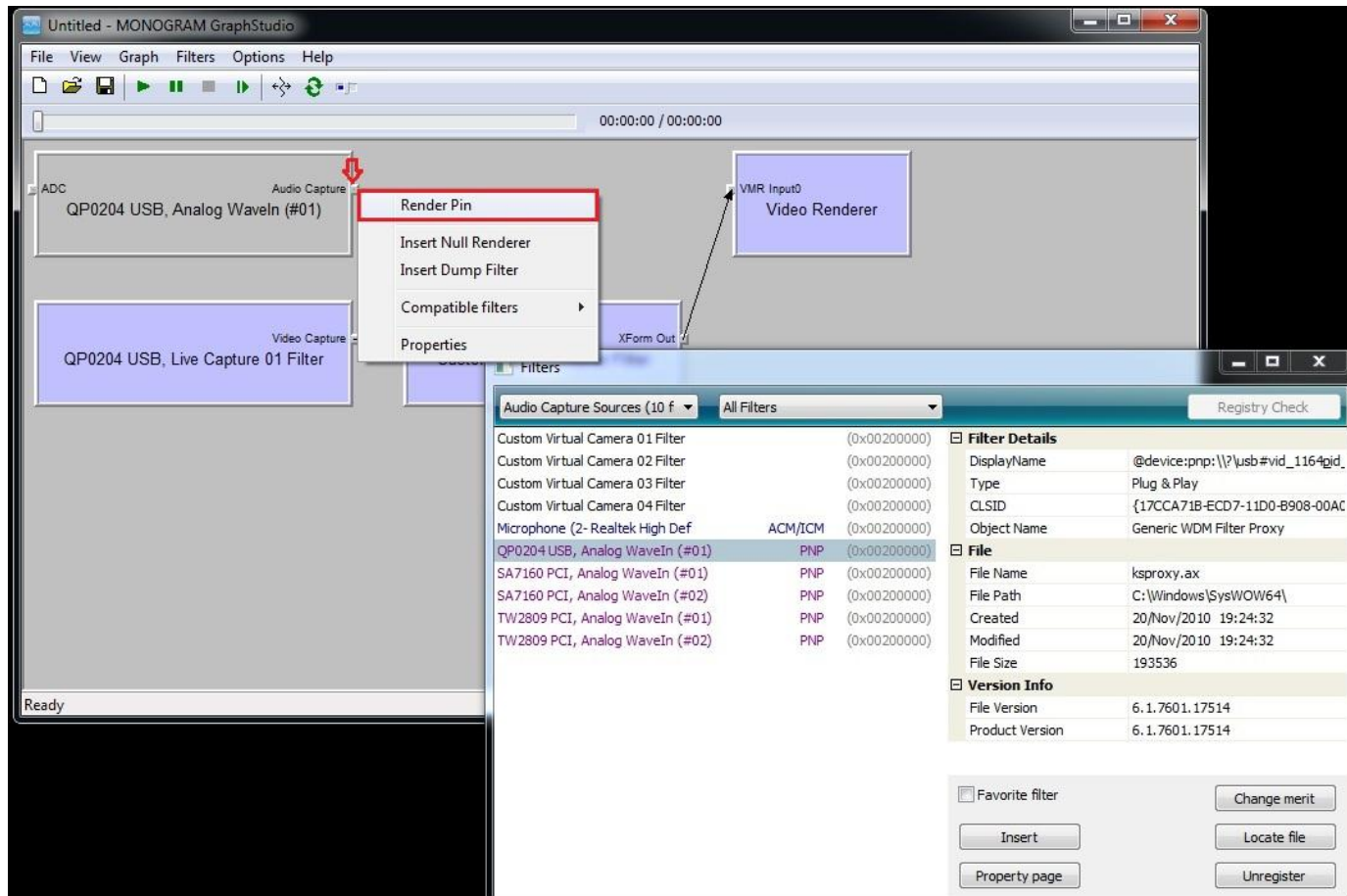


Build Live Camera application

5. Check "LIVE Capture"

#4 Click the right button on the little dot of "QP0204 USB , Analog WaveIn (#1)"

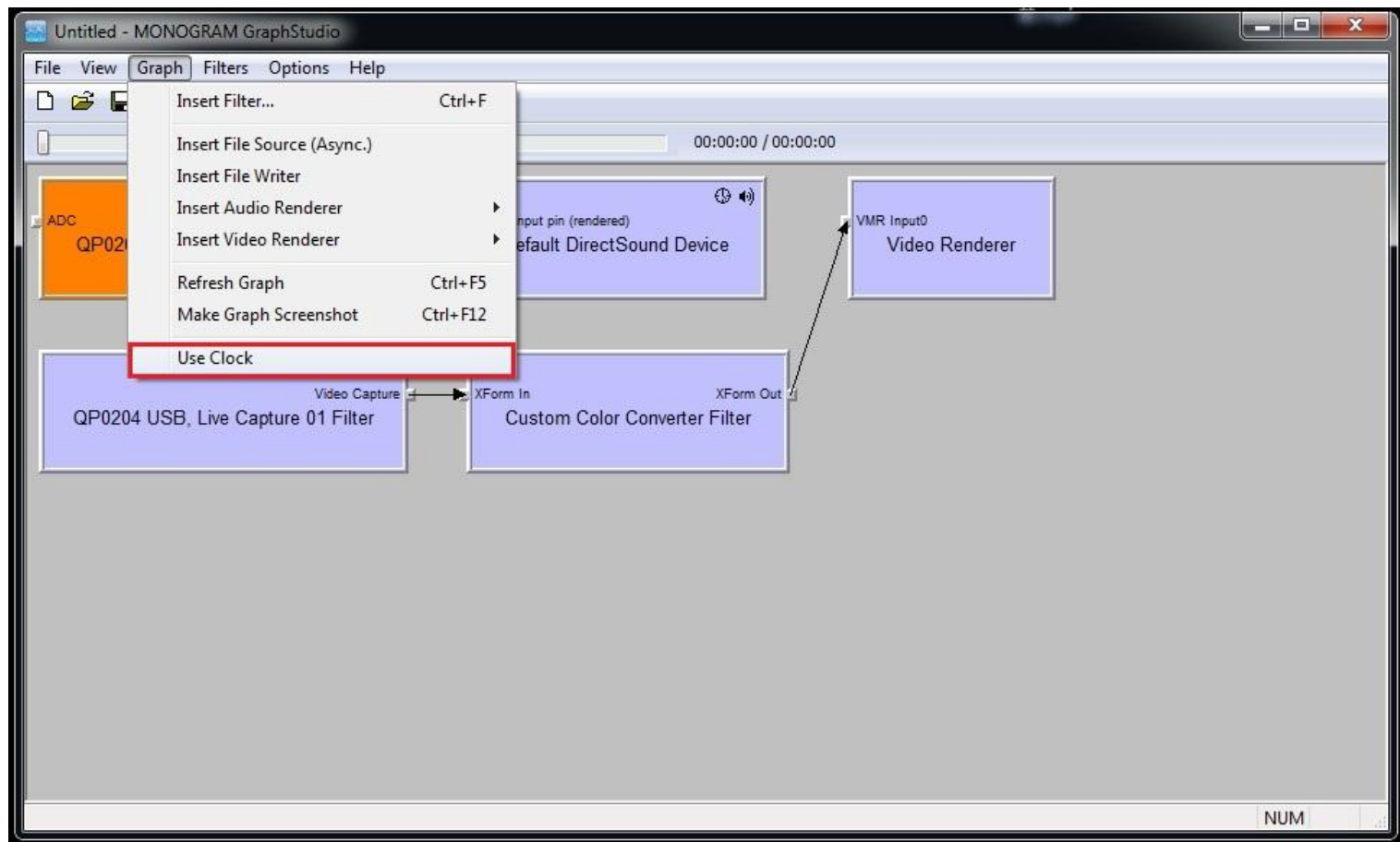
→ Render Pin



Build Live Camera application

5. Check "LIVE Capture"

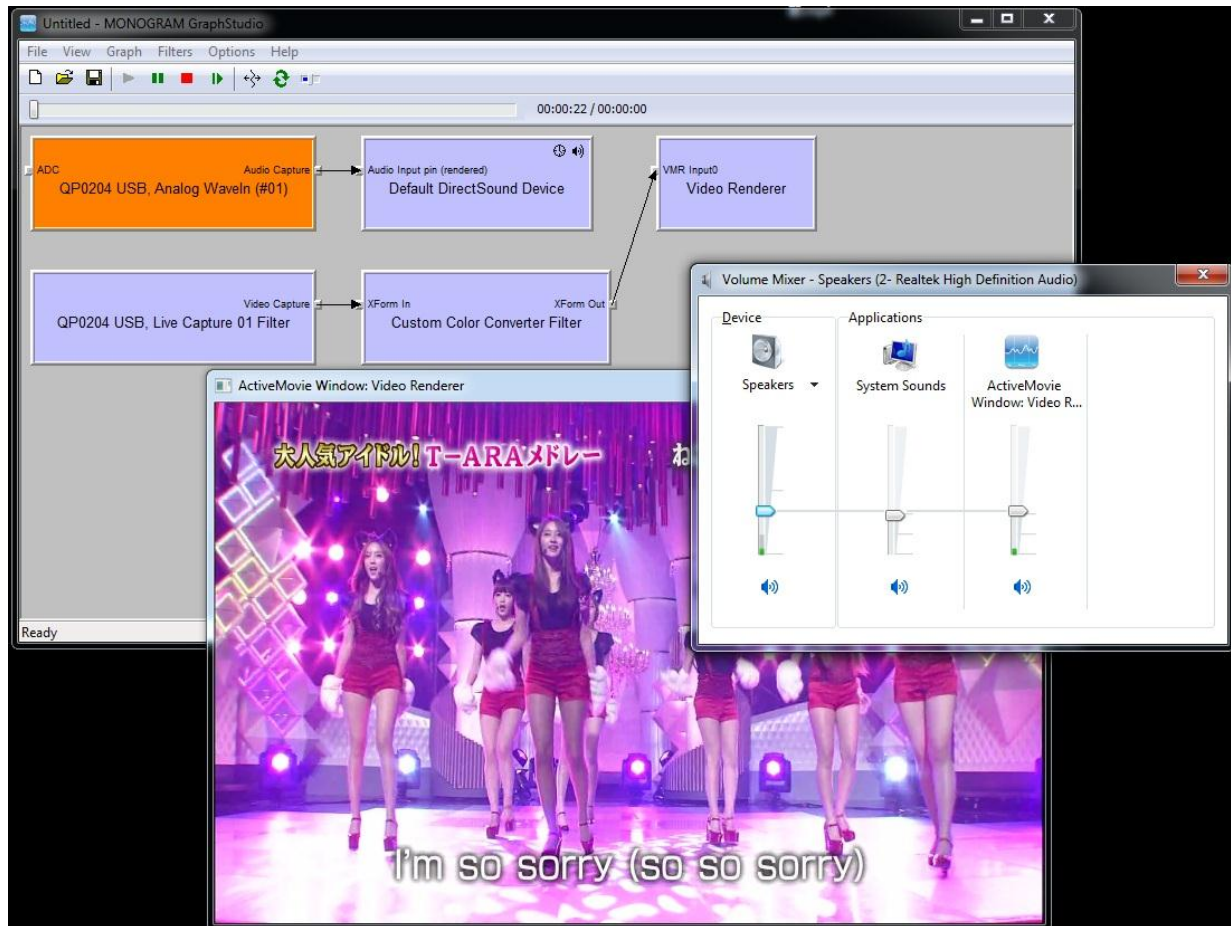
#5 Do not select Use clock



Build Live Camera application

5. Check "LIVE Capture"

#5 Click the green arrow. Finish the GraphStudio as show in below.



Build Live Camera application

6. Using “LIVE Capture” on SKYPE

#1 Tools → options → video setting → select webcam “QP0204 USB ,Live Capture 01 Filter”

