

**AG-5**  
**Averaging Frame Grabber**  
**PCI Version**

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# Table of Contents

Communications Regulations.....	1
FCC Statement.....	1
Radio and Television Interference.....	1
Getting Started.....	2
Introduction.....	2
Contents.....	2
System Requirements.....	2
Installation.....	4
AG-5 Circuit Board.....	4
Single Source Cable.....	4
Scion Image Software .....	4
Using the AG-5.....	5
Introduction.....	5
Grayscale Capturing .....	5
Frame Averaging and Summation.....	5
Arithmetic and Logical Operations .....	6
Blank Field Shading Correction.....	6
Color Capture.....	6
External Triggering.....	7
Architectural Description .....	8
Overview.....	8
Video and Sync Multiplexors.....	8
Analog to Digital Converter.....	9
Input Look-up Table.....	9
Arithmetic/Logical Operation Look-up Table .....	9
Accumulation, Division, and Scaling Unit.....	10
Buffers.....	10
Control and Status Registers.....	11
Programming Information.....	12
Address Space.....	12
Control and Status Registers.....	13
Connector Pin Assignments.....	16
Questions and Answers.....	17
Optional Cables.....	18
Specifications.....	19
Imaging.....	19
Capturing.....	19
Memory.....	19
Look-up Tables.....	19
Video Interface.....	19
Connectors.....	19
General .....	19

Warranty and Support .....	20
Limited Warranty.....	20
Money-Back Guarantee.....	20
Service Information.....	20

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# Communications Regulations

## FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device in accordance with the specifications in Part 15 of FCC rules. See instructions if interference to radio or television reception is suspected.

## Radio and Television Interference

The equipment described in this manual generates, uses, and can radiate radio frequency energy. If it is not installed and used properly, it may cause interference with radio and television reception. This equipment has been tested and found to comply with the limits for a Class B digital device in accordance with the specifications in Part 15 of FCC rules. These specifications are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

You can determine whether your computer system is causing interference by turning it off. If the interference stops, it was probably caused by the computer or one of the peripheral devices.

If your computer does cause interference to radio or television reception, try to correct the interference by using one or more of the following measures:

- Turn the television or radio antenna until the interference stops.

- Move the computer to one side or the other of the television or radio.

- Move the computer farther away from the television or radio.

- Plug the computer into an outlet that is on a different circuit from the television or radio.

If necessary, consult Scion or an experienced radio/television technician for additional suggestions. You may find the following booklet helpful: *Interference Handbook* (stock number 004-000-00493-1). This booklet, prepared by the Federal Communications Commission, is available from the U.S. Government Printing Office, Washington, DC 20402.

Changes or modifications to this product not authorized by Scion Corporation could void the FCC Certification and negate your authority to operate the product.

# Getting Started

## Introduction

The AG-5 frame grabber that you have just received is a high-quality instrument suitable for use in a variety of scientific and industrial imaging applications such as video microscopy, autoradiography, and automatic process inspection. The primary function of the AG-5 is to capture video frames from standard RS-170 (or CCIR) video sources such as CCD cameras. The AG-5 is supplied with Scion Image for Windows, a port of the popular image acquisition and analysis software package, NIH Image, developed at the National Institutes of Health. Scion Image for Windows is compatible with the Microsoft Windows 95/98 or Microsoft Windows NT operating systems.

The AG-5 has numerous features, besides an exceptionally clear and sharp picture, that are particularly useful for demanding scientific use. The AG-5 is capable of a real-time video display rate up to 30 frames per second. It is also capable of capturing frame sequences to system memory up to 30 fps. The AG-5 allows real-time frame averaging and frame summation which are particularly useful for noisy or low-light imaging. In addition real-time arithmetic and logical operations such as background subtraction are supported. Frame capture may be controlled by an external trigger signal. The AG-5 allows software control of the range of digitization of the video signal, which provides an analog offset and gain capability. Also, the AG-5 has a dedicated open drain output that may be used with Scion Image to control several on-chip integrating cameras.

Please take a few moments to read through this manual before you begin using your AG-5 as it should answer some of the questions that you may have concerning your new frame grabber. Please contact us at Scion Corporation should you encounter difficulty at any time, or if you have any questions.

## Contents

You have received in addition to your AG-5 frame grabber: a CD-ROM, and an installation sheet. You may also have received a cable to connect a video source to the frame grabber board. All cables are optional.

The CD-ROM contains a short Read Me file, this manual, the driver file for the frame grabber, a compressed archive containing the Scion Image for Windows application program along with complete documentation. Should any items be missing, please contact Scion Corporation so that we can rush you the missing items.

## System Requirements

The AG-5 can be installed in any IBM PC with a full-sized PCI slot.

Any standard RS-170 (or CCIR) video source can be used with the AG-5. The RS-170 (CCIR) standard is a specification for monochrome video signals. The AG-5 does not come with a cable standard. You can purchase cables from Scion Corporation. The AG-5 cannot be directly connected to a color (NTSC or PAL) video signal. The color information in a color video signal will produce an unacceptable interference pattern in captured frames. The AG-5 can, however, be connected to RGB video sources using the

optional RGB cable. When connected to an RGB source, the AG-5 can capture frames from each of the individual color signals and can capture three-pass color images.

The AG-5 is designed for use primarily with RS-170 (or CCIR) CCD cameras and RGB output CCD cameras. The AG-5 does not perform time-base correction on the incoming video signal. This means that the AG-5 may have sync difficulties with some consumer quality VCR's and camcorders that exhibit large time-base errors.

# Installation

## AG-5 Circuit Board

Installing the AG-5 in your IBM PC is an easy process that should only take a couple of minutes. The first step is to remove the cover from your PC. If you are unsure of the proper method for removing the cover from your particular PC, consult your user's manual. Once the PCI slots are exposed, select the PCI slot that you wish to use and, if necessary, remove the cover from the opening in the rear of the PC case that corresponds to the slot.

At this point, make sure that you have discharged all static electricity from your body. A good way to discharge static electricity is to touch the PC power supply. Remove the AG-5 frame grabber from its static shielding bag. Holding the AG-5 by its top edge, align the rear edge of the circuit board with the card guide corresponding to the selected slot. At the same time, align the AG-5's connector bracket with the slot opening. When the circuit board is aligned, carefully lower the AG-5 into the slot until the edge connector on the bottom of the board rests against the PCI connector. Check to insure that the board and the connector are appropriately aligned. Then press firmly on the top edge on the circuit board until the board mates with the connector. If excessive force is required to mate the connectors, remove the AG-5 from the PC and try again. Once the AG-5 is inserted in the PCI slot, replace the screw that holds the board in, then replace the cover of your PC.

## Cables

If you bought the Single Source cable then insert the nine pin connector of the cable into the nine pin connector of the AG-5. When the connectors are mated, tighten the two screws on the single source cable connector. On most cameras there is a Video Out BNC that can be connected to via the BNC on the cable. If you are using the RGB cable, it connects to the AG-5 in the same manner as the single source cable. Connect the nine pin connector to the nine pin connector of the AG-5. The other end (or ends) of the cable connects to your video source. If you have a video source with a non-standard connector, please contact Scion for assistance.

## Scion Image Software

To install the Scion Image software package, insert the Scion CD-ROM into your CD-ROM drive. Left-click the Start button on the Windows desktop and choose Run... A dialog box will appear. Click on the Browse button, the browser will appear. Go to your CD-ROM drive and enter the Scion Image for Windows folder. Click the Setup.exe program, this will work for Windows 95/98/98SE/ME and Windows NT/2000. Click the Open button to continue. Once back to the Run dialog box click the OK button to start the install.

There are three Adobe PDF documents describing the Scion Image package. 'ScnImage.PDF' is the user's manual for ImagePC. 'Engineer.PDF' is a brief introduction to some of the technical aspects of imaging. 'Inside.PDF' describes some of the structure of the Scion Image program and discusses ways to modify it for custom applications.

# Using the AG-5

## Introduction

Once the AG-5 circuit board has been installed, the supplied single source cable connected to the AG-5 and your camera, and the Scion Image program installed to your hard disk, you are ready to begin using your AG-5. This section will describe some of the capturing capabilities of the AG-5 and Scion Image – such as normal grayscale capturing, frame averaging, arithmetic and logical operations, color capturing, and using the external trigger.

Once the Scion Image software has been started, by choosing it from the Start/Programs menu, the Scion Image menus and windows will be presented. The commands that deal with the AG-5 and image capturing, such as basic grayscale capturing, frame averaging, arithmetic and logical operations, and color capturing, are contained in the 'Special' menu and the 'Stacks' menu.

## Grayscale Capturing

When the 'Start Capturing' command, under the 'Special' menu, is selected, the program will continuously capture and display video frames. You may stop the continuous capture process at any time by either choosing the menu command again (which has changed to 'Stop Capturing') or by clicking in the 'Camera' window with any of the tools except the magnifying glass or the grabber. Once the capturing process has stopped, the captured frame is available for analysis or saving to disk.

The 'Video Control' dialog box, also under the 'Special' menu, allows you to change various parameters of capture. The 'Offset' and 'Gain' fields allow you to adjust the range of digitization of the AG-5's analog to digital converter. 'Use External Trigger' enables the AG-5's external trigger capability. 'Video Rate Math' enables real-time arithmetic and logical operations. 'Video Rate Blank Field' enables real-time blank field shading correction. 'Separate Sync' should be enabled when the AG-5 is connected to an RGB video source using the optional four source cable. It instructs the AG-5 to look for video sync information on the sync channel of the four source cable. The 'Channel' radio buttons select which of the AG-5's four video sources is to be digitized.

## Frame Averaging and Summation

The 'Average Frames' command is useful for reducing random video noise or accumulating low-light images. This command is also found under the 'Special' menu. The AG-5 is capable of averaging or summing at 30 frames per second. To enable real-time averaging or summation, check the 'Video Rate' box in the 'Average Frames' dialog box. The number of frames to average or sum can be specified from 2 to 127 frames.

To sum frames, instead of averaging, check the 'Integrate' box in the 'Average Frames' dialog box. The AG-5 will sum the specified number of frames at video rate and then scale the accumulated pixel values to the range 1 to 254. The AG-5 accomplishes the scaling by keeping track of the smallest and largest accumulated pixel values and linearly scaling the range between them. If the 'Fix Scale' box is checked, then the scaling process may be user controlled. Minimum and maximum accumulated pixel values may be entered in the appropriate boxes and this range will be linearly scaled to the range 1 - 254. The AG-5 will

set all accumulated pixels less than the specified minimum to 0 and all pixels greater than the specified maximum to 255.

The 'Integrate on-chip' allows the use of integrating cameras. The specified number of frames will be integrated on the imaging sensor of the camera and the resultant image will then be captured by the AG-5. Please contact Scion for a complete list of currently supported integrating cameras. Optional cables will be required for all integrating cameras, please contact Scion for the correct cables.

## **Arithmetic and Logical Operations**

The AG-5 is capable of performing arithmetic and logical operations between incoming raw video and a stored reference frame. This feature is enabled by the 'Video Rate Math' box in the 'Video Control' dialog box. Once this box is checked, the operation to perform may be specified by the 'Video Math' menu command under the 'Special' menu. The 'Video Math' command will allow the specification of a window to use as a reference frame, the operation to be performed, and gain and offset factors. If a valid configuration has been specified by the 'Video Math' command, and the 'Video Rate Math' box has been checked, all subsequent captured frames will be processed by the AG-5 according to the specified operation.

To disable video rate arithmetic and logical operations, uncheck the 'Video Rate Math' box. Video rate processing can also be temporarily disabled by holding down the 'Control' key while frames are being captured. Note that the operation being performed can be changed at any time by selecting the 'Video Math' command.

## **Blank Field Shading Correction**

The AG-5 is also capable of real-time correction of images for variations in lighting or camera response. To enable this feature, check the 'Video Rate Blank Field' box in the 'Video Control' dialog box. Then capture a frame of the blank field and load it into the AG-5 using the 'Save Blank Field' menu command under the 'Special' menu. All subsequent captured frames will be corrected for shading variations. For more information on blank field correction, refer to the description of the 'Save Blank Field' command in the Image manual.

To disable real-time blank field correction, either uncheck the 'Video Rate Blank Field' box or close the 'Blank Field' window. Video Rate Blank Field correction may be temporarily disabled by holding down the 'Control' key. Note that video rate blank field correction and video rate arithmetic and logical operations can not both be active at the same time.

## **Color Capture**

The 'Capture Color' command, under the 'Stacks' menu, will capture a three-pass 24 bit color image using the AG-5. To capture color, you must have the optional four source cable connected to an RGB video source and the 'Separate Sync' box checked in the 'Video Control' dialog box. When the command is selected the software will capture three separate frames using the AG-5. The first frame will be captured from the red video signal, the second frame from the green video signal, and the third frame from the blue video signal.

After the 'Capture Color' command has completed, there will be a three slice stack on the screen and an 8 bit indexed color image. This stack will contain the three color slices – red,

green, and blue. The 8 bit indexed color image represents the captured 24 bit color image. The 8 bit color look-up table used to display the 8 bit indexed image may be selected using the 'RGB to 8-bit Color' command.

## **External Triggering**

The AG-5 has an external trigger capability that allows the synchronization of frame capture to external events. The external trigger feature is enabled in the 'Video Control' dialog box as discussed above. When this feature is enabled, the AG-5 will wait for a trigger event on its external trigger input before capturing a frame. A trigger event is defined as a falling TTL edge (that is, a transition from 5 volts to 0 volts). The trigger input is pin 9 of the 9 pin video connector. Once the trigger event has occurred, this input must be brought back to 5 volts before another trigger event can be recognized.

# Architectural Description

## Overview

The hardware architecture of the AG-5 is designed to provide advanced image processing features and maximum flexibility, combined with a simple programming interface. Such features include separate multiplexors for video information and for sync information, 8 bit digital to analog converters for controlling the range of digitization, an input look-up table, an arithmetic/logical operation look-up table, frame accumulation, and quick division and scaling of the accumulation buffer.

The programming interface of the AG-5 consists of six control registers, one status register, an accumulation minimum and an accumulation maximum register, an input look-up table, an arithmetic/logical operation look-up table, four 8 bit frame buffers, and one 15 bit accumulation buffer. The registers, the frame buffers, and the accumulation buffer are available to the programmer at all times, even during digitization. Hence software can be transferring one frame from the AG-5 to system memory at the same time that a new frame is being digitized. This double buffering capability allows video display at 30 frames per second.

The AG-5 has four basic operations that can be performed within one frame period. These operations are

- 1) Capture a frame to one of the frame buffers and the accumulation buffer
- 2) Add a frame to the contents of the accumulation buffer
- 3) Divide the accumulation buffer by a constant in the range 1 - 127
- 4) Scale the contents of the accumulation buffer to the range 0 - 255.

The last two operations return their result to one of the 8 bit frame buffers and leave the contents of the accumulation buffer unchanged.

The following sections will describe in detail the various components of the AG-5.

## Video and Sync Multiplexors

The AG-5 accepts up to four video sources via its 9 pin D shell connector. The individual sources are terminated with 75 ohm resistors upon entering the board. After termination the video signals are routed to two separate four to one multiplexors. The first multiplexor determines which of the video signals will be digitized, while the second multiplexor determines from which of the video signals the necessary video sync information will be obtained. The source selections for digitization and sync are determined by bits in Control Register 3.

Allowing the sync information to be selected from any source provides for capturing flexibility using a simple standard cable assembly. Grayscale video can be captured from any source by selecting the same source for both digitizing and sync information. Color cameras can be connected to the AG-5 using either a separate sync or a sync on green format with the same cabling. Additionally, the AG-5 can be easily integrated into systems that are driven by one or more external sync signals.

## **Analog to Digital Converter**

The selected video signal is next amplified by a factor of three and DC restored by clamping the video sync tips to 0 volts. This amplification improves both the AG-5's signal to noise ratio and the linearity of the analog to digital converter. The video signal is then fed into the analog to digital flash converter. The flash converter converts the incoming video signal into an 8 bit digital value. The analog to digital converter has two analog inputs – top of range and bottom of range – that specify the limits of digitization. If the incoming signal is greater than or equal to the top of range voltage, it will receive a digital value of 255; conversely, an input less than or equal to the bottom of range voltage will receive a digital value of 0.

The top of range and bottom of range voltages are set by two digital to analog converters. These converters have a resolution of 8 bits and are specified by Control Register 4 and Control Register 5, respectively. Each range voltage can be set from 0 volts to 4 volts. The variability of the range of digitization of the analog to digital converter allows the AG-5 to be adjusted to differing input signals by changing the range voltages. For example, if the input signal is low, the range voltages can be lowered to brighten up the captured image. Similarly, if the video signal has poor contrast, the range voltages can be squeezed closer together to increase the contrast in the captured image. Thus control of the range of digitization provides an analog offset and gain capability.

## **Input Look-up Table**

Once the video signal is digitized, the digital data is immediately passed through an input look-up table. The look-up table affords an opportunity to perform some processing on the digitized image such as image inversion and histogram equalization. The look-up table consists of a memory array which maps each of the 256 possible pixel values to a new value (also one of 256).

The primary purpose of the look-up table is to invert the pixel values so as to make the incoming image compatible with the Macintosh. The video is digitized by the analog to digital converter with white receiving a digital value of 255 and black receiving a value of 0. The Macintosh, however, interprets grayscale values in the opposite manner with black as 255 and white as 0. Hence the look-up table inverts each pixel (subtracts it from 255) to convert it to the Macintosh representation.

## **Arithmetic/Logical Operation Look-up Table**

After the digitized data is processed by the input look-up table, it proceeds through the arithmetic/logical operation look-up table. This is a RAM look-up table with an organization of 64 K x 8 bits. Hence there are 65536 entries in this table, each 8 bits wide. The 16 bit address for this look-up table is formed from the 8 bits of digitized data and the eight bits of the corresponding pixel from one of the 8 bit frame buffers. This look-up table thus allows the AG-5 to perform operations between an incoming video frame and a frame stored in one of the frame buffers.

Note that this look-up table can be used to perform any binary (two operand) operation between incoming video and a stored reference frame depending on how the look-up table is loaded. It can be configured to perform, for example, subtraction of a stored frame from incoming video, blank field shading correction, or multiplication (with scaling) of incoming video by a stored frame. The Programming Information section of this manual will provide details for loading this look-up table.

The arithmetic/logical operation look-up table may be bypassed for applications that do not require it. Thus if it is not employed, it does not need to be loaded. Control Register 1 determines if this look-up table is to be inserted in the data path.

## **Accumulation, Division, and Scaling Unit**

The digitized data next proceeds to the Accumulation, Division and Scaling Unit. This component of the AG-5 performs the four basic operations of the AG-5 discussed above. It either passes the digitized data unaltered to one of the frame buffers and the accumulation buffer, adds the incoming frame to the accumulation buffer, divides the contents of the accumulation buffer by a constant, or scales the accumulation buffer to the range 0 - 255. The operation to be performed is specified by Control Register 1.

The Accumulation, Division, and Scaling Unit performs division according to the formula

$$\text{Result Pixel} = \text{Accumulated Pixel} / \text{Constant}$$

where Constant is determined by Control Register 2. The formula for scaling the accumulation buffer is

$$\text{Result Pixel} = (\text{Accumulated Pixel} - \text{Min Pixel}) * 253 / (\text{Max Pixel} - \text{Min Pixel}) + 1.$$

Min Pixel and Max Pixel are determined by the Accumulation Minimum and the Accumulation Maximum Registers respectively. Note that this formula will actually scale the accumulation buffer to the range 1 - 254. All pixels in the accumulation buffer with values below Min Pixel will be set to 0 and all pixels with values above Max Pixel will be set to 255.

The Accumulation Maximum Register and the Accumulation Minimum Register are automatically loaded with the maximum and minimum 15 bit pixel values after either a frame capture operation or a frame accumulation operation. These registers may also be set by software. Hence the scaling process may be flexibly controlled by setting these two registers.

## **Buffers**

The processed image data from the Accumulation, Division and Scaling Unit, either 8 or 15 bits depending on the operation performed, next is stored in one of the buffers. There are four 8 bit frame buffers and one 15 bit accumulation buffer. In a frame capture operation the data is stored in one of the frame buffers, and in the accumulation buffer. In an accumulation operation, the accumulated pixel data is stored in the accumulation buffer. The lower 8 bits of each accumulated pixel is stored in one of the frame buffers. In a division operation or a scaling operation the resultant data is stored in one of the frame buffers and the accumulation buffer is unaltered.

The 8 bit frame buffers are configured as an array of 512 rows of 1024 bytes. As each line of video contains only 640 (768 for CCIR) pixels, each one byte, each row of the frame buffer will contain video data padded at the end with 384 (256) bytes of unused data. Similarly, the last 32 (0) rows of each frame buffer will be unused.

The 15 bit accumulation buffer is configured as an array of 512 rows of 2048 bytes. As each line of accumulated data contains only 640 (768 for CCIR) 15 bit pixel values, each two bytes, each row of the frame buffer will contain accumulation data padded at the end

with 768 (512) bytes of unused data. Similarly, the last 32 (0) rows of the accumulation buffer will be unused.

The frame buffers can be addressed through one of two PCI addresses, corresponding to two separate base address registers in PCI configuration space. Address Space 0 contains a single logical frame buffer into which any of the physical frame buffers may be mapped. Control Register 6 determines which physical frame buffer will be accessed in Address Space 0. The same register also determines which buffer will be used to store a captured frame. Address Space 1 contains all of the available frame buffers. It is recommended that all frame buffer operations take place through Address Space 1, as memory caching can be enabled for this space. Enabling caching to a PCI address space in a Power Macintosh will enable PCI burst transactions to that address space, speeding up all frame buffer operations.

## **Control and Status Registers**

The AG-5 has 6 control registers and one status register. As the names imply, the control registers set the parameters for frame capture while the status register reports the results of capture and also properties of the video signal. Each of the registers is eight bits wide. The control registers are write only; the status register is read only.

Control Register 1 controls the capture process. It contains bits for enabling an operation, for setting which field is to be operated on first, for switching between field mode and frame mode, for enabling the external trigger feature, and for specifying the operation to be performed by the AG-5. Control Register 2 determines the constant to be used by the division operation. Control Register 3 specifies which of the video sources is to be digitized and which of the sources is to be used for sync information.

Control Registers 4 and 5 set the two digital to analog converters on the AG-5. The DAC which determines the top of range voltage for digitization is set by Control Register 4. The DAC which determines the bottom of range voltage for digitization is set by Control Register 5.

Control Register 6 determines which of the frame buffers will be used for capture, which will be mapped into Address Space 0, and which will be input to the arithmetical/logical look-up table.

The AG-5's Status Register contains a bit which reports when an operation has been completed. It also contains two bits which represent timing characteristics of the video sync signal. One bit tells when the video signal is in a vertical sync period. The other bit reports whether the video signal is currently transmitting the even or odd video field.

# Programming Information

## Address Space

Let us denote the base addresses for the address spaces base0 and base1. Address Space 1 of the AG-5 contains the frame buffers and the accumulation buffer, while Address Space 0 contains an alias of one of the buffers, the input look-up table, the arithmetic/logical operation look-up table, the Accumulation Minimum and Maximum registers, the Control Registers, and the Status Register.

The four frame buffers and the accumulation buffer are located in Address Space 1 at

base1	Frame Buffer 0
base1 + \$80000	Frame Buffer 1
base1 + \$100000	Accumulation Buffer
base1 + \$200000	Frame Buffer 2
base1 + \$280000	Frame Buffer 3

When a frame is captured into one of these frame buffers it is stored as a pixel map with a row length of 1024 bytes. The accumulation buffer is represented as a pixel map with a row length of 2048 bytes. The frame buffers and the accumulation buffer may also be accessed in Address Space 0 at address base0 as specified by Control Register 6. The accumulation buffer is accessed at this address as two sections, with the first section corresponding to addresses base1 + \$100000 through base1 + \$17ffff and the second section corresponding to addresses base1 + \$180000 through base1 + \$1ffff.

The input look-up table appears at address base0 + \$e0000. The input look-up table uses only byte lane 0, hence the 256 bytes of the look-up table are addressed at

base0 + \$e0000
base0 + \$e0004
base0 + \$e0008
.
.
.
base0 + \$e03fc.

The lowest address corresponds to the lowest digitization value; i. e. address base0 + \$e0000 maps \$00 (black) pixels, while base0 + \$e03fc maps \$ff (white) pixels.

The arithmetic/logical operation look-up table appears at address base0 + \$80000. This look-up table uses only byte lane 0, hence the 65536 bytes are addressed at

base0 + \$80000
base0 + \$80004
base0 + \$80008
.
.
.
base0 + \$bffff.

Each entry in this table is specified by a 16 bit value of which the upper 8 bits is a pixel in

one of the frame buffers and the lower 8 bits is an incoming video pixel. The formula which will determine the proper address in the table for a certain combination of stored pixel and incoming pixel is

$$\text{Address} = \text{base0} + \$80000 + \text{Stored Pixel} \ll 10 + \text{Incoming Pixel} \ll 2$$

where "<<" represents a left bit shift.

The Accumulation Maximum and the Accumulation Minimum Registers are 15 bit read/write registers located at  $\text{base0} + \$d0000$  and  $\text{base0} + \$d0004$ , respectively. After the AG-5 performs either a frame capture operation or an accumulation operation, these registers will contain the maximum and minimum accumulated pixel values. The values in these registers control the scaling of the accumulation buffer. When the AG-5 performs a scaling operation, all 15 bit pixel values in the accumulation buffer that fall between (inclusively) the minimum and maximum values represented by these registers will be linearly scaled to the range 1 - 254. All accumulation buffer pixel values which are less than the Accumulation Minimum Register will be given a pixel value of 0; all accumulation buffer pixel values which are greater than the Accumulation Maximum Register will be given a value of 255. These registers may be updated by software at any time. They will only be overwritten by the AG-5 on a frame capture operation or an accumulation operation.

The Control Registers are eight bit wide write-only registers at the following addresses:

CR1:  $\text{base0} + \$c0000$   
CR2:  $\text{base0} + \$c0004$   
CR3:  $\text{base0} + \$c0008$   
CR4:  $\text{base0} + \$c000c$   
CR5:  $\text{base0} + \$c0010$   
CR6:  $\text{base0} + \$c0010$

The Status Register is an eight bit wide read-only register located at address  $\text{base0} + \$c0000$ .

## Control and Status Registers

The format of Control Register 1, from most significant bit to least significant bit, is as follows:

CR1\_7: Operation Enable  
CR1\_6: Single Field Select  
CR1\_5: Starting Field Select  
CR1\_4: Trigger Enable  
CR1\_3: Open Drain Output  
CR1\_2: Arithmetic/Logical Enable  
CR1\_1: Operation Select MSB  
CR1\_0: Operation Select LSB.

When Operation Enable is set, the AG-5 will perform one of its four operations during the next incoming video frame. Note that this bit must be reset by software before any additional operations can be performed. It acts as a trigger for a single operation. Operations begin at the trailing edge of vertical sync. When Starting Field Select is set, the specified operation will begin with the odd field; when it is clear, it will begin with the even

field. When Single Field Select is set, the specified operation will be performed on only one field — that specified by the Starting Field Select bit. Single fields are captured into the frame buffers as if they were a component of an entire frame; that is, they will load into every other line of the buffer leaving the remaining lines unaltered. When Trigger Enable is set, the AG-5 will wait for a trigger event on the external trigger pin of the video connector before performing an operation. A trigger event is defined as a falling TTL edge. The Open Drain output is available for custom use. The Arithmetic/Logical Enable bit determines if the arithmetic/logical operation look-up table will be used. If this bit is high, the look-up table will be inserted in the data path. The Operation Select bits specify which of the four basic operations the AG-5 will perform as follows:

00:	Frame Capture
01:	Frame Accumulation
10:	Accumulation Buffer Division
11:	Accumulation Buffer Scaling

The format of Control Register 2, from most significant bit to least significant bit, is as follows:

CR2_7:	
CR2_6:	Division Constant MSB
CR2_5:	Division Constant
CR2_4:	Division Constant
CR2_3:	Division Constant
CR2_2:	Division Constant
CR2_1:	Division Constant
CR2_0:	Division Constant LSB.

This register contains the constant to be used in a accumulation buffer division operation. Valid values are in the range 1 - 127. The constant used for division should be the number of frames accumulated by the AG-5 in accumulation operations. Division of the accumulation buffer by values other than the actual number of frames accumulated may give incorrect results.

The format of Control Register 3, from most significant bit to least significant bit, is as follows:

CR3_7:	Sync Select MSB	
CR3_6:	Sync Select LSB	
CR3_5:	Source Select MSB	
CR3_4:	Source Select LSB	
CR3_3:	Frame Buffer Store Select	(NuBus Compatibility)
CR3_2:	Frame Buffer Feedback Select	(NuBus Compatibility)
CR3_1:	Frame Buffer Access Select MSB	(NuBus Compatibility)
CR3_0:	Frame Buffer Access Select LSB.	(NuBus Compatibility)

The Source Select bits determine which of the four video sources will be selected for capturing, while the Sync Select bits determine which of the four video sources will be used for sync information. In most cases the same source will be selected for both fields. The lower four bits in this register are provided for software compatibility of programs written for the NuBus version of the AG-5. These buffer control bits may be used instead of those in Control Register 6. Note, however, that if these bits are used, then only two of the frame buffers will be available. The Frame Buffer Store Select bit determines in which 8 bit frame buffer the results of an operation will be stored. If this bit is low, the frame will

be stored in Frame Buffer 0, else it will be stored in Frame Buffer 1. The Frame Buffer Feedback Select bit determines which 8 bit frame buffer will be used as an input to the arithmetic/logical operation look-up table. Once again, a low state indicates Frame Buffer 0 and a high state Frame Buffer 1. The Frame Buffer Access bits determine which of the buffers appears in Address Space 0. The bits are interpreted as follows:

00:	Frame Buffer 0
01:	Frame Buffer 1
10:	Accumulation Buffer (base1 + \$100000 to base1 + \$017ffff)
11:	Accumulation Buffer (base1 + \$180000 to base1 + \$1ffff)

Control Registers 4 and 5 control the two digital to analog converters on the board. They accept an integer in the range 0 to 255. The functions of each converter and its voltage range are as follows:

CR4:	Top of Digitization:	0 to 4 volts
CR5:	Bottom of Digitization:	0 to 4 volts

In each case the lower voltage corresponds to register value \$00, while the higher voltage corresponds to register value \$ff. When setting the digitization range, note that the sync tips of the incoming video are clamped to 0 volts and that the video is amplified by a factor of three. Also, for proper operation, the top of digitization voltage must be higher than the bottom of digitization voltage.

The format of Control Register 6, from most significant bit to least significant bit, is as follows:

CR6_7:	Buffer Register Enable
CR6_6:	Frame Buffer Access Select MSB
CR6_5:	Frame Buffer Access Select
CR6_4:	Frame Buffer Access Select LSB
CR6_3:	Frame Buffer Store Select MSB
CR6_2:	Frame Buffer Store Select LSB
CR6_1:	Frame Buffer Feedback Select MSB
CR6_0:	Frame Buffer Feedback Select MSB

This register is new to the PCI version of the AG-5. When the board is reset at power on, this register is not enabled, and the buffer select bits in Control Register 3 are active. Note that Control Register 3 only allows access to the first two frame buffers. Control Register 6 allows the use of all four frame buffers. To enable this register, set the Buffer Register Enable bit high. Then the buffer configuration of the AG-5 may be specified by this register. The Frame Buffer Access bits determine which of the buffers appears in Address Space 0. The bits are interpreted as follows:

000:	Frame Buffer 0
001:	Frame Buffer 1
010:	Accumulation Buffer (base1 + \$100000 to base1 + \$017ffff)
011:	Accumulation Buffer (base1 + \$180000 to base1 + \$1ffff)
100:	Frame Buffer 2
101:	Frame Buffer 3

The Frame Buffer Store Select bits determine in which 8 bit frame buffer the results of an operation will be stored, Frame Buffer 0 through Frame Buffer 3. Similarly, the Frame

Buffer Feedback Select bits determine which 8 bit frame buffer will be used as an input to the arithmetic/logical operation look-up table.

The format of the Status Register, from most significant bit to least significant bit, is as follows:

SR_7:	Operation Done
SR_6:	50 Hz
SR_5:	Vertical Sync
SR_4:	Field Status
SR_3:	
SR_2:	
SR_1:	
SR_0:	

The Operation Done bit indicates that an operation has been completed. This bit will be cleared when the Operation Enable bit in Control Register 1 is reset. The 50 Hz bit indicates that the AG-5 is a 50 Hz board, compatible with CCIR video. The Vertical Sync bit will be clear during the vertical sync period of the selected video sync source and set otherwise. The Field Status bit will be set during the odd field of the selected video sync source and clear during the even field. This bit will change at the beginning of the vertical sync period.

## Connector Pin Assignments

There is one external connector on the AG-5. This connector is a standard female DB-9 connector. It contains signal lines for the four video sources as well as the external trigger. The pin-out is

Pin 1:	Video Source 3
Pin 2:	Open Drain Output
Pin 3:	Video Source 2
Pin 4:	
Pin 5:	Video Source 1
Pin 6:	
Pin 7:	Video Source 0
Pin 8:	Ground
Pin 9:	External Trigger.

## Questions and Answers

Q: Why do I see a cross-hatched interference pattern in the captured image?

A: You are probably trying to capture images from a color (NTSC or PAL) camera. The AG-5 is designed to capture images from an RS-170 (or CCIR) video source. RS-170 (CCIR) is grayscale video. Color video has color information modulated on the grayscale portion of the video signal. This color information causes the distortion pattern in the captured image.

Q: I am trying to do a color capture in Scion Image. I have an RGB camera connected to the AG-5 with the four source cable, but I seem to be having difficulty getting the AG-5 to sync to the camera. What could be causing this?

A: You need to have the 'Separate Sync' box selected in the 'Video Control' dialog box. This dialog box is found under the 'Special' menu. Separate sync tells the AG-5 to look for sync information on the sync signal of the four source cable.

Q: When I try to average a sequence of frames at video rate with Scion Image, the software tells me that the sequence is actually averaged at a slower rate. Why can't I average in real-time?

A: If your PC is busy with some background task when you try to average, the AG-5 may not be able to average in real-time. Situations that may slow real-time averaging include network activity. Try turning off such background tasks while averaging.

Q: How can I capture grayscale images from an RGB camera?

A: There are two methods for capturing grayscale images from an RGB camera. The first is to simply capture from the green signal (source 2 in the 'Video Control' dialog box). The green signal contains the majority of the grayscale information of a color image. The second method is use Image's 'Capture Color' command. After the three color slices are captured, choose the 'RGB to 8 bit Color' command with the existing palette option selected. If you were currently working with a grayscale look-up table, then the resulting image will be the correct grayscale image.

## Optional Cables

The AG-5 comes with a Cab-SS-AG5 single source cable suitable for connecting to a grayscale video camera. A number of additional cables are available for connecting to other sorts of cameras and devices:

Cab-RGB-AG5 – This cable, terminated in four BNC connectors, can be used to connect the AG-5 to four separate grayscale video sources. It may also be used to connect to RGB video sources with separate connections for red, green, blue, and sync.

Cab-SVHS-Adp – This adapts any BNC terminated cable to an SVHS connector.

Cab-SST-AG5 – This cable is similar to the supplied single source cable but, in addition, has a BNC connector for the AG-5's external trigger input.

Cab-Int-AG5 – This cable connects the AG-5 to the integration input of the Dage CCD-72 camera.

Cab-Cohu-Adp – This adapts the Dage integration cable for Cohu 491X cameras.

Optional cables are available direct from Scion. We can also manufacture custom cables for use with video sources with non-standard connectors.

# Specifications

## Imaging

Pixel Depth: 8 bits  
Image Resolution: 640 x 480 (768 x 512) pixels  
Pixel Aspect Ratio: 1 to 1

## Capturing

Functions: capture, sum, divide, scale  
Function Speed: 1/30 (1/25) second  
Function Mode: field or frame  
Initial Field: even or odd

## Memory

Frame Buffers: 4, 8 bit  
Accumulation Buffers: 1, 15 bit

## Look-up Tables

Input Look-up Tables: 1, 256 x 8  
Arithmetic Look-up Tables: 1, 64K x 8

## Video Interface

Input Sources: 4, AC coupled  
Video Input Level: 1 volt peak to peak  
Video Signal Type: RS-170 (CCIR)  
Video Gain Factor: 3  
Digitizing Range, Bottom: 0 to 4 volts  
Digitizing Range, Top: 0 to 4 volts  
External Trigger: TTL falling edge

## Connectors

Video Connector: 9 pin D shell

## General

Installation: 1 PCI slot (full size)  
Operating Conditions : 0 to 70° C  
Power: 15 watts typical

# Warranty and Support

## Limited Warranty

Scion Corporation ("Scion") warrants this AG-5 against defects in materials and workmanship for a period of one (1) year from the date of original purchase. If you discover a defect, Scion will, at its option, repair, replace, or refund the purchase price of this AG-5 to you, provided you return it during the warranty period, with transportation charges prepaid, to Scion. Each AG-5 returned for warranty service must bear a Return Materials Authorization number, which may be obtained from Scion, on the outside of the shipping box.

This warranty does not apply if the product has been damaged by accident, misuse, or misapplication; if the product has been modified without the written permission of Scion; or if the AG-5 serial number has been removed or defaced.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. SCION SPECIFICALLY DISCLAIMS ANY AND ALL IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. NO SCION DEALER, AGENT, OR EMPLOYEE IS AUTHORIZED TO MAKE ANY MODIFICATION, EXTENSION, OR ADDITION TO THIS WARRANTY.

Scion is not responsible for special, incidental, or consequential damages resulting from any breach of warranty, or under any other legal theory, including but not limited to lost profits, downtime, goodwill, and damage to or replacement of equipment and property.

Some states do not allow the exclusion or limitation of incidental or consequential damages or exclusions of implied warranties, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

## Money-Back Guarantee

You may return your AG-5 to Scion Corporation, within 30 days of the date of invoice, for a full refund of the purchase price. All returns must be in as new condition and be returned with all supplied accessories in the original shipping box. All returns must bear a Return Materials Authorization number, which may be obtained from Scion, on the outside of the shipping box.

If payment has already been made at the time you return your AG-5, a cash refund will be made within 30 days of Scion's receipt of the AG-5. If payment has not been made at the time Scion receives your AG-5, a credit memo will be issued against the outstanding invoice within 15 days of Scion's receipt of the AG-5.

## Service Information

Should you determine that your AG-5 requires service, it should be returned directly to Scion Corporation for repair. Before returning your AG-5, call Scion for a Return Materials Authorization number. This number should be printed on the outside of the

shipping carton. Carefully pack the AG-5 in its original shipping materials and include a short note describing the problem. You are responsible for all shipping costs to Scion and for insuring the returned unit. Scion will commit its best efforts to repairing your unit within 5 days of receipt of the unit at our factory.

If your AG-5 is under warranty, it will be repaired or replaced at no charge. Scion will pay for shipping your AG-5 back to you by ground transportation. You may, at your cost, request faster transportation. If your AG-5 is not under warranty, there will be a minimum repair charge of \$150. If the repair cost is greater than \$150, you will be called to approve the necessary work. You must provide, in advance, appropriate payment information (e.g., approved purchase order, credit card number) for non-warranty repair work.