Capture any VGA, XGA or UXGA screen and display it in your Windows Desktop.

The UX-Grabber is a single slot PCI frame grabber capable of simultaneously digitizing up to two independent standard UXGA sources and outputting the information to a PCI bus. The UX-Grabber is the best choice for applications where high definition video images need to be displayed in any Windows machine without any drives installed at the machine being sampled. The UX-Grabber is used by Systems Integrators in applications such as machine vision, image analysis, identification systems, security systems, surveillance, video conference and much more.

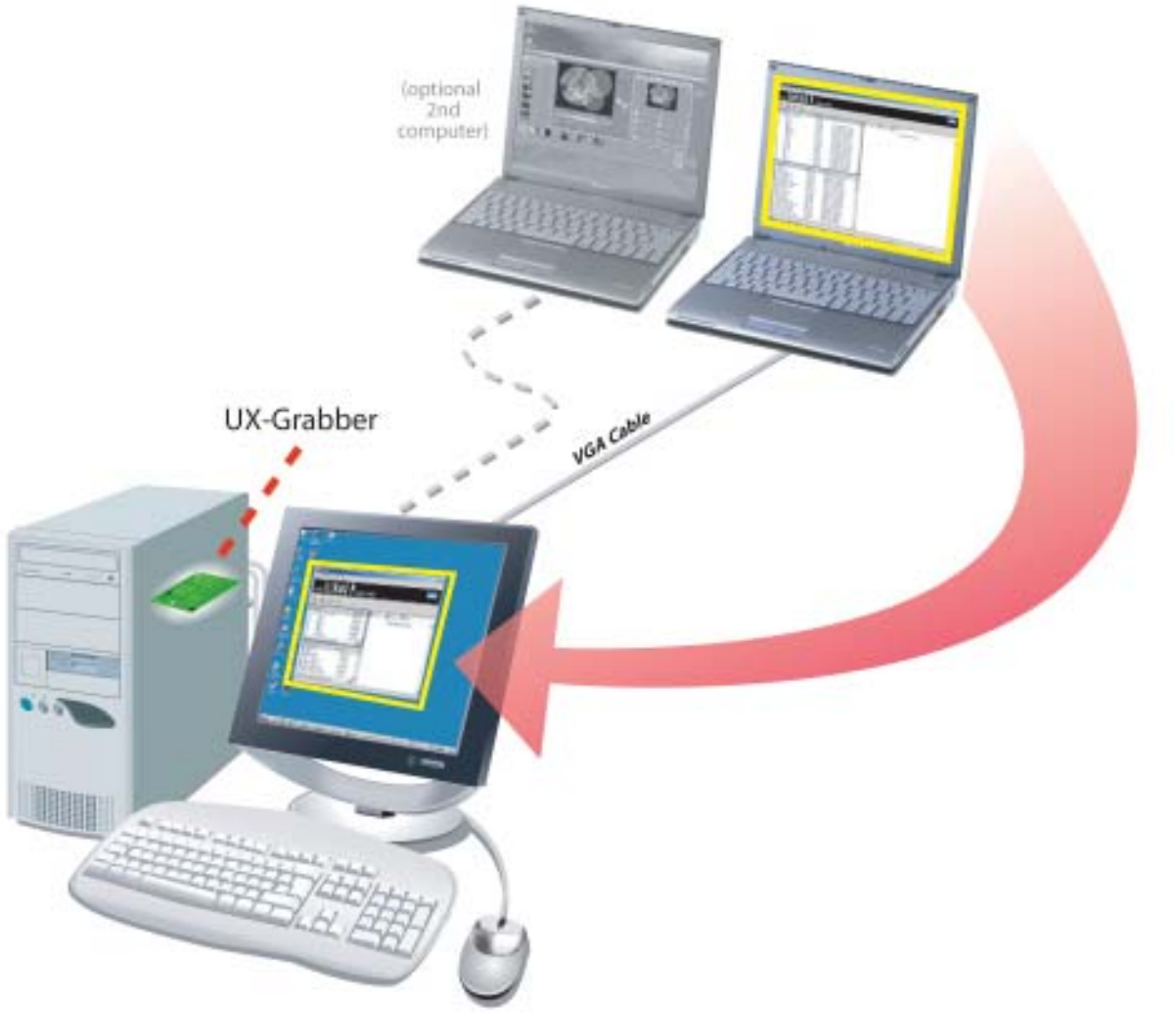
FEATURES

- ***Single or dual Channel PCI card***
- ***Captures up to 1600 x 1200 resolution***
- ***Multi-Sync video mode detection***
- ***High speed PCI bus mastering with scatter gather***
- ***SDK included for custom applications***
- ***UX-Grabber application for viewing captured RGB/VGA data***
- ***Supports Windows®NT4, Windows®2000 and Windows® XP drivers***
- ***Replace dedicated monitors***
- ***Connect remote PCs directly to the desktop***
- ***Display any RGB data feeds***

UX-FG SERIES

UX-GRABBER

Application Diagram



Overview

UX-Grabber: PC Capture card for Analogue RGB Data, VGA, SVGA and UXGA

Some working environments require constant access to VGA data from another source. Traditionally this data is transmitted over special cabling as an analogue RGB signal for display on dedicated screens which sit alongside other Windows® based screens. The drawback of such a solution is that you need an extra monitor for every RGB data feed and therefore reduced space in the work environment. The UX-Grabber is the ideal solution to this problem – meaning that you can integrate the RGB data and get rid of the dedicated terminal.

A standalone PCI plug in card, the UX-Grabber, captures the display output (e.g. the analogue RGB/VGA data) from one computer screen and then displays it as an independent application in real time on your Windows® desktop. The UX-Grabber has two VGA compatible inputs for simultaneously feeding two independent data sources directly into your main PC. The data is then converted on the UX-Grabber and displayed as a standard Windows® application on your desktop. All your data is in one place, and there's no need for that dedicated monitor!

The UX-Grabber is also supplied with a powerful software application for configuring the timing and the format of the input sources and displaying the captured data. We also provide an SDK so you can interface the UX-Grabber to your own applications.

Applications

Financial Markets

Financial dealers and traders need masses of timely and accurate information at their fingertips at all times. Multi-screen solutions are ideal in this environment and many take advantage of the live video and TV overlay options available to them, giving access to up to the minute figures, news and data to keep them at the forefront of the market. The financial market place account for many four screen system sales throughout the world.

Command and Control Applications

Multi-screen systems play a crucial part in command and control centres. Two, four or more screens, each with live video overlay can be installed in one machine to give access to a wide source of rapidly changing data. Typical customers include fire, police and ambulance as well as other support services.

Computer Aided Design, Manufacturing and Engineering: (CAD/CAM/CAE)

The CAD market was one of the earliest adopters of dual screen technology. Our first graphics controllers were used by AutoCAD and MicroStation designers where specialist graphics cards displayed the CAD applications.

With CAD applications CAD engineers can view their drawings on one screen at high resolution and their toolboxes, palettes and related applications on the other.

Desktop Publishing

With DTP departments expanding into the realms of multimedia and interactive designs, designers need access to a greater variety of applications simultaneously. For example, your graphics design / paint application open on one screen and your page layout application on the other. Designers can quickly switch from one to the other without losing sight of either.

Video Editing

Video editing has been a keen user of multi-screen operation for many years, with the editing application on one screen and the resulting output on another, or even run the video editing suite across all screens to give complete visibility.

Video Conferencing

Video Conferencing is an ideal application for multi-screen cards with live video overlay capabilities. View the video feedback and use the other screen for related applications under discussion.

General Business

Applications can also benefit users in the office where email and database / diary applications can remain open and visible at all times on one screen, and 'working applications'; e.g. word processors, spreadsheets etc. can be displayed on the other. Additionally, page layout applications can be open on one screen, and graphics packages on the other giving greater flexibility.

Programming Teams

Programming Teams can reap great rewards from running dual screen development stations, where they can have the development tools on one screen and the application on another, or keep the online help visible while they work.

Medical Imaging

Medical Imaging is becoming one of the primary markets for multi-screen solutions with PCs providing the display technologies, since computers are used to analyse, manipulate, communicate and store images. Imaging engineers use applications that require the large display area of multiple monitors to access images and data.

SPECIFICATIONS

Board Format	PCI Level 2.1 compliant, half size plug-in card 105mm x 170mm PCI Bus Master with scatter/gather DMA providing up to 132 MBytes per second data transfer
Connectors	Two VGA D Type connectors
Maximum Sample Rate	280 Mpixels per second
Video Sampling	16 bits per pixel / 5:6:5 format
Video Capture Memory	6 MBytes per channel (updated in real time)
RGB Mode Support	640 x 480; 800 x 600; 1024 x 768; 1600 x 1200
Pixel Display Formats	555, 565 or 888 pixels
Update Rate	User defined, typically up to 30 updates per second
Video Format Options	RGB plus HSync and VSync (5 wire) RGB with Sync on Green (3 wire) RGB with Composite Sync (4 wire)
Operating System Support	Windows NT4; Windows 2000; Windows XP
Power Requirements	UX-Grabber1: 8 watts(max), +5v @ 1.5A, +12v @ 150mA UX-Grabber2: 10 watts (max): +5v @ 2A , +12v @ 200mA
Operating Temperature	0 - 35 deg C
Storage Temperature	-20 - 70 deg C
Relative Humidity	5% to 90% non-condensing

SOFTWARE FEATURES

Setup Wizard	Input Source Selection Video Format Selection Horizontal and Vertical Position Horizontal Phase Picture Adjustments Black Level Clamping
Properties	Brightness and Contrast Sample Rate

- Hardware up and downscaling for re-sizing the captured video.
- The UX-Grabber uses specialised dual ported video memory to ensure the highest possible performance with low system overhead.
- The UX-Grabber has 6MBytes of video capture memory per channel and can capture data at 640 x 480, 800 x 600, 1024 x 768 and 1600 x 1200 resolutions.
- The UX-Grabber captures data at a maximum rate of 280Mpixels per second. Once captured, the data is converted to either 555, 565 or 888 pixel display formats and then transferred over the PCI bus to host memory, for display on the desktop.
- Dynamic Input Source Selection
- Administrator Mode
- Update Indicator
- Always on Top

ORDER INFO

Model	***Description***
UX-GF1	1 Port UXGA Frame Grabber
UX-GF2	2 Ports UXGA Frame Grabber
UX-GFCC06	6 ft. Cable M/M

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