

New Mexico Camera Configuration Tool

Introduction:

This standalone utility is designed to allow adjustment of relevant camera parameters outside of the main Driver License application. All adjustments made in this utility will be automatically incorporated in the main application.

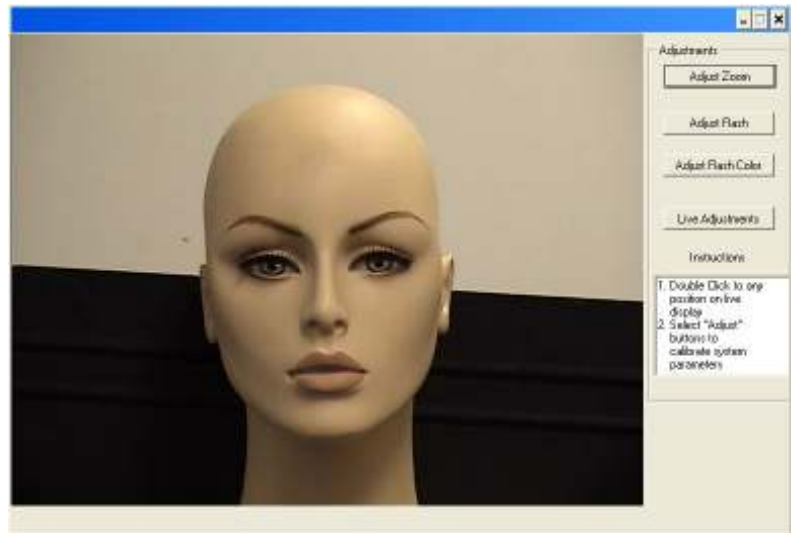
This utility can also be used to test and verify camera operation.

The utility allows adjustment of important video parameters. When the applications is closed these parameter values are written to the “**VALCam USB SDK.INI** file located in the Windows directory. When the main application is opened, these values are restored to the new running application. If these values are overwritten in the main application the changes will not be enacted.

All dialog boxes contain on screen instructions for adjustments

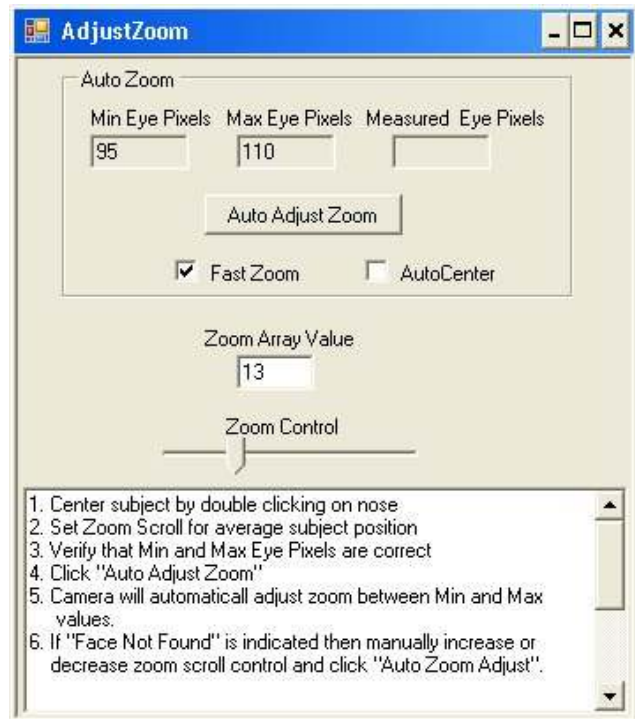
Main Dialog Usage:

1. “**Start Mexico Camera Config.exe**”
2. Position cursor and double click to auto center



Adjust Zoom:

1. Click Adjust button
2. Min and Max Eye Pixels are hard coded in source code. These values can be changed to other settings if desired.
3. Position subject where photos are to be captured.
4. Double click to center face.
5. Use Zoom Control slider to zoom in or out appropriately.
6. Click the “Auto Adjust Zoom” button and the camera will automatically adjust zoom control for eye pixels between Max and Min values.
7. If the camera is zoomed out to far or too close the subject will not be found. In this case zoom in or out appropriately.



Ini Value modified:

ZoomArrayValue=<value>

Adjust Flash Brightness:

1. Click the “Adjust Flash Button”.
2. Position Subject where photos are taken
3. Set “Flash Brightness Level” to estimated subject distance
4. Click “Flash Capture”
5. If subject is too bright lower the “Flash Brightness Level”. If the subject is too dark increase the “Flash Brightness Level”
6. Click “Live Display” to return to the live view.
7. Repeat this process until subject is at optimal brightness level.

Ini File changed:

FlashIrisLevel=<value>



Adjust Flash Colors

1. Click the “Adjust Flash Color” button.
2. Check “Fluorescent Correction” if facility is using fluorescent lighting.
3. Click “Flash Capture” to take a flash capture.
4. Adjust “Flash Red” and “Flash Blue” to optimize settings.
5. It usually take a smaller adjust on “Flash Red” to make a big change than “Flash Blue”
6. Adjust “Flash Color” to control color saturation.
7. If captures are yellow then add Blue and or remove red.
8. Take as many capture as necessary to optimize.

Ini values changed:

RedFlashOffset=<value>

BlueFlashOffset=-<value>

FlashChromaLevel=<value>

FlashColorCorrectionType=<1 or 0>

The screenshot shows a software window titled "Form2" with a blue title bar. Inside, there is a checkbox labeled "Fluorescent Correction" which is checked. Below it are three spin controls: "Flash Red" (set to 0), "Flash Blue" (set to 0), and "Flash Color" (set to 75). There are two buttons: "FlashCapture" and "Live Display". Below these is a section titled "Instructions" containing a numbered list of 10 steps for adjusting the flash colors. At the bottom right, there is a "Default" button.

Form2

☒ Fluorescent Correction

Flash Red: 0 Flash Blue: 0 Flash Color: 75

FlashCapture Live Display

Instructions

1. Verify that Flash Brightness has already been adjusted.
2. Check Fluorescent Correction when using fluorescent lighting
3. Frame subject and click "Flash Capture" and note color balance.
4. Click "Live Display"
5. Adjust "Flash Red" and "Flash Blue" to compensate for capture.
6. If image was yellow then add Blue
7. Add or subtract Red and Blue as needed.
8. Add or subtract "Flash Color" to increase or decrease color intensity.
9. Click "Flash Capture"
9. Repeat steps 3 - 9 until satisfactory color balance.
10. Click "Default" to return settings to default position.

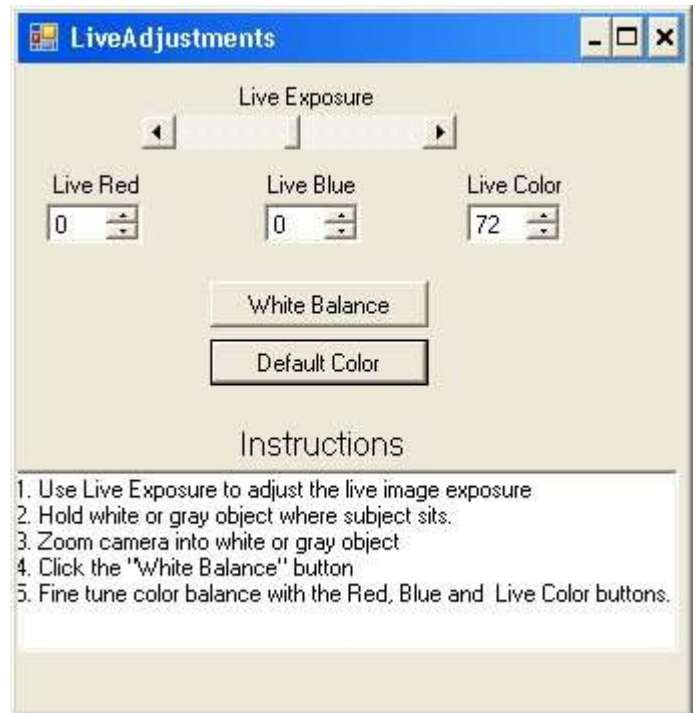
Default

Adjust Live View

1. Click "Live Adjustment"
2. Works similar to "Flash Color Adjustment" except changes happen immediately.

Ini values changed:

RedPreviewOffset=<value>
RedFlashOffset==<value>
BluePreviewOffset==<value>0
BlueFlashOffset==<value>0
ChromaLevel==<value>



Final Notes:

Its recommended to check other Ini values that can effect capture quality.
Please review the following Ini entries:

Sharpness=(400 -750) // This entries effects image sharpness. If the value is too low,
image can be fuzzy. If too the high image can be edgy and
grainy.

Aperature=3 //Same as above.

Red Paint=0// Value other than zero will effect image color

Blue Paint=0// Values other than zero will effect image color