



## *Synchronizing Multiple Cameras*

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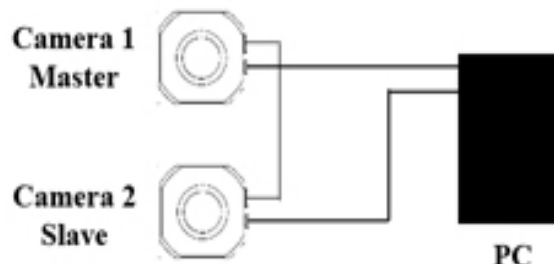
### Abstract

The steps provided in this Application Note demonstrate how to synchronize multiple cameras. Synchronizing multiple cameras is defined as acquiring images from multiple cameras at the same time.

For simplicity this document is written for the synchronization of two cameras.

### Introduction

Synchronization occurs by issuing a software grab to camera 1 (Master) which in turn initiates a hardware grab to camera 2 (Slave).



In practice the cameras do not acquire data at the same time. Camera 2 will acquire data at a delay of  $1/\langle\text{working frequency}\rangle$  sec of camera 1. For example a camera working at 40MHz will result in a delay of 25 ns.

### Supported Hardware

USORIA, URORIA, ULTRA II



# Application Note



## Software Setup

"Master" refers to Camera 1 and starts grabbing with CxGetSnapshot call. Prior to this call the application creates a thread with a CxGetSnapshot for the "Slave" camera. In the thread for the Slave Camera we set it to 'infinite waiting' on external trigger signal at pin 1.

Code to set Slave camera to infinite waiting:

```
CxGetSnapshot (  
    H,      //camera handle  
    0,      //infinite waiting  
    True,   //waits for trigger  
    True,   //polarity  
    True,   //reserved  
    pBuf,   //pointer to frame buffer  
    BufSize, //bytes in frame  
    pRetLen //number of bytes really returned by the call  
);
```

When the application issues CxGetSnapshot for the master camera two cameras get start impulses.

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