snap

This command is specific to...
PC + Imaging Technology PCVISIONplus framestore
PC + Synoptics Synapse framestore
PC + Quantimet 520 greystore
PC + Metrabyte Corporation MV1 framestore

This syntax is specific to...
PC + Imaging Technology PCVISIONplus framestore

keys:	**partition**	*<number>*	capture the image into the specified display partition
	ilut	*<number>*	specify an input lookup-table
	channel	*<number>*	specify video input channel (1 or 2)
	mask	*<number>*	set the video input write-protect mask
	izoom	*<number>*	specify the sub-sampling factor
options:	**preset**		use the existing values of *min*, *max* for black and white scaling
	pll/crystal		the framestore uses its phase locked loop with an external sync source, or its own internal crystal, as the sync source

This syntax is specific to...
PC + Synoptics Synapse framestore

keys:	**partition**	*<number>*	capture the image into the specified display partition
options:	**preset**		use the existing values of *min* and *max* for black and white scaling

This syntax is specific to...
PC + Quantimet 520 greystore

keys:	**partition**	*<number>*	capture the image into the specified display partition
	gain	*<number>*	specify the gain applied to the video input signal
	offset	*<number>*	specify the offset applied to the video input signal
options:	**preset**		use the existing values of *min* and *max* for black and white scaling

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This syntax is specific to...
PC + Metrabyte Corporation MV1 framestore

keys:	**partition**	*<number>*	capture the image in the specified display partition
	ilut	*<number>*	specify an input look-up table
	channel	*<number>*	specify the video input channel (1 or 2)
	gain	*<number>*	specify the gain setting to be applied to the video input signal
	offset	*<number>*	specify the offset to be applied to the video input signal
	roffset	*<number>*	specify the offset to be applied to the video input of the red framestore (full colour systems only)
	goffset	*<number>*	specify the offset to be applied to the video input of the green framestore (full colour systems only)
	boffset	*<number>*	specify the offset to be applied to the video input of the blue framestore (full colour systems only)
options:	**preset**		use the existing values of *min* and *max* for black and white scaling
	pll/crystal		the framestore uses its phase locked loop with an external sync source, or its own internal crystal, as the sync source

Use the **snap** command to take a snapshot of a single frame from a video-rate source.

Examples

```
snap partition 1
```

This command grabs the next frame from the video input and places it into partition 1 of the framestore.

```
min=0 max=200; snap partition 2 preset
```

This command grabs the next frame into partition 2. The black and white scaling values are recorded as having the values of *min* and *max* respectively.

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PC + Imaging Technology PCVISIONplus framestore only

```
snap channel 2 partition 1 izoom 2
```

This command grabs the next frame from video channel 2 into partition 1. **Izoom** causes the live image to be sub-sampled to half its original size.

```
snap pll
```

This command grabs the next frame into the current display partition. The framestore uses its *phase locked loop* with an external sync source as the sync source.

PC + Quantimet 520 greystore only

```
snap gain 7 offset 5 partition 1
```

This command grabs the next frame from the video input into partition 1 applying a gain of 7 and an offset of 5.

PC + Metrabyte Corporation MV1 framestore only

```
snap channel 4 gain 1.5 offset 20 partition 1
```

This command grabs the next frame from video channel 4 into partition 1. It applies a gain factor of 1.5 and an offset of 20 to the video input.

Description

Use the **partition** key to specify the display partition into which the snapshot image is captured. In the case of the PCVISIONplus framestore, Semper attempts to centre the grabbed image on the specified partition. Semper displays an error message if the captured image overlaps the frame boundary.

snap

The **preset** option allows you to define the black and white scaling levels of a display picture. When Semper captures a live image the black and white levels default to the maximum values that can be stored in the image plane, as detailed below:

- *Synoptics* Synapse and *Metrabyte Corporation* MV1 framestore: 0 to 255
- *Imaging Technology* PCVISIONplus framestore: 0 to 127
- *Quantimet* 520 greystore: 0 to 63

Use the **preset** option to override these defaults. In this case the black level is set to the current value of the variable *min* and the white level to *max*.

PC + Imaging Technology PCVISIONplus framestore only

Use the **crystal** and **pll** options to determine the sync source for your live input. Use the **ilut** key to specify an input look-up table and the **channel** key to specify the video input channel.

The **mask** key allows you to set up the video input write-protect mask. A value of 0 allows you to write to all bit planes, a value of 127 allows you to write to the most significant bit plane etc. Use the **izoom** key, to sub-sample the video input.

PC + Quantimet 520 greystore only

Use the **gain** and **offset** keys to control the gain and offset of the Quantimet scanner. Use these keys to compensate for variations in the lighting conditions and camera sensitivity, so as to make the best use of the available greyscale.

PC + Metrabyte Corporation MV1 framestore only

A number of additional keys (**ilut**, **channel**, **gain**, **offset**, **roffset**, **goffset**, **boffset**) and options (**pll/crystal**) are available with this framestore, to determine the form of live input.

The **ilut** key allows you to specify the input look-up table which is used to map the video input. The **channel** key allows you to specify one of two input channels. Use the **gain** and **offset** keys to control the gain factor and offset applied to the video input on the framestore. The keys **roffset**, **goffset** and **boffset** allow you to select the offset applied to the video input on the red, green and blue framestores respectively (full colour systems only).