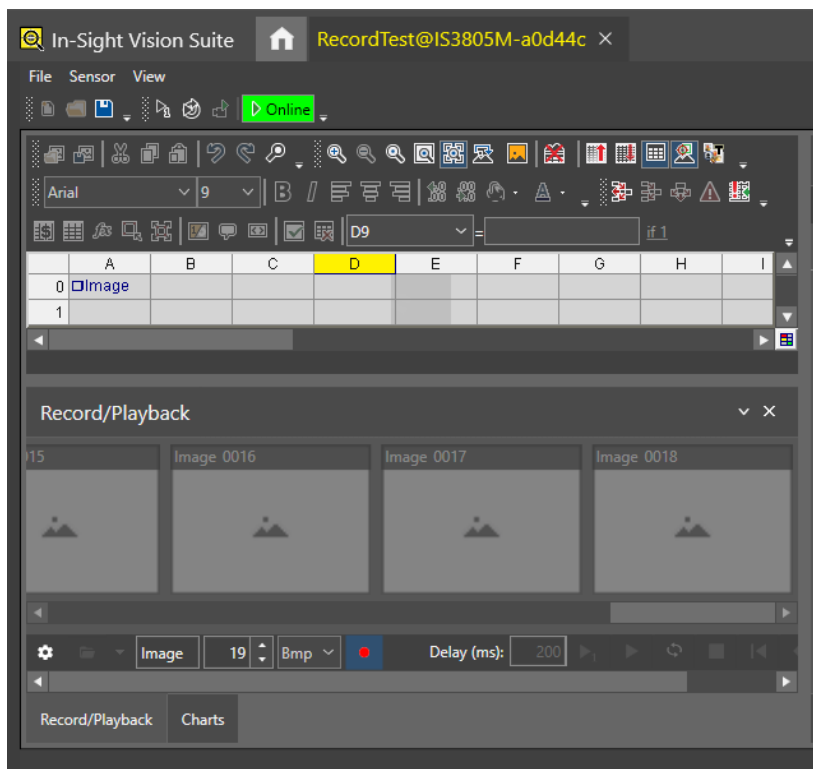


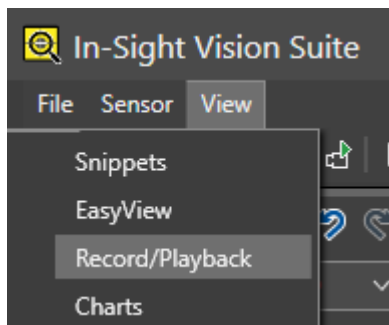
Enabling and disabling Record can now be done while the camera is online.



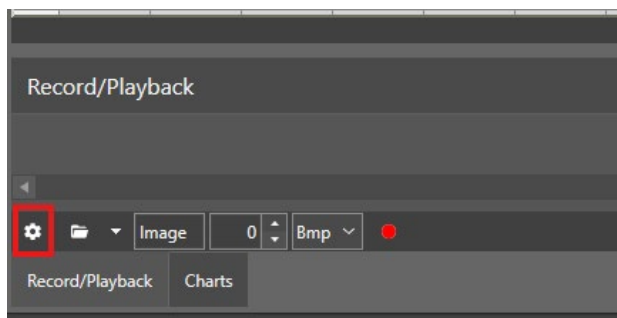
The Image Record Utility is not intended for Deployment usage. Not every image is guaranteed to be recorded, and recording may impact inspection performance.

New Edit Record Settings Dialog

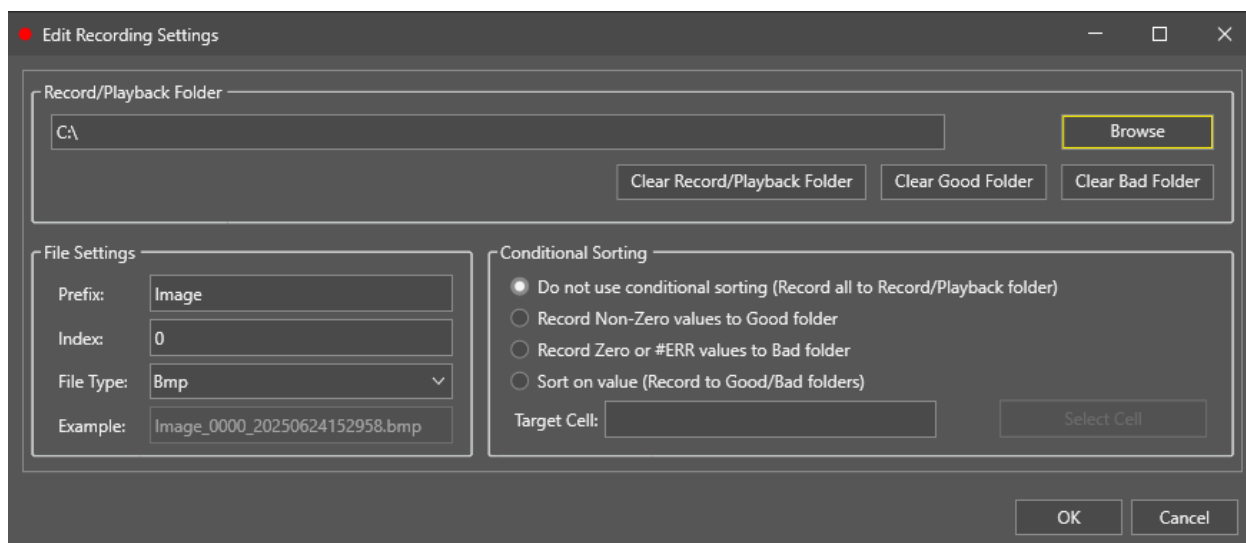
Access the Record/Playback panel from **View->Record/Playback**.



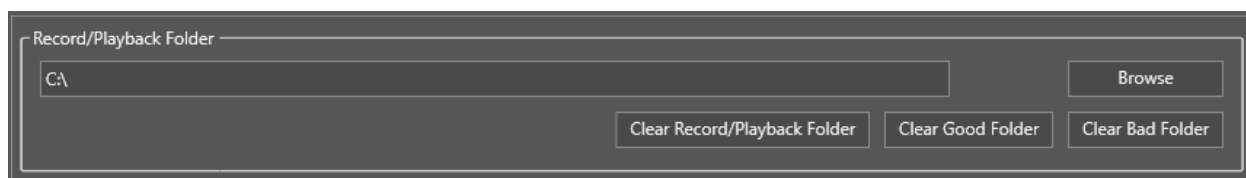
Click the **Gear** icon to access the new Edit Recording Settings Dialog.



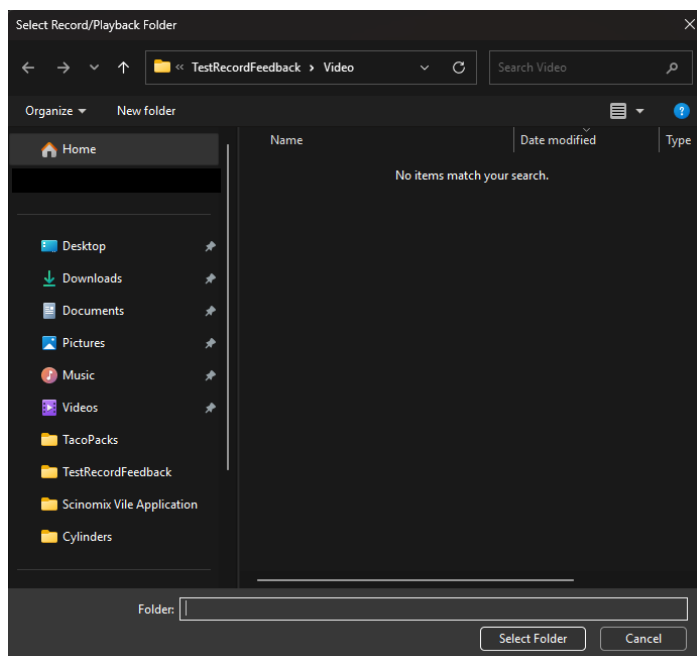
This Dialog offers several new features to improve the Recording of images for testing and training.



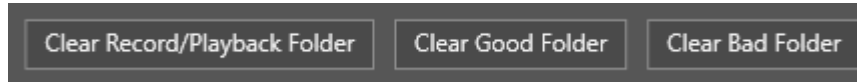
Record/Playback Folder



The directory can be manually entered, or you can use **Browse** to navigate to the directory using the Windows File Explorer.



The defined directory can be cleared using the **Clear Folder** buttons.



Note: This will clear all files in the directory but will not remove sub-folders or files that are in them.

Conditional Sorting

The Recording of images can now be enabled or disabled based on the state of a cell on the sheet and the images can be sorted into Good and/or Bad folders.



The four options are:

- **Do not use conditional sorting (Record all to Record/Playback folder)** – This means that all images will be saved directly to the directory that is defined in the Record/Playback Folder section of the dialog.
- **Record Non-Zero values to Good Folder** – A folder named **Good** will be generated in the directory that is defined in the Record/Playback Folder section of the dialog, and that when the cell that is defined in the **Target Cell** is any value other than 0 or #ERR, the image will be recorded.
- **Record Zero or #ERR values to Bad Folder** – A folder named **Bad** will be generated in the directory that is defined in the Record/Playback Folder section of the dialog, and that when the cell that is defined in the **Target Cell** is either 0 or #ERR, the image will be recorded.
- **Sort on value (Record to Good/Bad folders)** – Both the Good and Bad folders are generated and all images will be recorded to the corresponding directory as defined above.

Define the **Target Cell** by clicking **Select Cell**.



You can then select a cell on the spreadsheet to become the **Target Cell**. Any cell can be selected, but generally there will be an overall Pass/Fail cell that is the ideal target.

	A	B	C	D	E	F	G	H
0	Image							
1								
2	Locate Fixture							
3	☐ Patterns	1.000						
4		Number Fo Index	X	Y	Angle	Score		
5	☐ Patterns	1.000	0.000	901.816	192.867	0.006	98.499	
6								
7	Inspect for holes							
8		Found Hole	Expected Number of Holes			Number of Holes	Pass/Fail	
9	☐ Blobs	3.000	3			1.000		
10								
11	Check Contrast for slot							
12		Contrast	Max Contrast			Contrast	Pass/Fail	
13	☐ Hist	32.311	50.000			1.000		
14								
15	Read Datamatrix							
16		Index	String	Expected String		Match Datamatrix	Pass/Fail	
17	☐ IDMax	0.000	ABC123	ABC123		1.000		
18								
19								
20	Read Text							
21		String	Expected String			Match Printed Text	Pass/Fail	
22	☐ VIDIELR6	ABC123	ABC123			1.000		
23								
24	Overall Pass/Fail							
25								
26		Number of Holes	Pass/Fail	1.000				
27		Contrast	Pass/Fail	1.000				
28		Match Datamatrix	Pass/Fail	1.000				
29		Match Printed Text	Pass/Fail	1.000				
30								
31		Overall Pass/Fail		1.000				
32								

In EasyBuilder, the Target is always set to the Job.Pass tag, so the **Target Cell** is not editable.

File Settings

File Settings

Prefix: Image

Index: 46

File Type: Bmp

Example: Image_0046_20250624155512.bmp

- **Prefix** – Used in naming the saved file.
- **Index** – Indicates the next index that will be used in the generation of file name. This is related to the number of triggers that have occurred while recording was enabled and not the number of images currently in the directory.
- **File Type** – BMP, JPEG, and PNG are the options for saving images.
 - JPEG produces the smallest files; the format is not recommended for training of EL tools as it is not a lossless compression algorithm and can introduce artifacts into the image.
 - PNG offers a balance of being lossless while still offering compression and can be used in the training of EL tools.
 - BMP is exactly how the image is generated in the camera at the cost of larger files since this format does not have compression.

Notes:

- The Record and Playback directory cannot be separately defined.
- The Target Cell Reference is stored in the job file, but the directory is not.
- This utility is not intended for deployment usage. There is a performance hit to having recording enabled and not every image is guaranteed to be recorded.