



## Migration Guide to MultiCam 6

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In order to simplify the installation, the usage, the maintenance and the support of our products, Euresys has decided to distribute the MultiCam driver and the eVision tools separately. As of MultiCam 6.0, MultiCam is distributed on its own CD.

Therefore, some libraries and tools, such as EasyMultiCam, that were sharing resources from both MultiCam and eVision had to be reworked. As a consequence, using MultiCam 6.0 and later bring some changes and incompatibilities with older version of MultiCam. These changes are listed and explained below. We advise our customers to study them before upgrading to MultiCam 6.0 or later, and only do so for new applications or significant application upgrades.

### On-board eVision licenses

MultiCam 6.0 and later do not support on-board eVision licenses, i.e. eVision licenses that are stored on Euresys frame grabber cards. Please note that on-board licenses are not lost or erased when installing MultiCam 6.0 or later, they just become invisible, so reverting to a version of MultiCam prior to MultiCam 6.0 will render these licenses usable again.

The reason for the change is that Open eVision, which features a completely renewed software-based licensing scheme, is now available and should be used for new applications. This new licensing scheme supersedes the existing licensing mechanism of eVision.

Consequently, MultiCam 6.0 or later should only be used for applications that do not use eVision, for applications using eVision licenses stored on dongles or of course for new applications using Open eVision. An upgrade program is available for existing customers who wish to upgrade from eVision to Open eVision.

If you have to upgrade to MultiCam 6.0 or later but cannot do so because of the on-board eVision licenses, please contact your distributor or Area Sales Manager.

### MultiCam ActiveX controls

Please note that the architecture of the ActiveX controls used in MultiCam relies on the use of image objects from eVision. Using MultiCam ActiveX controls thus requires the user to install eVision on his machine, and it is not possible to use MultiCam ActiveX controls without installing eVision's ActiveX controls. The ActiveX controls of MultiCam 6.0 and later are compatible with eVision 6.7.1 and later and with Open eVision. No change to the application is required when using MultiCam 6.0 or later ActiveX controls.



## EasyMultiCam 1

Please note that MultiCam 6.0 and later do not support EasyMultiCam 1. You can recognize programs using EasyMultiCam 1 by the use of the EMCImageXXX class. EasyMultiCam is now replaced by a new C++ interface to MultiCam (see below) that has to be used for new applications.

## EasyMultiCam 2

As of MultiCam 6.0, the EasyMultiCam 2 C++ API is distributed with MultiCam instead of eVision, it has been renamed MultiCam C++.

The MultiCam C++ interface is supplied as a header named "MultiCamCpp.h" and a .DEF file. It is installed in the "Include" and "Library" subfolders of the MultiCam installation root folder.

The functions that allow converting back and forth between eVision images and MultiCam surfaces are available as source code in a package including sample code showing how to use them. Their documentation is available in the same package.

Existing applications using EasyMultiCam 2 must be adapted. This task is very light as only references to header files, library files and namespaces have to be changed.

Please note that using the new MultiCam C++ API does not require eVision or Open eVision.

## MultiCam .NET API

As of MultiCam 6.0, the .NET API is distributed with MultiCam instead of eVision.

The MultiCam .NET assembly is named MultiCam.Clr.dll and installed in the "Net Components" subfolder of the MultiCam installation root folder.

Existing applications using the .NET interface must be adapted. This task is very light as only references to header files, library files and namespaces have to be changed.

Please note that using the new MultiCam .NET API does not require eVision or Open eVision.

## VideoStorage library

The VideoStorage library is now distributed as a sample program of MultiCam. Applications using this library have to be modified accordingly. This task is very light as only the names of the header files, library files and project options have to be modified.

## EjpegHandler library

The EjpegHandler library is now distributed with MultiCam instead of eVision. The EjpegHandler library is now distributed as a sample program of MultiCam. Applications using this library have to be modified accordingly. This task is very light as only the names of header files, library files and project options have to be modified.