

Yuan's Virtual Camera Function Guide

◆ Overview

For the Virtual Camera developer, In this document, we explain and guide developer how to build Virtual Camera application that implement Virtual Camera function in developer computer.

◆ Test software

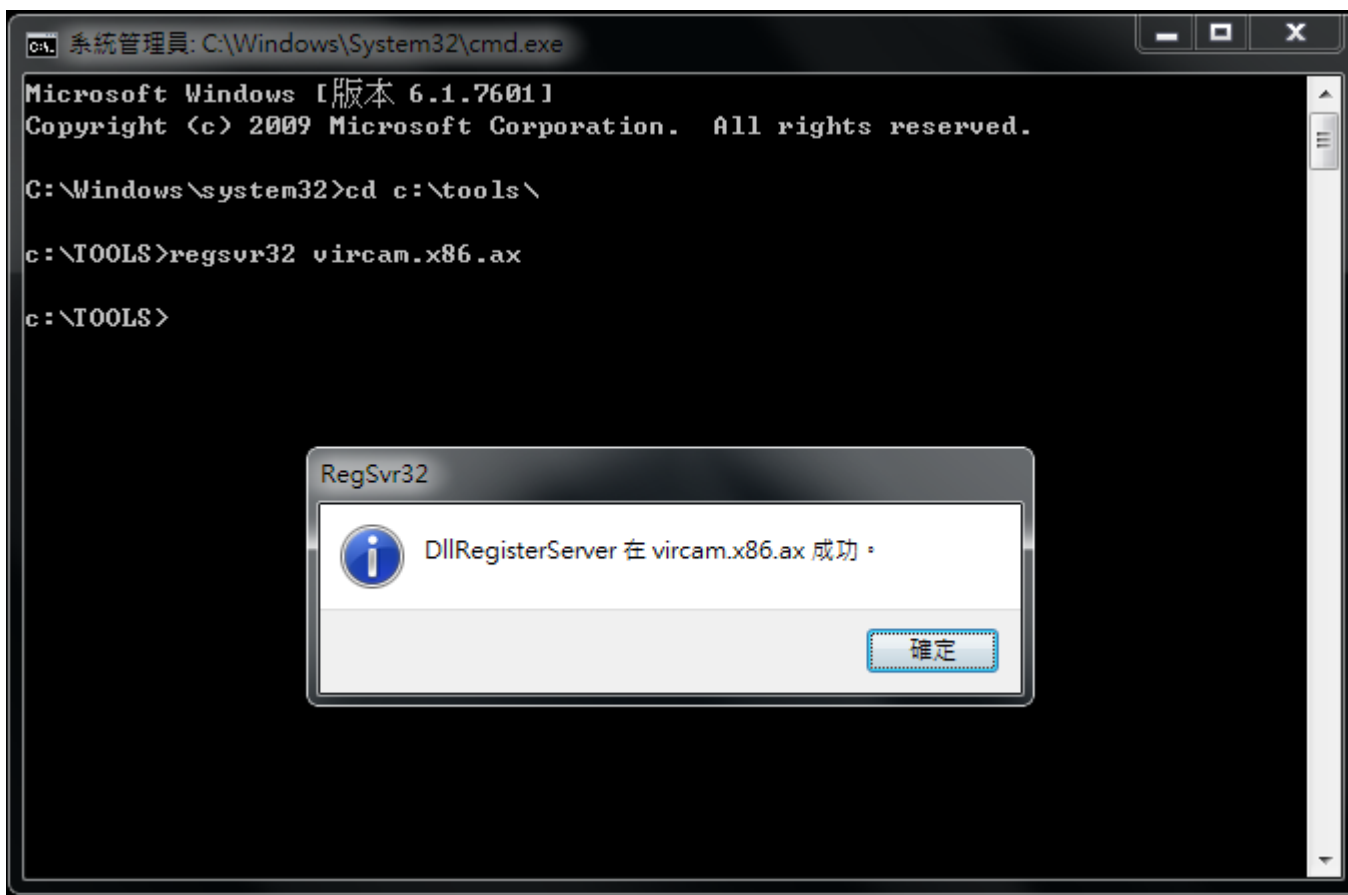
GRAPHEDT

VIRCAM.X86.AX

VIRCAM.X86.INI

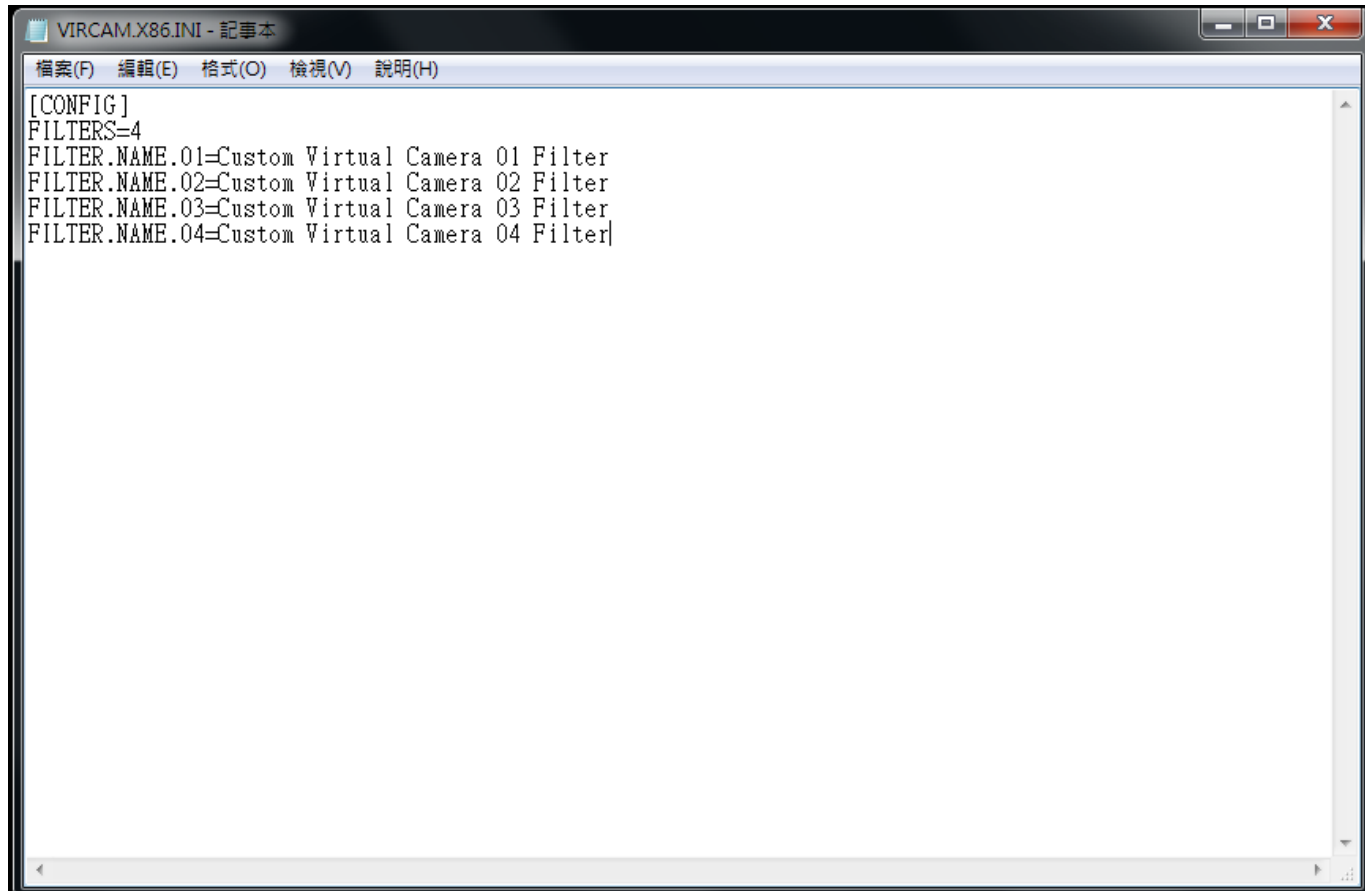
Build Virtual Camera application

1. Please register VIRCAM.X86.AX filter and the VIRCAM.X86.INI file must to be put on the same folder with VIRCAM.X86.AX filter .



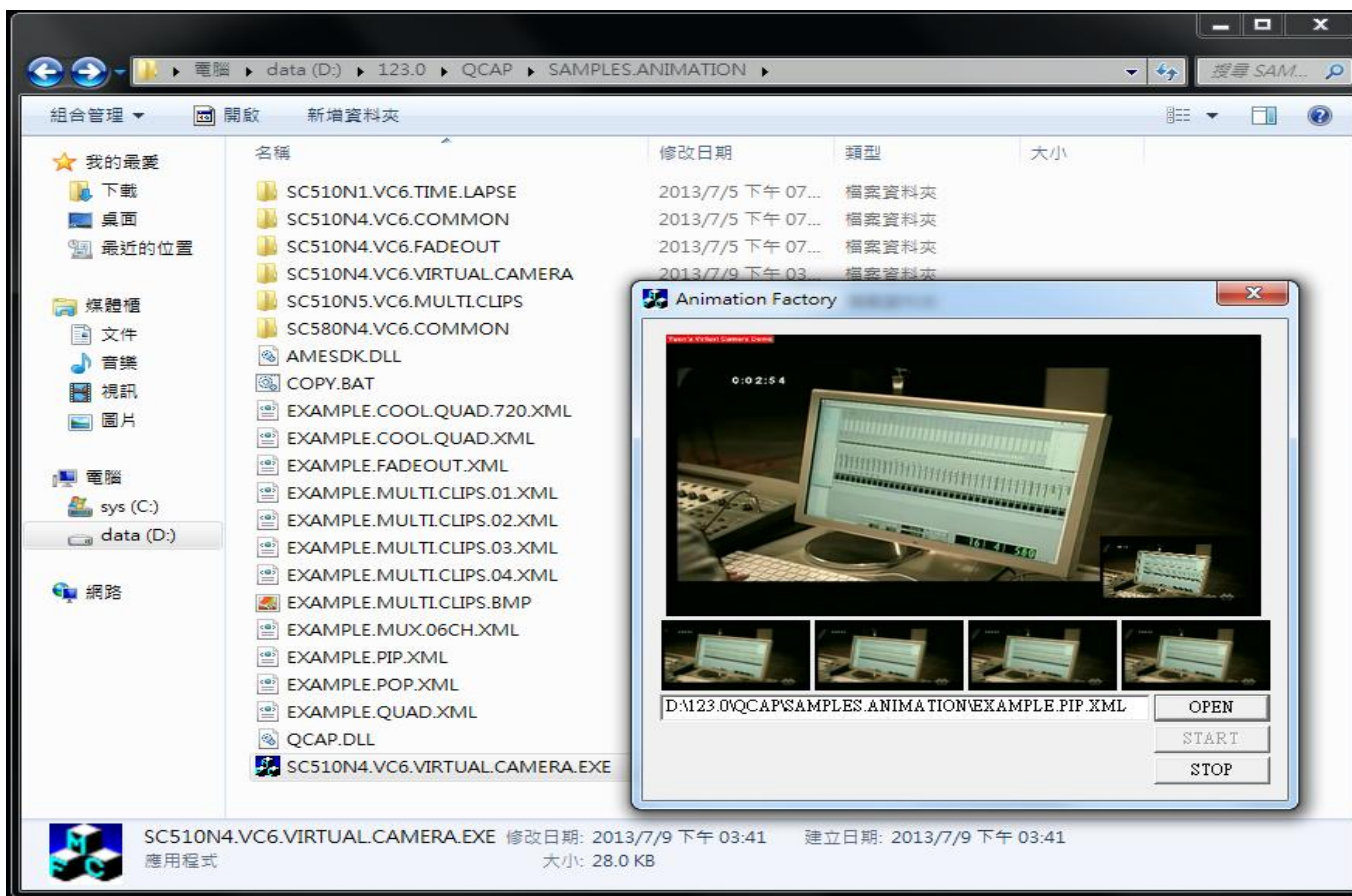
Build Virtual Camera application

2. Developer can modify VIRCAM.X86.INI to support multiple virtual camera filters.



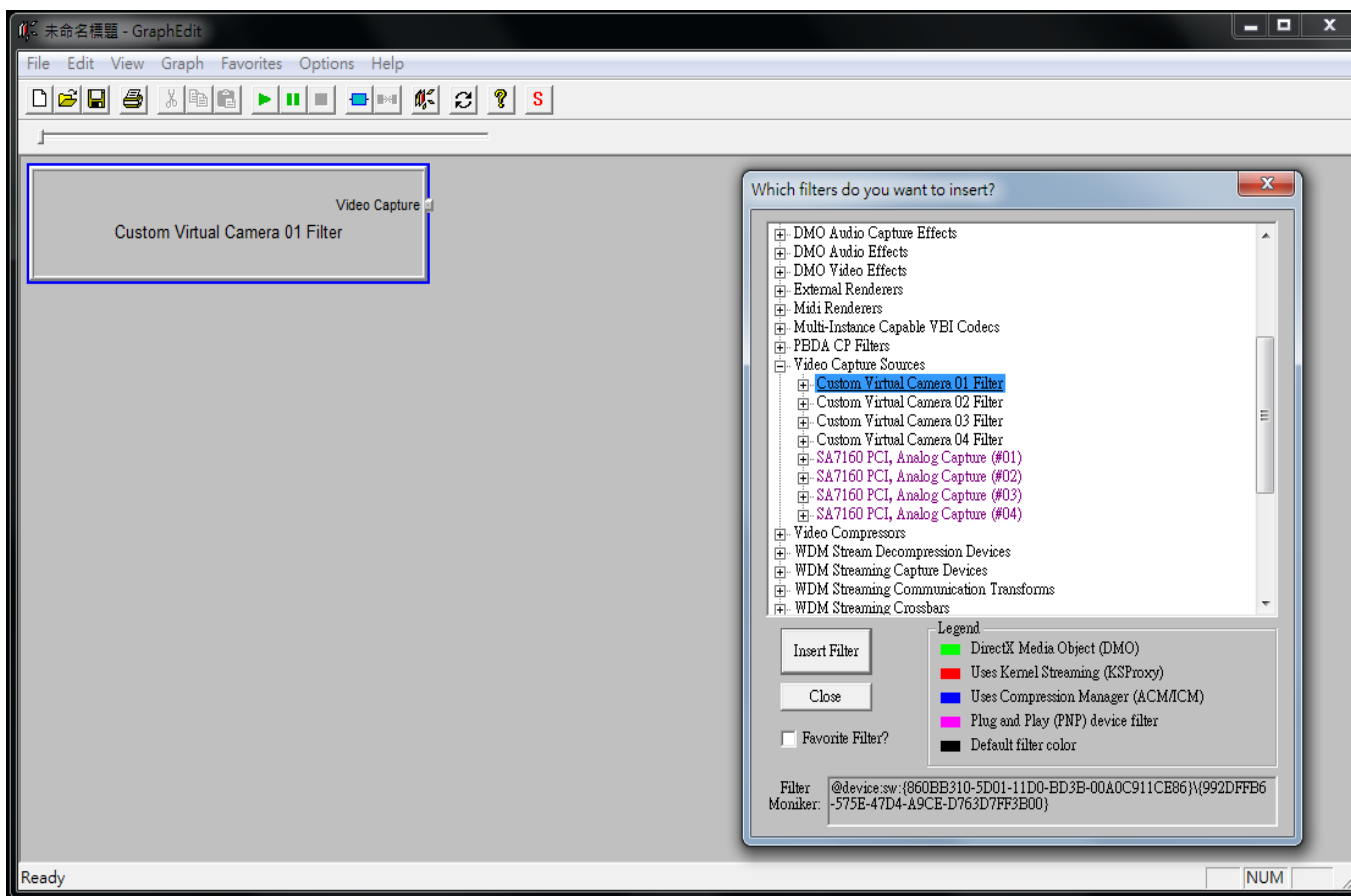
Build Virtual Camera application

3. The sample "SAMPLES.ANIMATION\SC510N4.VC6.VIRTUAL.CAMERA" demonstrates how to use the Virtual Camera function in our SDK.



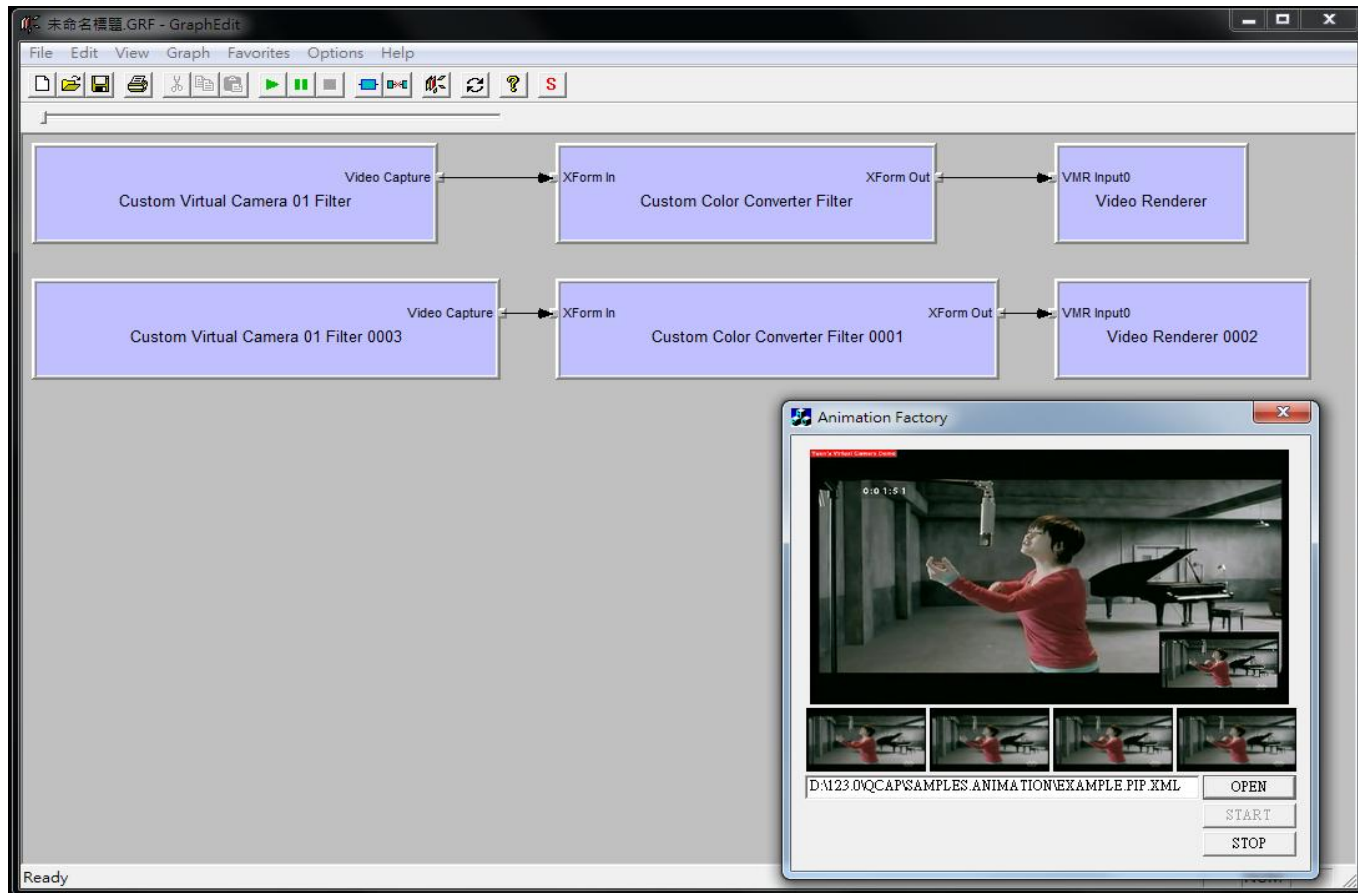
Build Virtual Camera application

4.1 Then you can see one "Custom Virtual Camera Filter" from the "Video Capture Sources" category in the GraphEdit tool.



Build Virtual Camera application

4.1 Finish the GraphEdit as show in below.



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5. you can see Virtual Camera function in window.

