Getting Started with GAL USB3.0 Camera
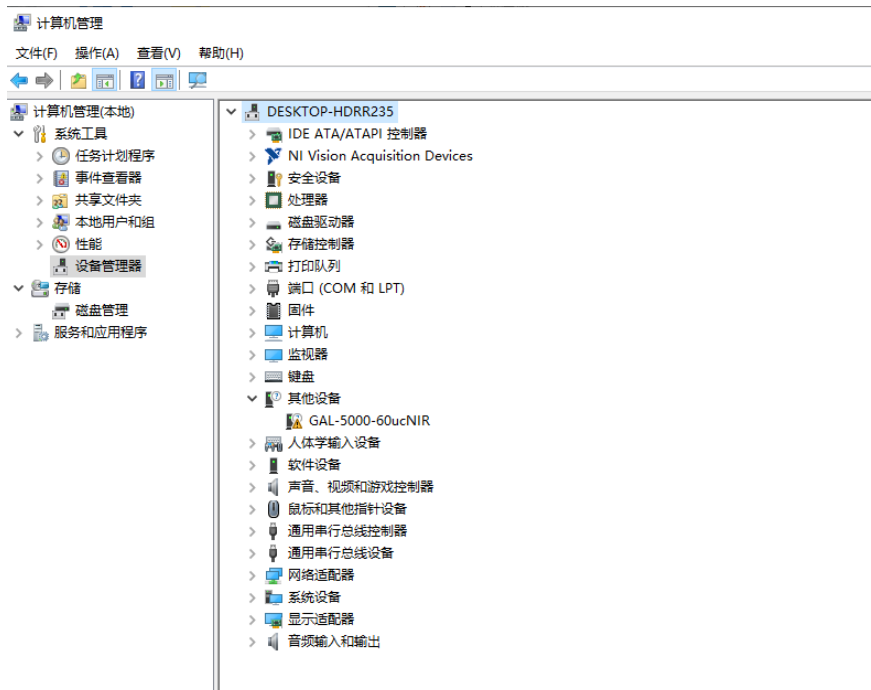
Ver 2.3.1 2023

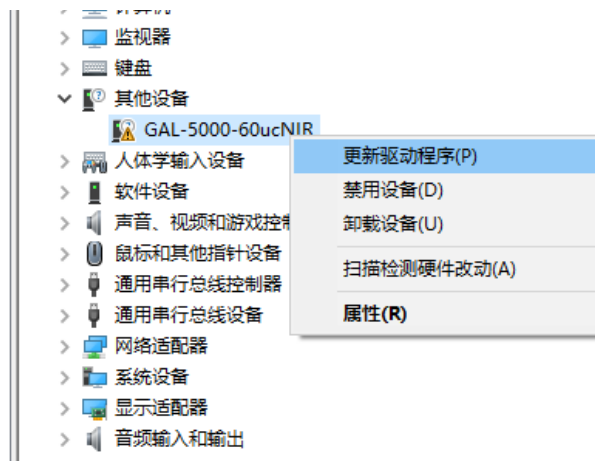# Installation

Hardware Requirements

- GAL camera
- USB3.0 cable
- PC that supports USB3.0 interface
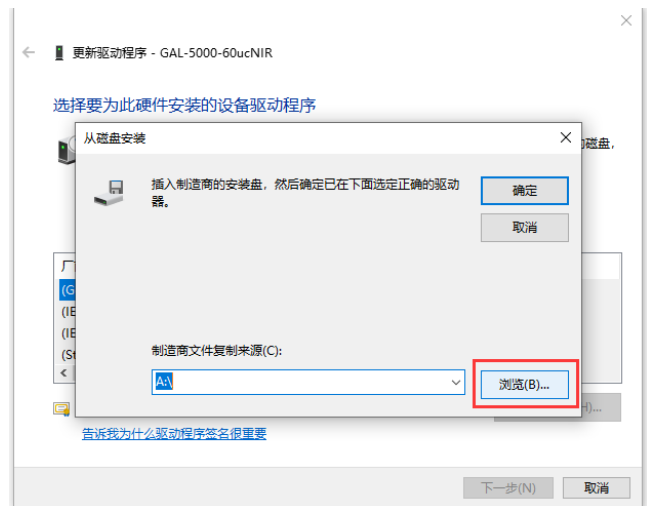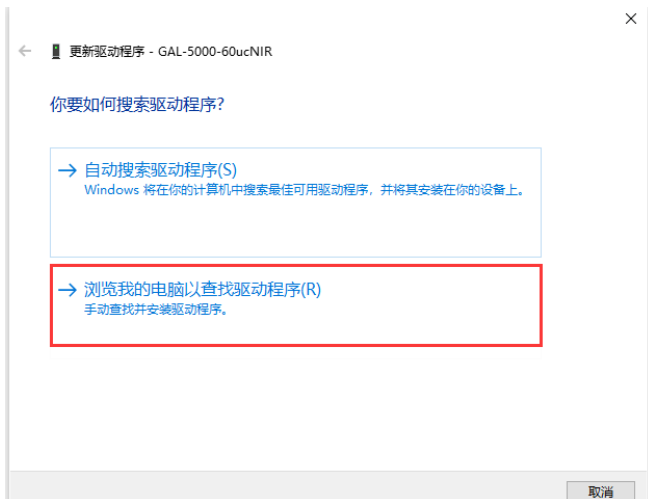
Installation Steps

1. Connect the USB 3.0 interface between the camera and the PC via USB 3.0 cable.
2. Open Computer Device Manager and find the camera device, as shown in the following figure:
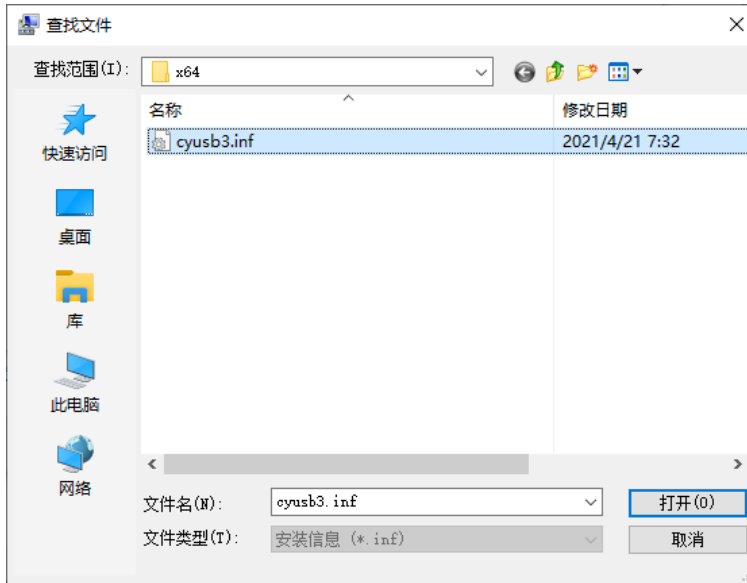

3. Click the corresponding camera model, right-click to run as administrator, as shown below:
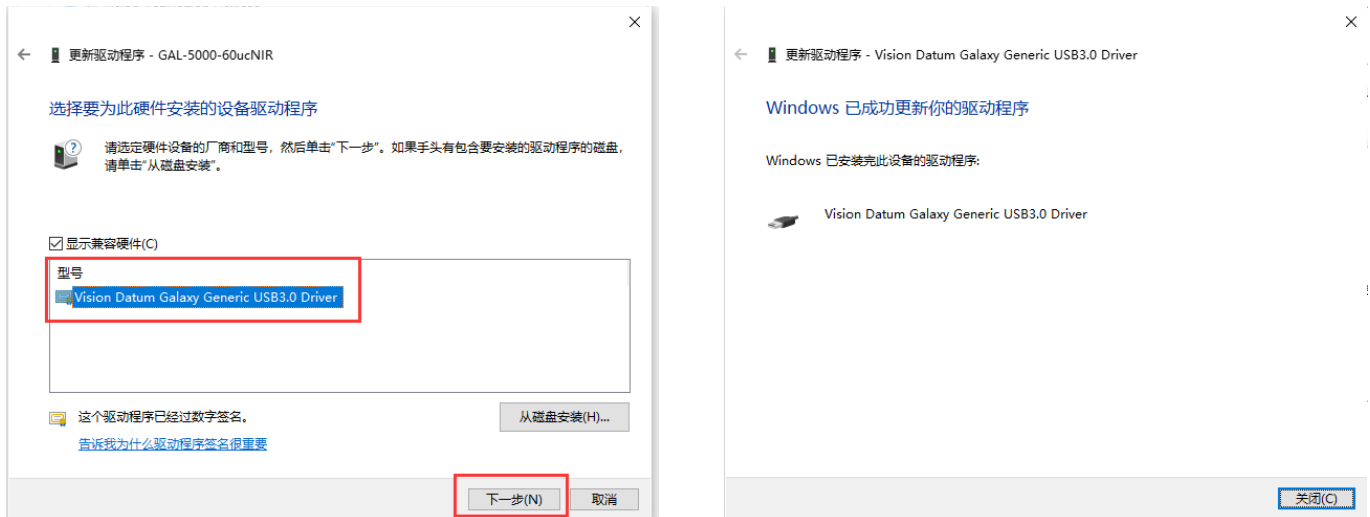
4. According to the pop-up window illustration, select the drive path, as shown below:
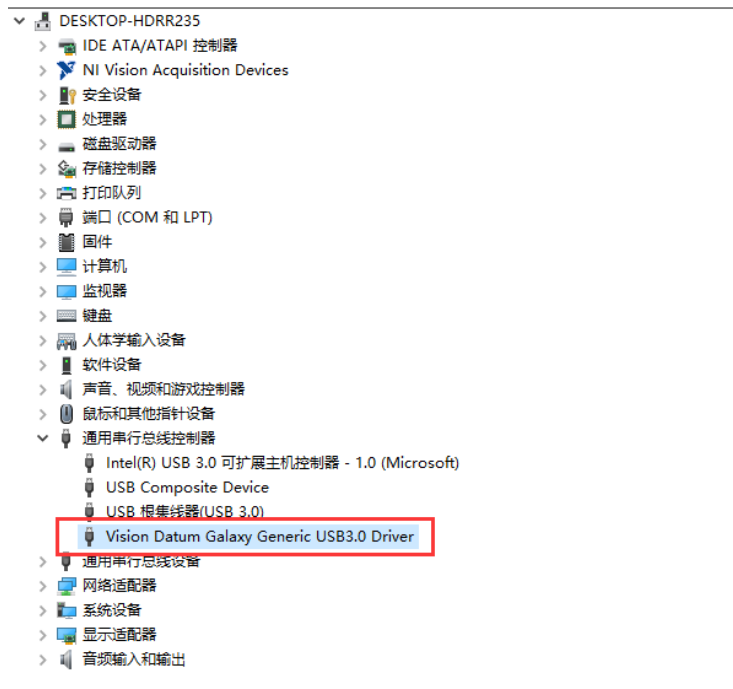
5. Select the SDK installation package - "Driver" - "USB3.0" - corresponding computer system - select the file ending with .inf, (the following Win10 64-bit system as an example), as shown below:

6. As shown in the figure below, select the camera driver and click Next to install:
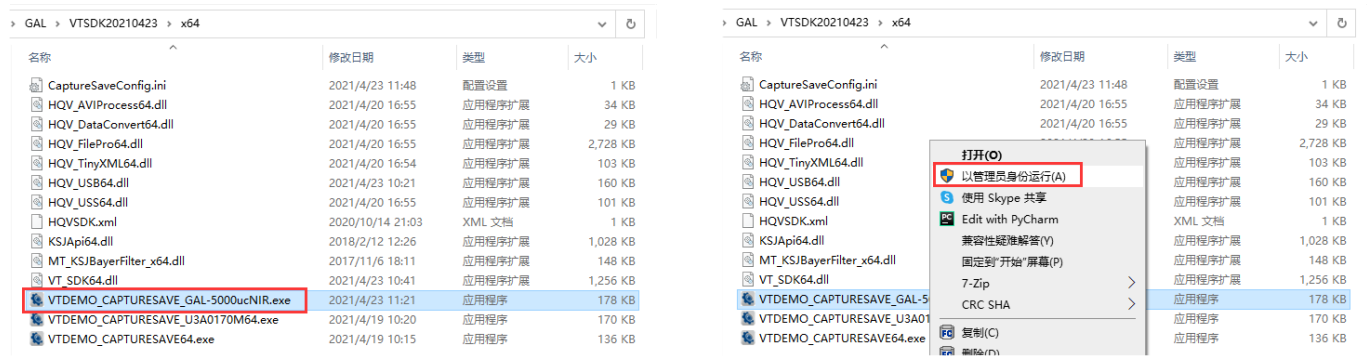

7. The camera driver is displayed in the list, and the installation is successful:
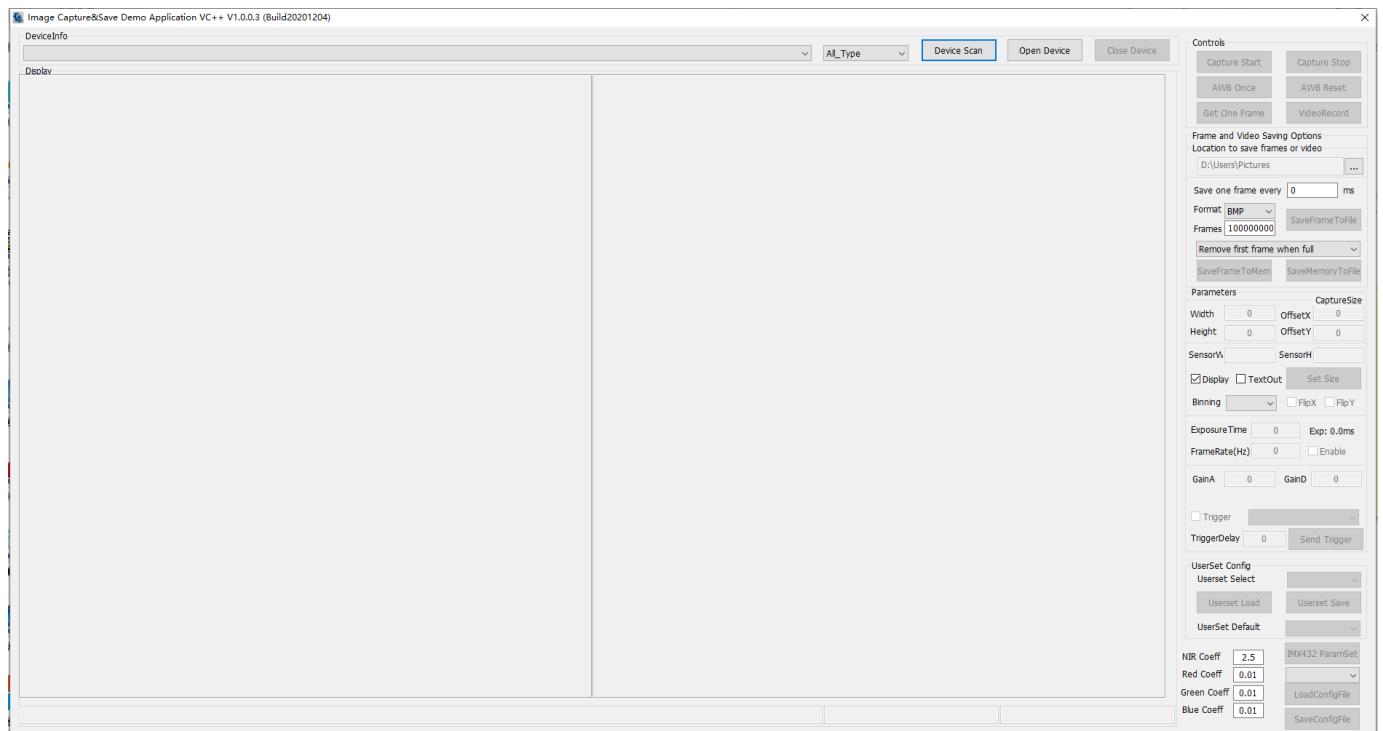
Main Interface

Open the SDK, find the camera driver (x64 is used here as an example), right-click to run as administrator, as shown in the following figure:
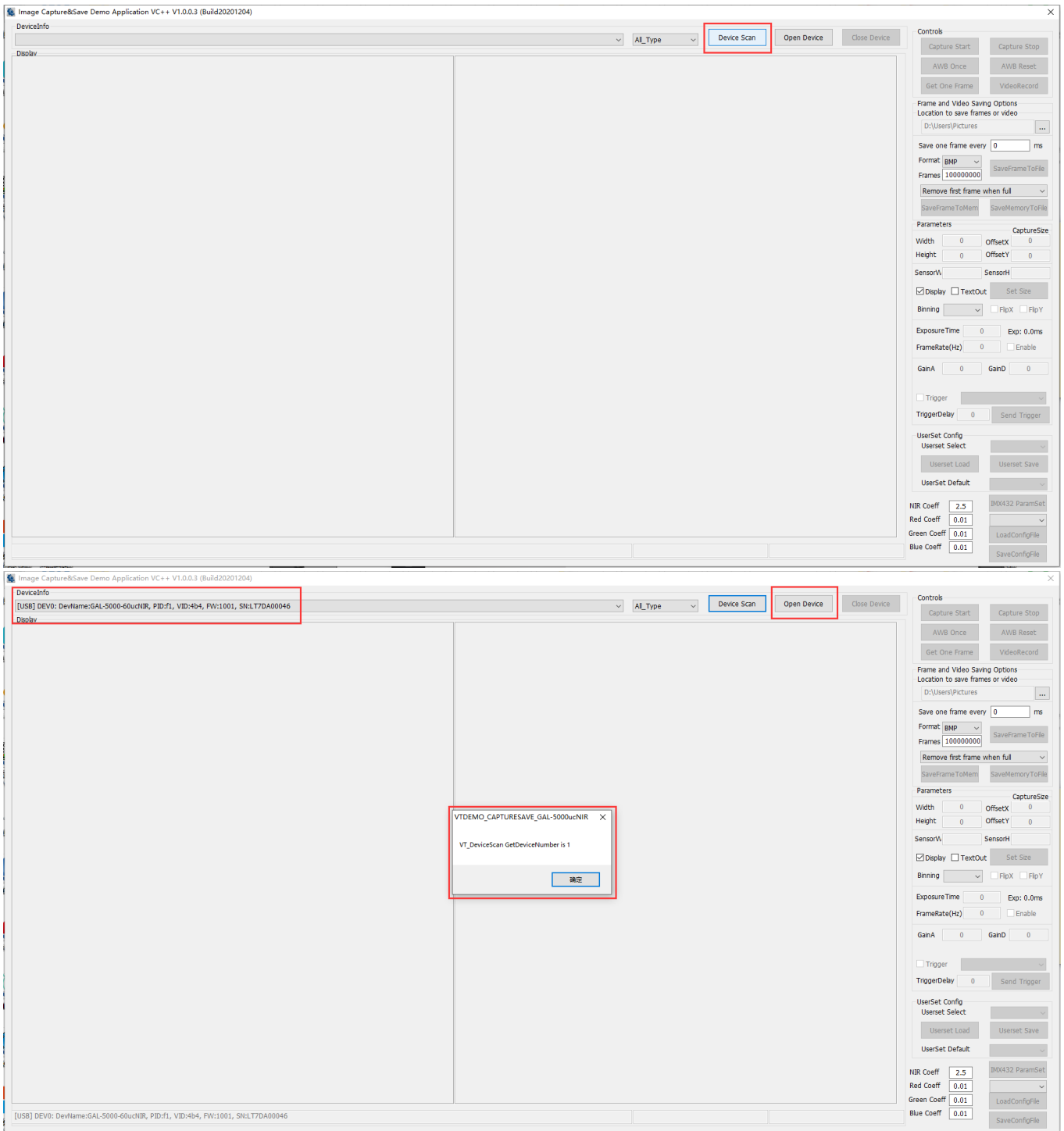

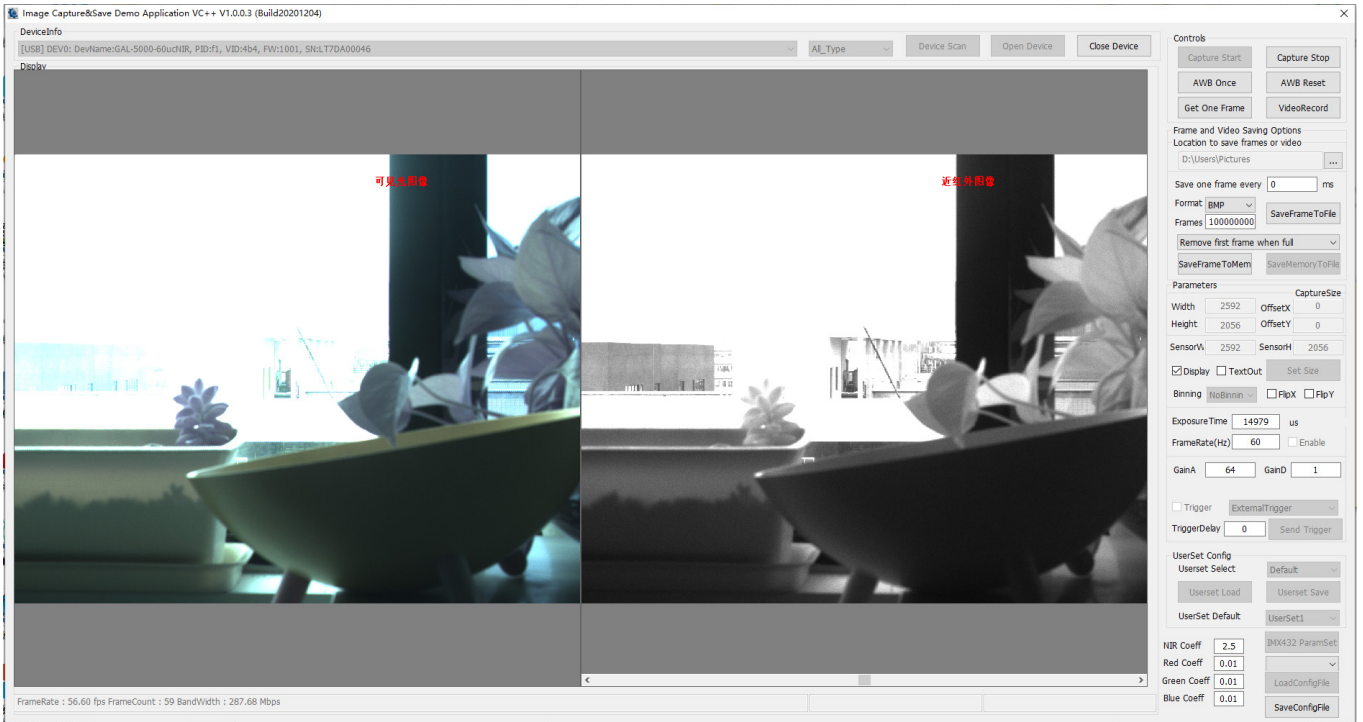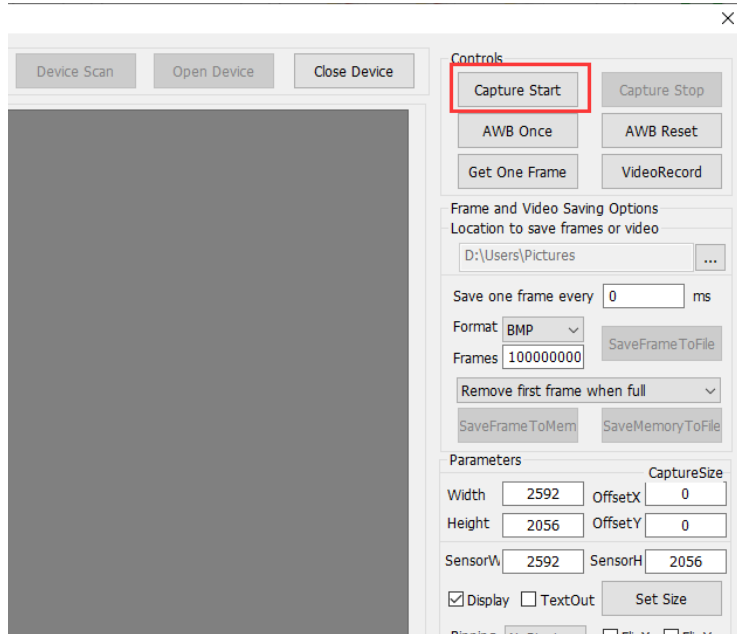The main interface of the SDK is shown below.

Image Acquisition And Setup

1. Click "Device Scan" to search for the device, and after searching for the corresponding camera device, click "Open Device" to connect the camera:

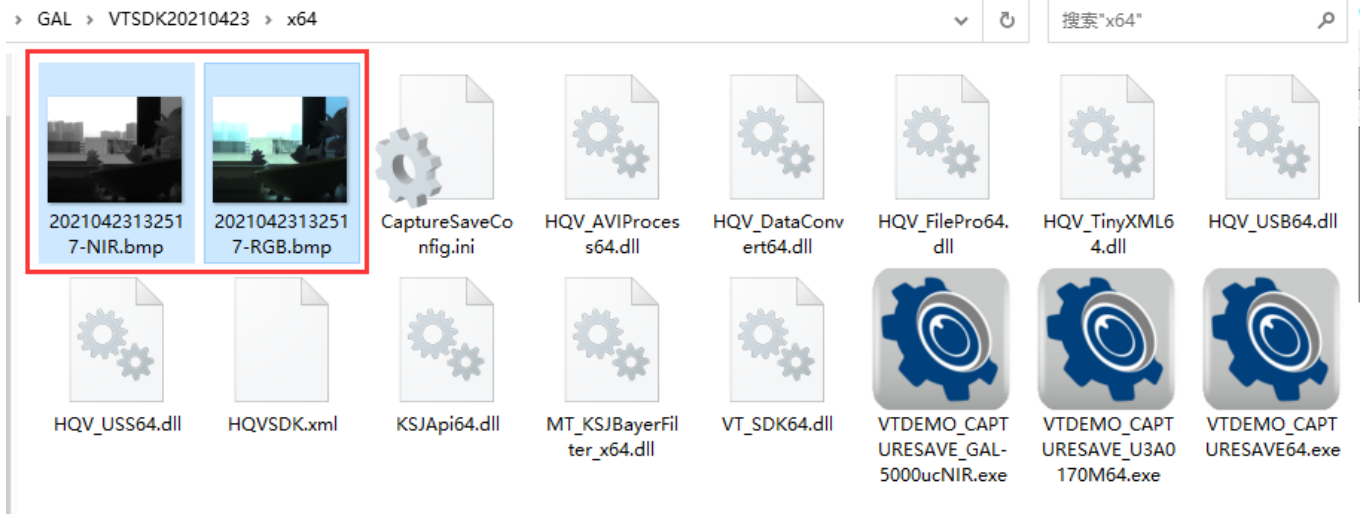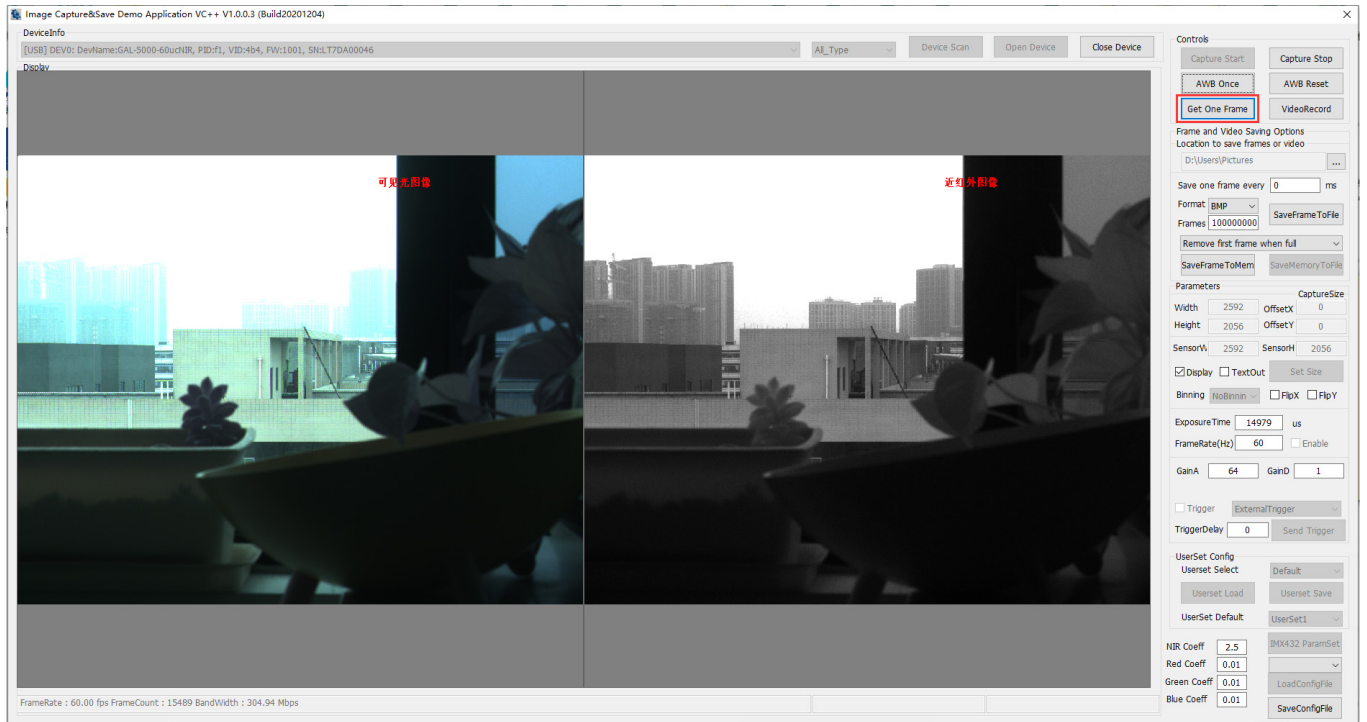# Image Acquisition And Setup

2. Click "Capture Start" to open the camera preview

3. Single frame saving

Click the "Get One Frame" button to save a single frame image, which will be directly collected to the root directory of the SDK APP, as shown below:
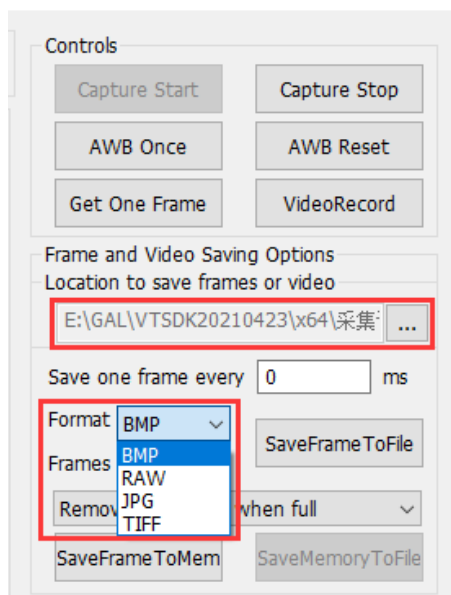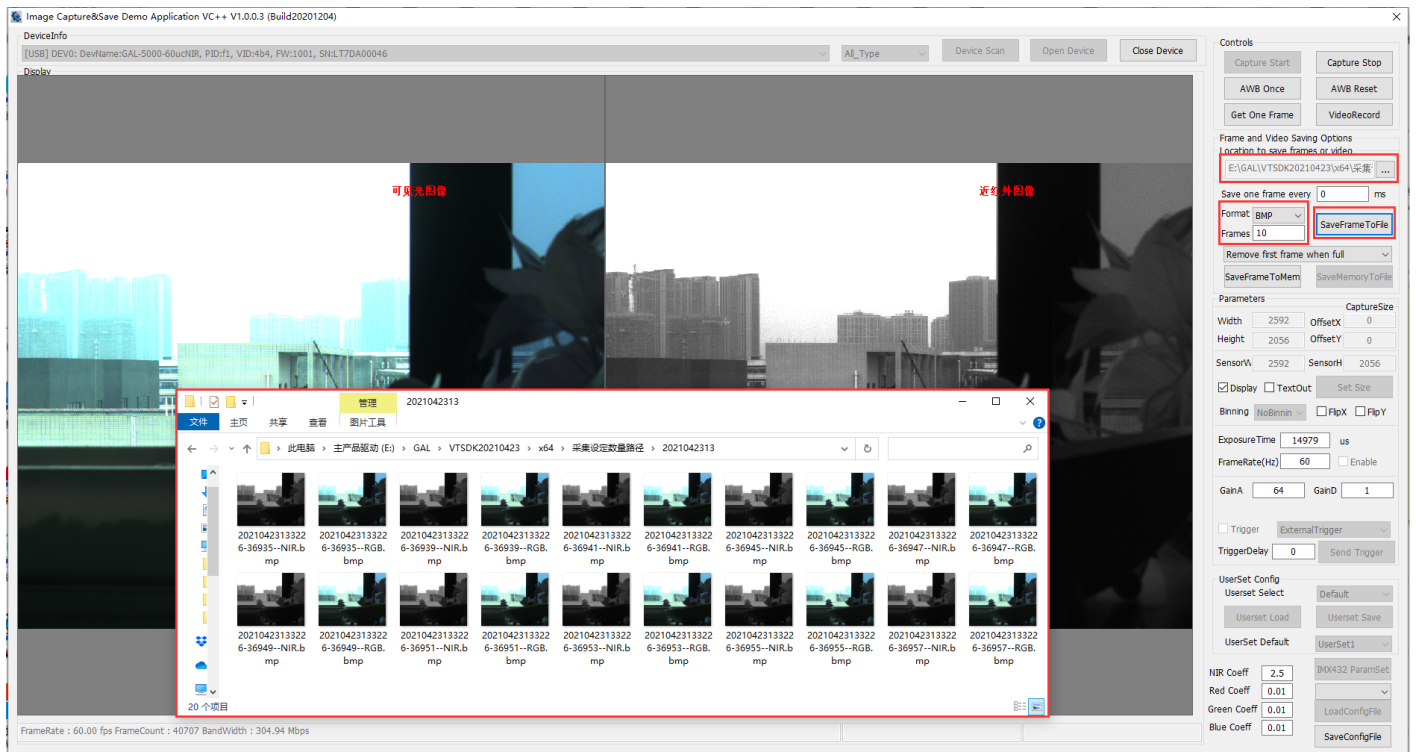
4. Method of collecting set quantity data to a specified path

Supports saving video stream data as BMP, RAW, JPG, and TIFF image files, select the specified save path:
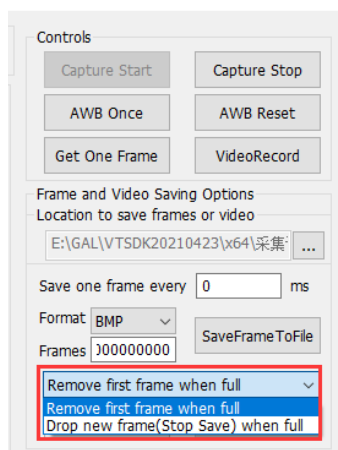

Set the number of frames to be saved, click "SaveFrameToFile", and the camera will save the corresponding number of frames to the setting path, as shown in the following figure:

5. Store memory data to the specified hard disk path

Support saving video stream data as "Remove first frame when full" (manually stop data before data overwriting after setting memory) or "Drop new frame (Stop Save) when full" (set the full number of frames to stop), select Drop new frame (Stop Save) when full" mode:

Set the number of frames to be saved, click "SaveFrameToMem", the camera will save the corresponding number of frames to the memory, after saving, the progress bar below turns yellow, click "SaveMemoryToFile", save the set memory image to the specified path, as shown in the following figure:
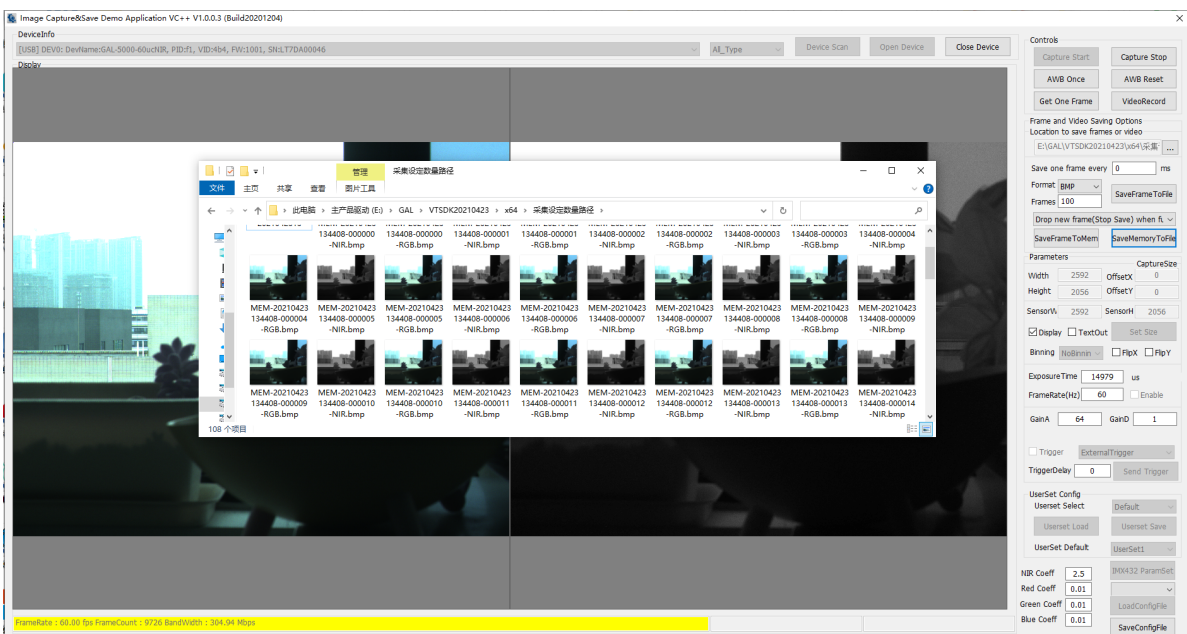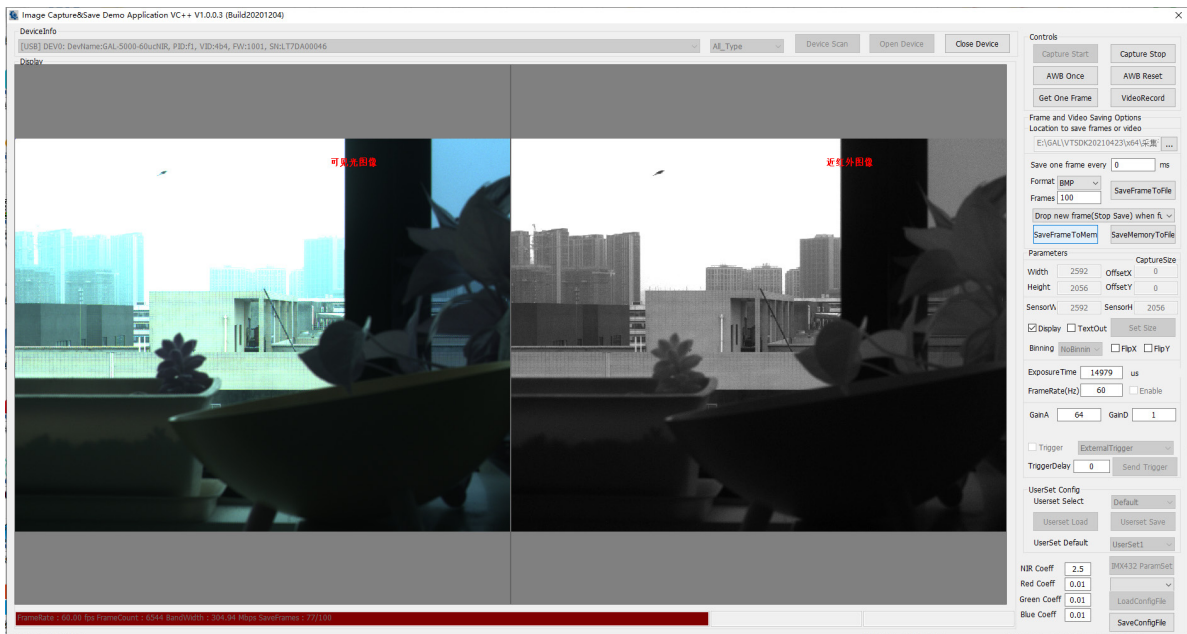
Technical Support

If you need advice about your camera or if you need assistance troubleshooting a problem with your camera, it's highly recommended to describe your issue in details and contact us via E-mail at support@contrastech.com

It would be helpful if you can fill-in the following table and send to us before you contact our technical support team.

Camera Model:		Camera's SN:	
Describe the issue in as much detail as possible:			
If known, what's the cause of the issue?			
How often did/does the issue occur?			
How severe is the issue?			
Parameter set			

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