

Working with several Frame Grabber in one project

mvCAM3, mvCAM4, mvDELTA, mvSIGMA-SLC, mvSIGMA-SLG, mvSIGMA-SQ, mvTITAN-C16, mvTITAN-C8, mvTITAN-CL, mvTITAN-DIG, mvTITAN-G1, mvTITAN-RGB/G4, pcIMAGE-SC, pcIMAGE-SDIG, pcIMAGE-SG/SGVS, pcIMAGE-SRGB

The Win32 driver DLLs should always be imported dynamically as this approach has certain advantages and no disadvantage. Just the implementation requires a little additional work. With the attached file however minimise the additional effort! The files DLL DLLDRV.C and DLLDRV.H of the mvTutorial support functions which show how to import the driver DLL. You can use the functions `OpenDevice()` and `CloseDevice()` of these files to open and close each frame grabber.

Using the dynamic approach the driver DLLs can be treated compiler independent. Also e.g. the application will work with driver old then the one the import library has been created from among some other advantages.