

## AVT Fire Package 2.6 Parts

Part	Documentation	Description
FireDrv	ManualDriverInstall.pdf	The FireWire driver. To be found in Driver\Winnt or Driver\Win200XP. Consists of a sys file, an inf file and an executable to install the first two files. This driver replaces the Microsoft driver and blocks the access to all the cards it is installed on for programs requiring the Microsoft driver
FireCtrl	FireCtrl.pdf	A legacy C-type API with an accompanying DLL (FireCtrl.dll) to deal with low-level calls to the driver. The predecessor of FireStack.
FireStack	FireStack.pdf	A C-type API for bus access with an accompanying DLL (FCTLMain.dll) to deal with low-level calls to the driver. Allows for complete control over the FireWire bus.
FireClass	FireClass.pdf	A C++ class model API building on the FireStack. There is a Visual C++ 6.0 demo project using this class model called " <i>FireDemo</i> " for building a viewer application. (The FCTLMain.dll file is needed)
FireGrab	FireGrab.pdf	A simple C++ camera API with an accompanying DLL (FGCamera.dll) to deal with calls to the driver in a quite simple way. There are two Visual C++ 6.0 demo projects using this class model, one called " <i>GrabDemo</i> " for building a viewer application and one called " <i>FireGrab Console</i> " to control a camera without the need of dealing with all the Windows stuff.
FGWrap	-	A C wrapper (as DLL and source code) for the FGCamera.dll of FireGrab.
FireView	FireView.pdf	A simple viewer for some IIDC-compliant cameras, but only supporting standard features. Feature support is discontinued. Does not need any DLL, just the installed driver!
SmartView	AVT_SmartView_x_y_Release_notes.pdf	The high-end viewer for AVT cameras, supporting all models and features that the cameras provide. Uses FCTLMain.dll and the GdiPlus.dll, which is native to Windows XP and Vista, but must be present on Windows 2000 and will be installed during FirePackage installation.
UniTransform	UniTransform.chm	A C-type API for converting images from one format to another. Mainly necessary for color cameras that only supply raw images