# ALACRON

Fast Motion Library

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The Fast Motion Library enables the software developer to embed FASTMOTION functionality into their application.

The ALACRON FASTMOTION LIBRARY(AFML)provides calling specifications and descriptions for the Alacron FastMotion Library of fast image capture functions. The Alacron FastMotion Library for the FastSeries family of TriMedia-based processor boards is based on Alacron Runtime (ALRT) software. The FastMotion Library enables capturing sequences of high frame rate images from a variety of digital and analog sources into system memory (RAM). The FastMotion Library supports developing capture application under Microsoft Windows 2000, XP, and Linux. This section provides an overview of the FastMotion Library data types and functions. Function calling sequences, return values and other specifics are provided in the next chapter. The FastMotion Library is distributed with a dynamically linked library for the host computer and with a set of TriMedia/Host programs and capture profile files suitable for the different types of boards and input sources.
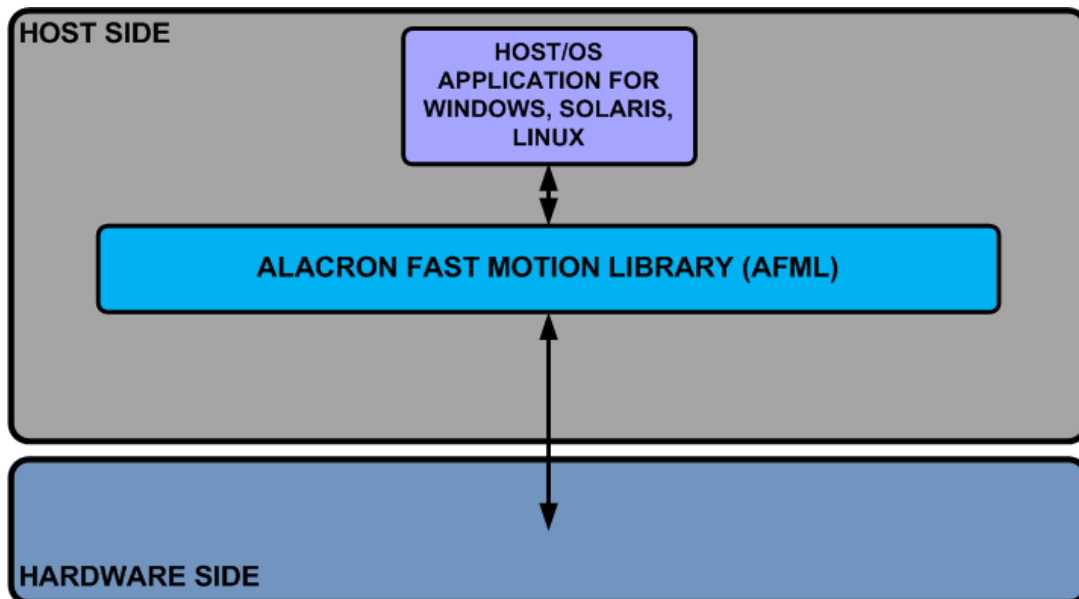
SUMMARY OF FUNCTIONS
The FastMotion Library contains the following functions:
AlfmlOpen, AlfmlClose, AlfmlSetCallBack, AlfmlStartGrab, AlfmlStopGrab, AlfmlGetImage, AlfmlGetLastImageIndex, AlfmlGetBufferSize, AlfmlGetFramesCount, AlfmlSetChannel, AlfmlGetLastError, AlfmlGetErrorStr