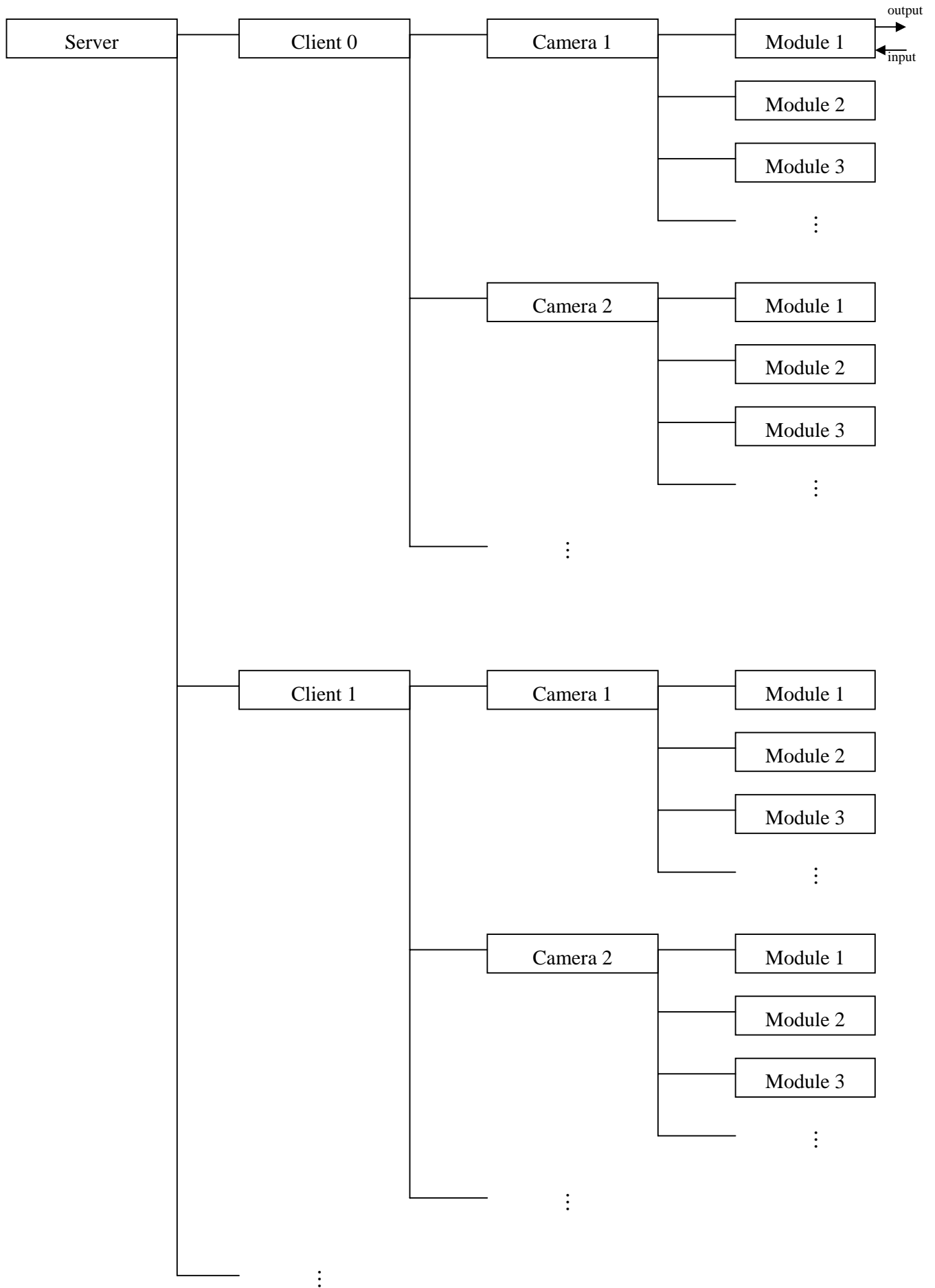


GV-LPR SDK

GeoVison Inc.

Structure



Methods

BOOL StartServer(long *nServerPort*, long *nConnectIdleTime*)

Start LPR server

Parameters

nServerPort

Server's listening port, constrained to the range 1 – 65535.

nConnectIdleTime

Checking idle connection will be disabled if this parameter is 0. When passing idle time the event OnConnectIdle() will be triggered. Value is defined as second.

Return Value

If starts successfully the return value is TRUE, otherwise is FALSE.

BOOL StopServer()

Stop LPR server, connection for live video stream and snapshot will be terminated.

BOOL Command(LPCTSTR *pszUsername*,

LPCTSTR *pszPassword*,

LPCTSTR *pszServerIpAddress*,

long *nServerPort*,

LPCTSTR *pszClientIpAddress*,

long *nCommand*,

long *nOfflineBackup*)

Request GV-DSP LPR to add/remove server connection to GV-DSP LPR's connection list (for GV-DSP LPR only).

Parameters

pszUsername

User name or ID for login GV-DSP LPR.

pszPassword

Password for login GV-DSP LPR.

pszServerIpAddress

Server's IP or domain name.

nServerPort

Server's listening port.

pszClientIpAddress

GV-DSP LPR's IP or domain name.

nCommand

0: Add server to GV-DSP LPR's connection list; 1: remove server from list.

nOfflineBackup

0: Set offline backup as disable; 1: Set offline backup as enable ◦

Return Value

If the method is successful the return value will be TRUE, otherwise is FALSE. If the request can't be sent to GV-DSP LPR, the event OnSendConnectFailed() will be triggered

BOOL Disconnect(long *nClientIndex*)

Closes the connection. If successful the event OnDisconnect() will be triggered.

Parameter

nClientIndex

Client's index, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL IOTrigger(long *nClientIndex*, long *nCameraID*, long *nModuleID*)

Trigger remote client's I/O

Parameters

nClientIndex

Client's index, negative number isn't allowed.

nCameraID

Camera ID of client, negative number isn't allowed.

nModuleID

Module ID of client's camera, negative number isn't allowed

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL PlayLiveStream(long *nClientIndex*, long *nCameraID*, long *nPosX*, long *nPosY*, long *nScreenWidth*, long *nScreenHeight*)

Play live stream; change windows position and screen size.

Parameters

nClientIndex

Client's index, negative number isn't allowed.

nCameraID

Camera ID of client, negative number isn't allowed.

nPosX

Horizontal position in pixel

nPosY

Vertical position in pixel

nScreenWidth

Screen width

nScreenHeight

Screen height

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL StopLiveStream(long *nClientIndex*, long *nCameraID*)

Stop playing live stream

Parameters

nClientIndex

Client's index, negative number isn't allowed.

nCameraID

Camera ID of client, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL GetLivePicture(long *nClientIndex*, long *nCameraID*)

Snapshot of live picture. After receiving the image, the event OnRecvLivePicture() will be triggered.

Parameters

nClientIndex

Client's index, negative number isn't allowed.

nCameraID

Camera ID of client, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL StopGetLivePicture(long *nClientIndex*, long *nCameraID*)

Stop Snapshot of live picture

Parameters

nClientIndex

Client's index, negative number isn't allowed.

nCameraID

Camera ID of client, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL CheckBootTime(long *nClientIndex*)

Check boot time of DSP.

Parameters

nClientIndex

Client's index, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL CheckVideoLost(long *nClientIndex*)

Check if there is a video lost. If it is, OnReceiveVideoLost() event will be triggered.

Parameters

nClientIndex

Client's index, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL CheckStorageSize(long *nClientIndex*)

Query for the available space of memory card or hard disk etc. The available space is return by OnReceiveStoCap() event.

Parameters

nClientIndex

Client's index, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL CheckUsrInfo(long *nClientIndex*)

Query for logged in user information. The information is return by OnReceiveUsrInfo() event.

Parameters

nClientIndex

Client's index, negative number isn't allowed.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

BOOL SetCheckConnectionIdleTime(long *nConnectIdleTime*)

Set checking connection idle time.

Parameters

nConnectIdleTime

Checking idle connection will be disabled if this parameter is 0. When passing idle time the event OnConnectIdle() will be triggered. Value is defined as second.

Return Value

If successful the return value will be TRUE, otherwise is FALSE.

Events

void OnNewConnect(long *nClientIndex*, LPCTSTR *pszClientIpAddress*, LPCTSTR *pszClientData*)

Occurs when the client is connected to the server.

Parameters

nClientIndex

Client's index.

pszClientIpAddress

Client's IP or domain name.

pszClientData

Client's data. Style is

Clientname;CameraID1:ModuleID1(type).ModuleID2(type)...;CamereID2:ModuleID1(type).ModuleID2(type)...;...

Where type is 0:output, 1:input, 2:output/input

void OnDisconnect(long *nClientIndex*, BOOL *bDisconnectState*)

Occurs when the client is disconnected.

Parameters

nClientIndex

Client's index.

bDisconnectState

Disconnect state, true is disconnected by server, false is by client.

void OnSendConnectFailed()

Occurs when connecting to GV-DSP LPR fails.

**void OnRecvLicenseData(long *nClientIndex*,
long *nCameraID*,
LPCTSTR *pszLicense*,
LPCTSTR *pszLicenseVerify*
DATE *dTime*,
LPCTSTR *pszPicPath*)**

Occurs when receiving recognition data

Parameters

nClientIndex

Client's index.

nCameraID

Camera ID of client.

pszLicense

License number.

pszLicenseVerify

Confidence of each license number, separated by comma.

dTime

The time when the license plate is taken

pszPicPath

The picture's save path location (*.jpg)

void OnConnectIdle(long *nClientIndex*)

Occurs when the connection's idle time has expired.

Parameters

nClientIndex

Client's index.

void OnRecvLivePicture(long *nClientIndex*, long *nCameraID*, LPDISPATCH *mPicture*)

Occurs when receiving live picture.

Parameters

nClientIndex

Client's index.

nCameraID

Camera ID of client.

mPicture

Live picture dispatch (IDispatch*).

void OnReceiveIOTrigger(long *nClientIndex*, long *nCameraID*, long *nModuleID*)

Client's I/O trigger.

Parameters

nClientIndex

Client's index.

nCameraID

Camera ID.

nModuleID

Module ID.

void OnReceiveLicenseString(long *nClientIndex*, long *nCameraID*, LPCTSTR *pzsLicenseString*)

Occurs when receiving string format of recognition data.

Parameters

nClientIndex

Client's index.

nCameraID

Camera ID.

pzsLicenseString

String format of recognition data.

void OnVideoLost(long *nClientIndex*, long *nCameraID*, long *nReserved*)

Occurs when video lost from PC-LPR.

Parameters

nClientIndex

Client's index.

nCameraID

Camera ID.

nReserved

Unused.

void OnReceiveBootTime(long *nClientIndex*, LPCTSTR *pszBootTime*)

Occurs when receiving boot time of DSP.

Parameters

nClientIndex

Client's index.

pszBootTime

String of boot time of DSP.

void OnReceiveVideoResume(long *nClientIndex*)

Occurs when DSP resumes transmitting video.

Parameters

nClientIndex

Client's index.

void OnReceiveVideoLost(long *nClientIndex*)

Occurs when video lost from DSP.

Parameters

nClientIndex

Client's index.

void OnReceiveStoRunOut(long *nClientIndex*, LPCTSTR *pszStoRunOut*)

Occurs when the storage spaces(memory card, hard disk, etc.) of DSP is full.

Parameters

nClientIndex

Client's index.

pszStoRunOut

String of one of the storage device of DSP which space is full.

void OnReceiveStoLost(long *nClientIndex*, LPCTSTR *pszStoLost*)

Occurs when one of the storage device(memory card, hard disk, etc.) of DSP has been removed.

Parameters

nClientIndex

Client's index.

pszStoLost

String of which storage device of DSP has been removed.

void OnReceiveStoResume(long *nClientIndex*, LPCTSTR *pszStoResume*)

Occurs when one of the storage devices (memory card, hard disk, etc.) of DSP has been installed.

Parameters

nClientIndex

Client's index.

pszStoResumet

String of which storage device of DSP has been installed.

void OnReceiveStoCap(long *nClientIndex*, LPCTSTR *pszStoCap*)

Occurs when receiving one of the storage device's size (memory card, hard disk, etc.) of DSP.

Parameters

nClientIndex

Client's index.

pszStoCap

String of one of the storage device's size of DSP.

void OnReceiveUsrInfo(long *nClientIndex*, LPCTSTR *pszUsrInfo*)

Occurs when receiving user information of DSP.

Parameters

nClientIndex

Client's index.

pszUsrInfo

String of user information of DSP.

void OnRecvLivePictureEx(long *nClientIndex*, long *nCameraID*, LPDISPATCH *mPicture*)

This event is the same as OnRecvLivePicture(). The difference between OnRecvLivePicture() and OnRecvLivePictureEx() is the type of mPicture: IDispatch* for OnRecvLivePicture() and IPictureDisp* for another.

Parameters

nClientIndex

Client's index.

nCameraID

Camera ID of client.

mPicture

Live picture dispatch (IPictureDisp*).