



## USB Camera Installation

Before setting up the DSX USB Camera it is important to have installed the DotNet 4.0 Runtime Library or higher.

### Installing the Camera

1. Install WinDSX or WinDSX SQL according to the Software Installation Manual.
2. Connect the Camera into the USB 2.0 port on the PC. Insert the Driver CD that accompanies the camera and let Windows load the driver from the CD.
3. Mount the Camera to the Tripod and position it in front of the fixed location where Card Holder pictures are taken.

### Configuring the Camera

DataBase/System/Setup/Image Source is where the camera is defined.

- A. Define an Image Source and select USB Camera for the Source Type.
- B. Once USB Camera is selected there is a drop down selection box of all USB Cameras in the system. Select the Videology USB-C Camera.
- C. Set the Image format you want to save the Images in once captured. Typically .jpg is the format. Use .bmp for higher resolution pictures.
- D. For .jpg images set the amount of compression 2 = minimum and 20 = maximum for the saved image. Less compression = higher resolution pictures and larger image files.

### DataBase/Location/Badge Image Type

Badge Image Type is what connects the image sources to the badge template. The Image Type names and determines what the source for the image will be and what the capture sequence is. The capture sequence sets what order this image is taken if there are multiple images to be taken for each card holder. Image Type also determines if this particular Image will be the one that is displayed with the card information when the card holder is selected in the database and if the image should be stored in black and white.

- A. Define the Badge Image Type by selecting the Videology USB-C Camera source.
- B. Set the Capture sequence to 1 for this to be the initial image taken of the card holder.
- C. Select "Display this Image with Card Holder Name".

- D. Click OK to Save.
- E. Navigate to Card Holder and add or edit a card holder and test the capture of a card holder image.