

Compare the ease of use of Cyclocam with that of existing high speed cameras

Traditional high speed camera

Machine status	Step	Action	Content display
Standstill	1	Set up camera and visualise the movement to be analysed	View-finder = what can be seen with the naked eye
	2	Set additional parameters (shutter time, lens focus, lightning)	
Production	3	Start recording and store in circular buffer	
Production -> crash	4	Wait for the incident to be observed and then trigger	
Production	5	Recording of 1 to 4 sec. is stored in RAM memory	View-finder / frozen image
	6	Visualise, analyse and identify sequences that need to be stored	Medioplayer
	7	Store sequences on PC, flash card, etc. (5 to 30 min.)	
Production standstill	8	Restart with step 1 or 2	View-finder

Cyclocam high speed camera



Machine status	Step	Action	Content display
Production	1	Set up camera and set machine speed	Real-time high speed vision
	2	Fine-tune additional parameters based on content of image	
	3	Analyse machine and store high speed images in circular buffer	
Production -> crash	4	In case of additional incident (machine standstill), store recording in circular buffer (indicate marker)	
Production	5	If required, but not necessary, replay in medioplayer	Medioplayer
	6	Restart with step 1 or 2 and store on pc or flash	Real-time high speed vision

When a traditional high speed camera or Cyclocam is used, images are stored in a circular buffer.

- In case a traditional high speed camera is used and an incident (crash) occurs, a trigger should be sent. The next 1 to 4 sec. will then be stored in the RAM memory. Afterwards they can be downloaded on a PC for analysis.
- In case Cyclocam is used, it is possible to indicate a fraction of a cycle with a marker. And in the next cycles, it is possible to look only at the fractions that have been marked.

