Use of Extended Frame Buffer
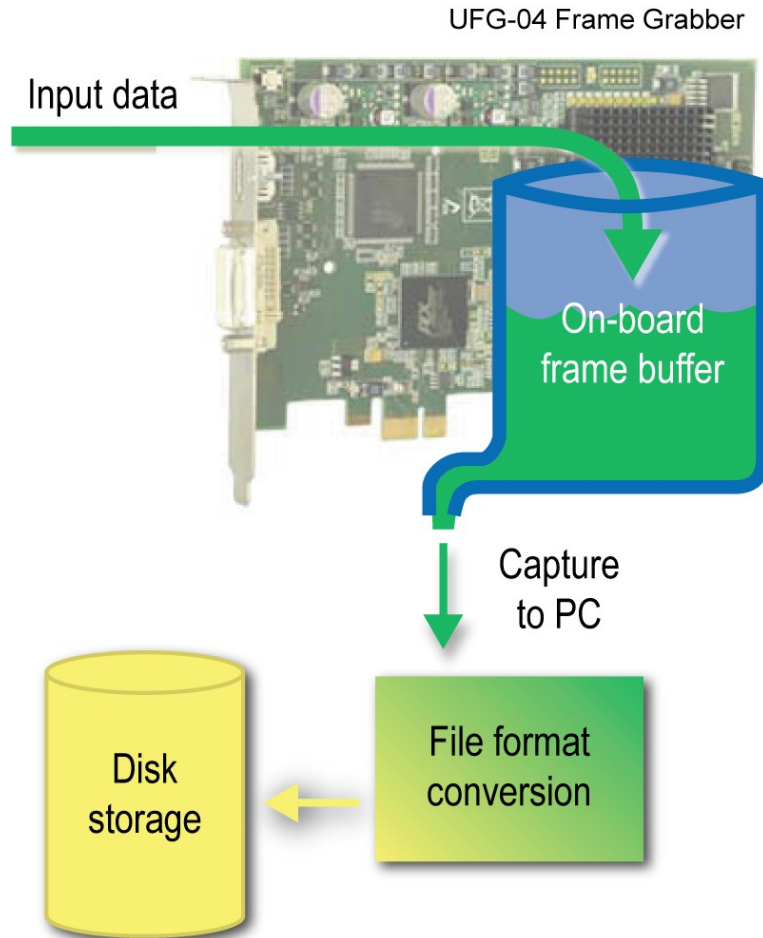
- UFG-04 on-board frame buffer capacity is either 2 or 4 GBytes
- When recording
  - Input data is stored in the UFG-04 frame buffer
  - The PC captures the data from UFG-04, converts it to the selected format and saves it to the disk
  - Capturing speed depends on the store format and the CPU and storage media speed
  - With a large resolution the input data speed is higher than the capturing speed
- Input to FB and capturing to PC are simultaneous
  - Maximum recording duration is longer than frame buffer capacity

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Estimation of the Recording Time

UFG-04 Frame Grabber

Input data

On-board frame buffer

Capture to PC

Disk storage

File format conversion

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Indicative example of the frame buffer capacity and the max recording duration (RGB24, 60 fps, RAW), using a typical PC (Dual core, 2.2 GHz, 2 GB RAM)

Resolution	FB capacity (frames)	Max duration (frames)
2 GBytes frame buffer		
800x600p60	1016	1660
1920x1080p60	254	333
2560x1600p60	127	145
4 GBytes frame buffer		
800x600p60	1024	1689
1920x1080p60	510	620
2560x1600p60	255	296