

GRAPHICS TEST SYSTEM

Complete solution for graphics validation



Highlights



“State of art” 3EYE a technology for TEXT validation with 98% accuracy.



Powerful User Interface (GUI) for simple and quick test Configuration.



Easy adaptability for different display resolution



Customized Add-On to increase productivity



Detailed image logging and reporting

- ▶ Multi-Lingual Testing
- ▶ Up-to 4 video interface support
- ▶ Animation Testing
- ▶ Pixel Comparison
- ▶ Auto Test Configuration
- ▶ Compatible with anyTest System
- ▶ Zero Tolerance
- ▶ Capture and Replay

3EYE

Multi language text auto train
Text color and size test

Testing of Colors

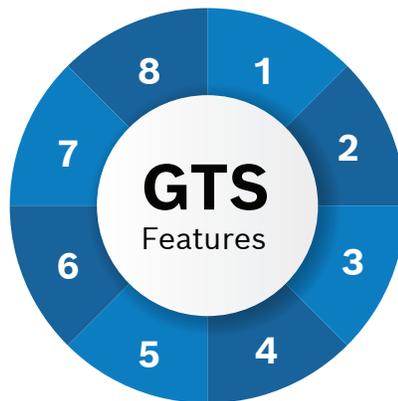
Calculate RGB values for single pixels
Distorted Pixel detection

Animation Testing

Duration - start/ stop
Object Tracking
Smoothness
Blink Frequency, duration and count

OCR

Reading text independent of font size



Pre-Processing

Validating selected area
Validating multiple selected area
Support cropping and re-sampling
Calibration independent of size and position

Object Detection

Frame comparison with template during run-time
Background tolerance
Angle and position detection

Image Extraction

Image capturing without a camera

Usability

Image logging
Easy creation of reference artifacts (images and text)

Advantages



User friendly GUI (Graphical User interface) making test configuration and execution very simple and effective.



HMI is captured via video interface to reduce the ambient disturbances. If video interface is not available, intermediate device to convert display interface (Raw Data) to HDMI/LVDS shall be deployed and used.



Real time accuracy can be achieved by grabbing frames at more than 40 fps.



GTS supports file handshaking mechanism and can be integrated with any WINDOWS based test environment. Any existing manual test system shall easily integrated with GTS.



Image file format supported to configure, test and log include .jpg, .png, .bmp.



Video Interface support – up to 4 interfaces; USB or IEEE 1394 (for Frame-grabber & Camera).

GTS Systems

