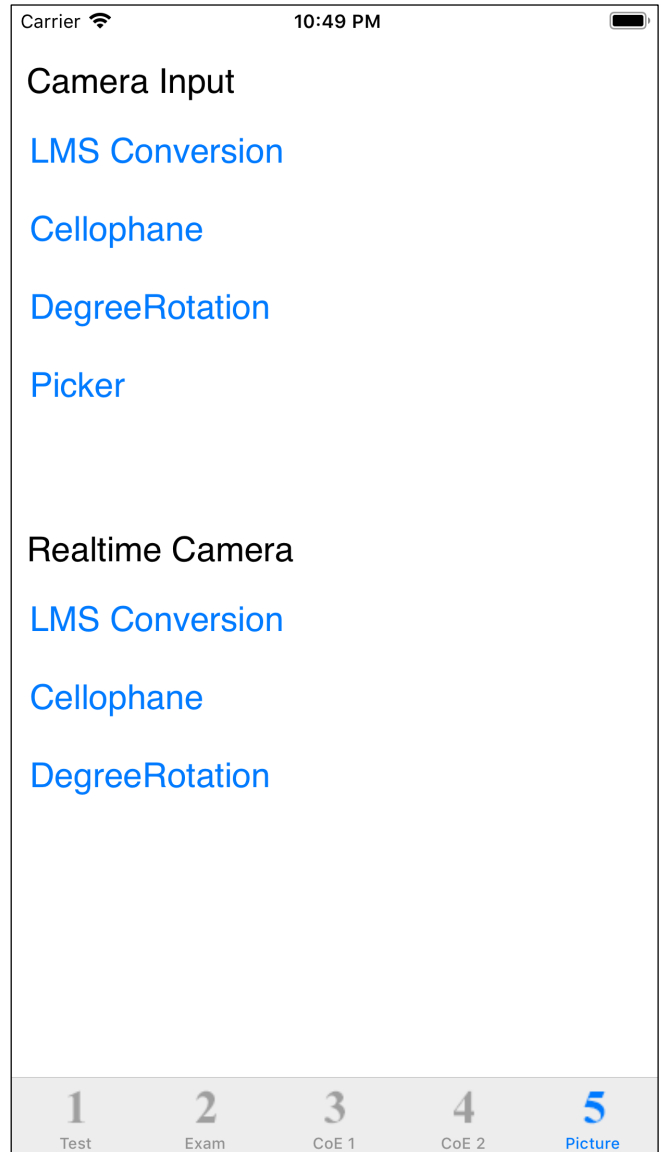
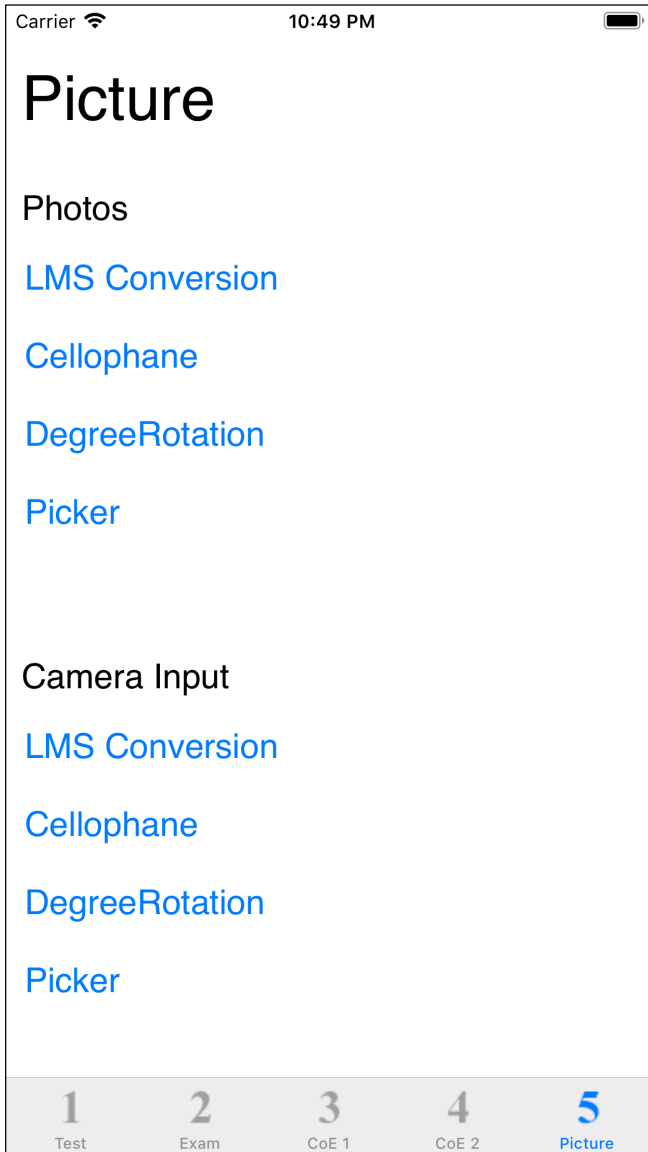


Camera Input, Realtime Camera

(This help is still the one of ve.1.2.)



The image input source for camera input and real-time camera of "Picture" command is the camera.

When you press some Run button, the screen turns into a camera.

Camera input and real-time camera commands are not good, as I have little knowledge and experience of iPhone/iOS camera and camera programming.

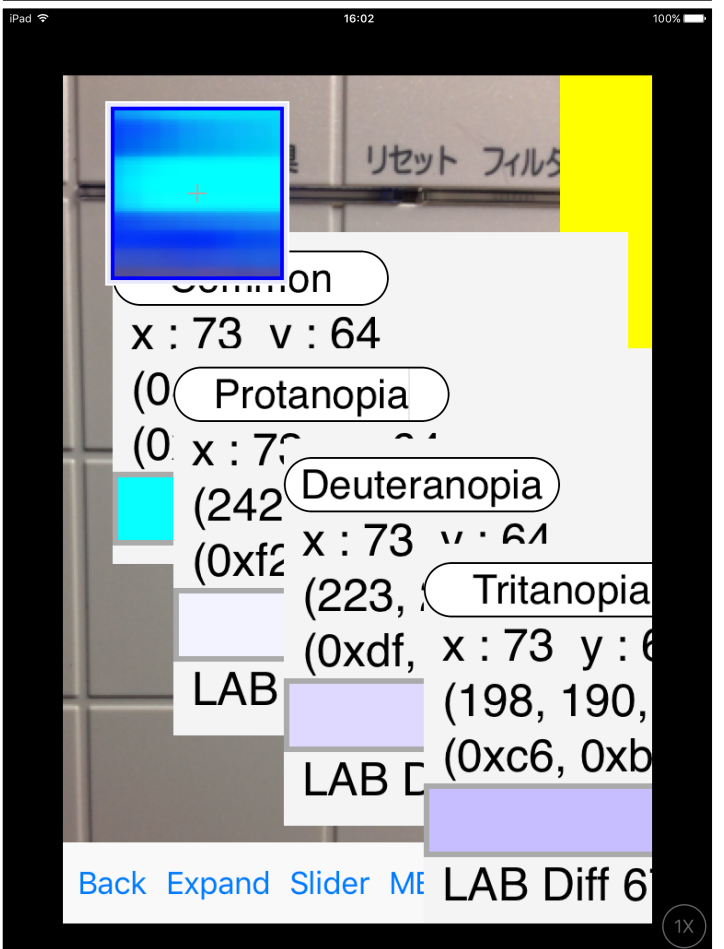
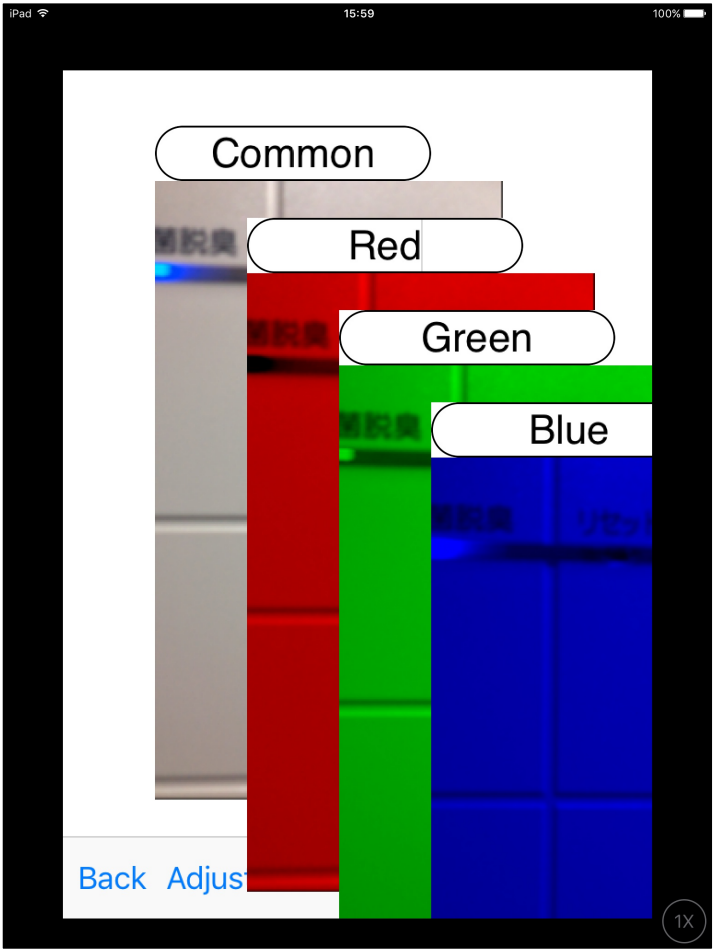
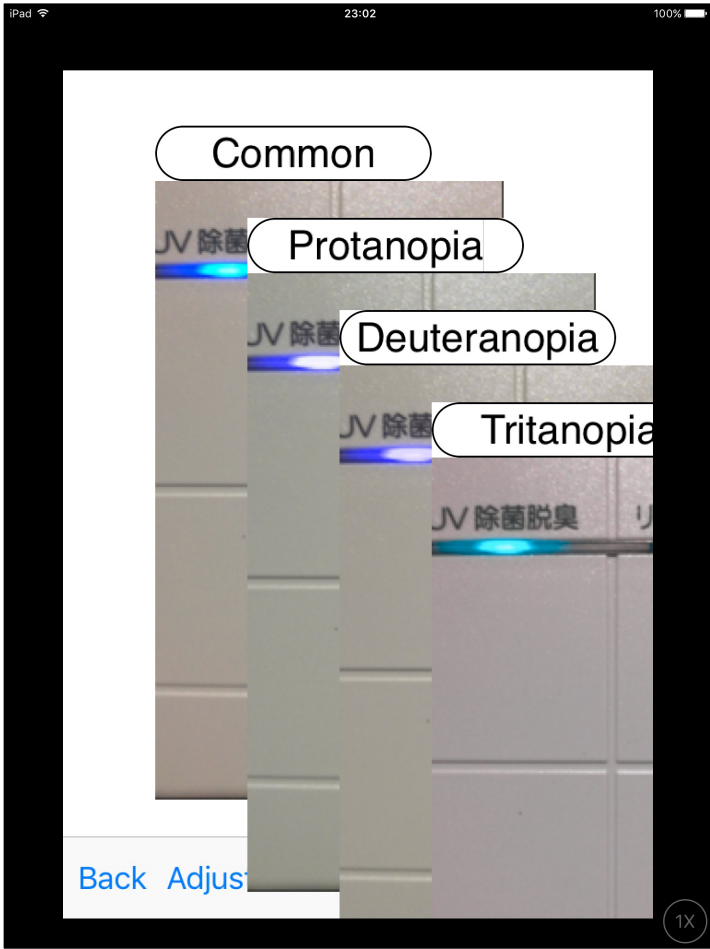


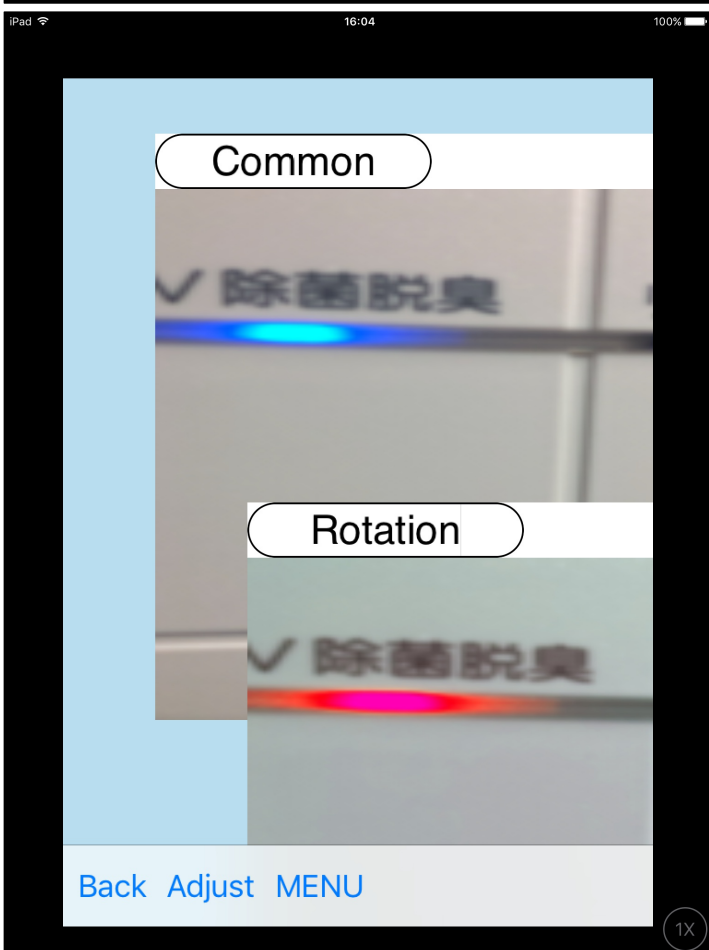
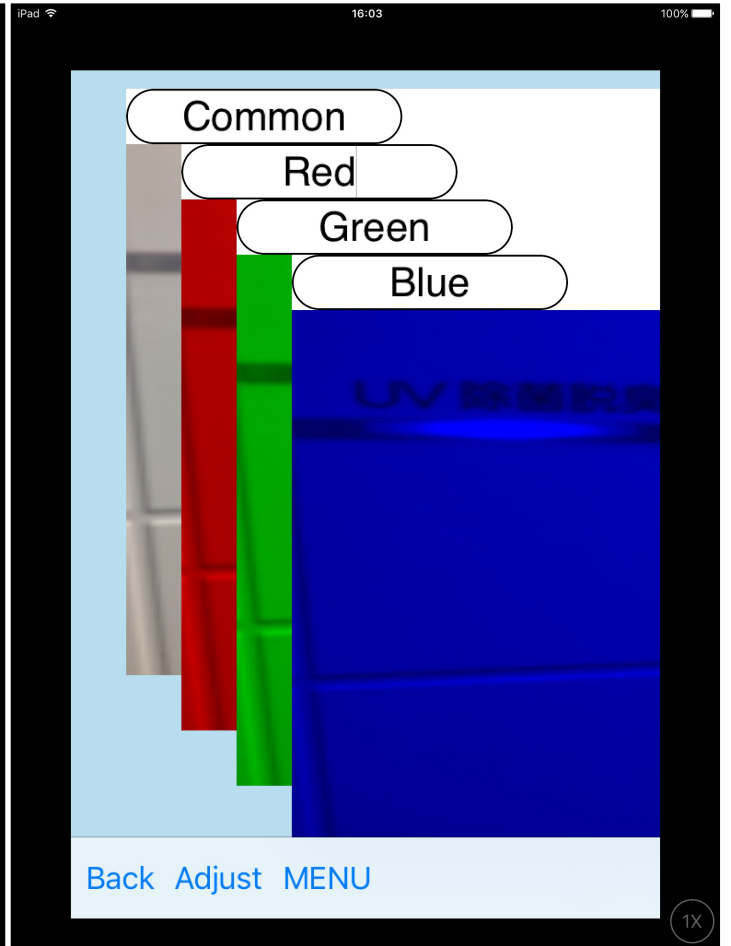
In the case of camera input, it becomes such camera input with a toolbar.

When the stop button is pressed, it behaves the same as the input from Photos as shown below.

"Input is camera, handling is still image. "

Camera Input command is like this.





In the case of a real-time camera, the camera image will always be out in this way.

Real-time camera do not have a "picker" command.

Also, LMS conversion for real-time camera have smaller image sizes and the lowest quality.

The number of image updates is also small.

The LMS conversion in this software is relatively heavy processing, so the processing speed can not catch up.

The reason for the delay is that the conversion for Tritanopia uses a method that requires a large amount of processing and takes a long time.

Size is too small.

The image quality is too bad.

If so, please use Photos or Camera Input.

Photos

Camera Input

Realtme Camera

In any of these, long-pressing a view will bring up a side menu, "to Photos".