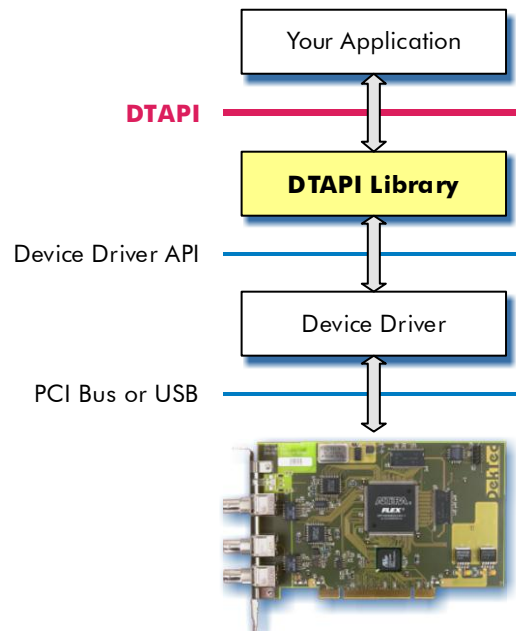


# Uniform API for DekTec Digital Video Adapters

- Uniform access to DekTec hardware
- Identical API for Windows and Linux
- Available for C++ and .NET languages

## FEATURES

- Common C++/.NET interface to DekTec's line of digital-video devices
- Applications written for one device will work for any other DekTec device
- Encapsulates the device-driver layer in an easy-to-use object-oriented interface
- Access to all hardware features from user-mode programs
- High efficiency; no need to resort to kernel-mode programming to achieve real-time operation
- Same API classes and methods can be used for PCI, PCI Express, USB-2 and networked devices
- Same API classes and methods can be used on Windows and Linux
- Packaged in a C++ header file (to be included in your C++ project) and a library (to be linked to the application)
- Free download, royalty-free redistribution in custom applications



## APPLICATION

- Creating custom applications with DekTec devices in a convenient way

## SUPPORTED ADAPTERS

INTERFACE TYPE	SUPPORTED ADAPTERS
PCI	DTA-100, DTA-102, DTA-105, DTA-107, DTA-110, DTA-110T, DTA-111, DTA-122, DTA-115, DTA-116, DTA-117, DTA-120, DTA-122, DTA-124, DTA-140, DTA-145, DTA-160
PCI Express	DTA-2111, DTA-2135, DTA-2136, DTA-2137, DTA-2142, DTA-2144, DTA-2145, DTA-2160
USB	DTU-205, DTU-215, DTU-225, DTU-234, DTU-235, DTU-236, DTU-245
Ethernet	DTE-3100, DTE-3120

## PC REQUIREMENTS

Platform	Windows 2k/XP/2k3/Vista Linux 2.4, Linux 2.6
Processor	Any x86 processor (IA-32)

## MAIN CLASSES IN DTAPI

Class	Represents
DtDevice	DekTec device
DtInpChannel	Input channel
DtOutpChannel	Output channel