

USB CAPTURE UTILITY V3

User Manual and FAQ



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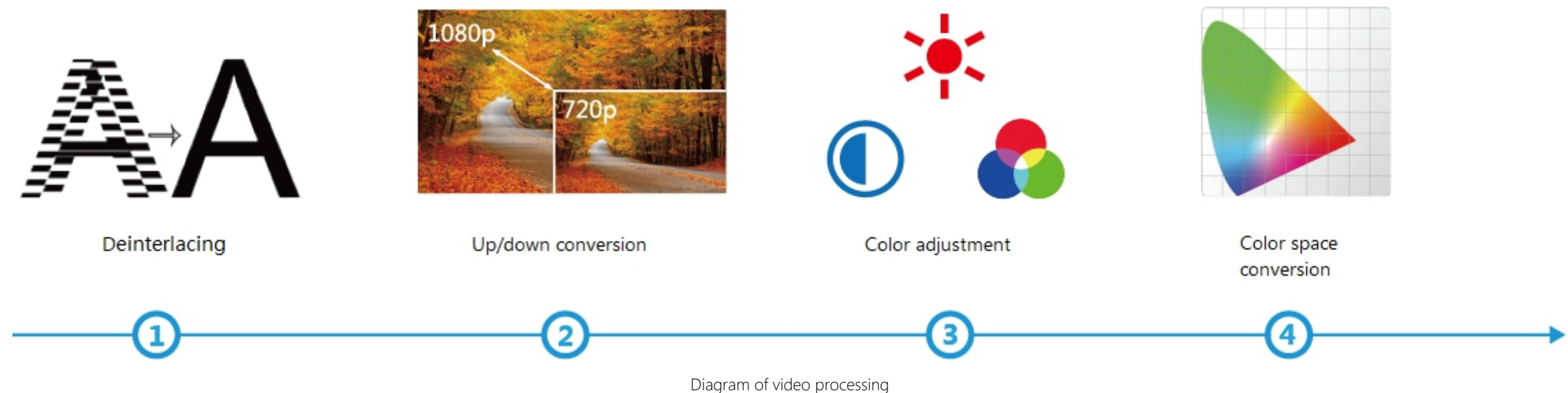
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Overview

USB Capture Utility V3 is a free, portable software tool which gives users extensive control of capture parameters, video processing settings and advanced functions. USB Capture Utility V3 is compatible with Windows/Linux/macOS. It offers functions as:

- Display of device information for the currently selected USB capture device. For example, device name, serial number, firmware version, interfaces, capture resolution, etc.
- Checking and updating the firmware to the latest version online.
- Setting various capture formats, such as de-interlacing mode, Up/down Scaling, frame rate conversion, color adjustment, cropping input, etc.
- Setting audio volume.
- Customizing the resolution, frame rate, and color format.
- Managing multiple devices on one host at the same time.
- Modifying the device names shown in a third-party software when multiple devices on one host at the same time.



With the Utility V3, the USB Capture (Plus) Family can provide a cost-effective, feature-rich and easy-to-use solution for users' immediate and upcoming requirements in the evolving production landscape.

Working Environment

Supported OS

- Windows Vista x64/x86
- Windows 7 x64/x86
- Windows 8 x64/x86
- Windows 8.1 x64/x86
- Windows 10 x64/x86
- Windows Server 2008 x64/x86
- Windows Server 2008 R2 x64/x86
- Windows Server 2012 x64/x86
- Windows Server 2012 R2 x64/x86
- Linux Ubuntu 12.04/14.04/16.04
- Linux CentOS 7
- Linux Fedora 25 and above
- macOS 10.9/10.10/10.11/10.12

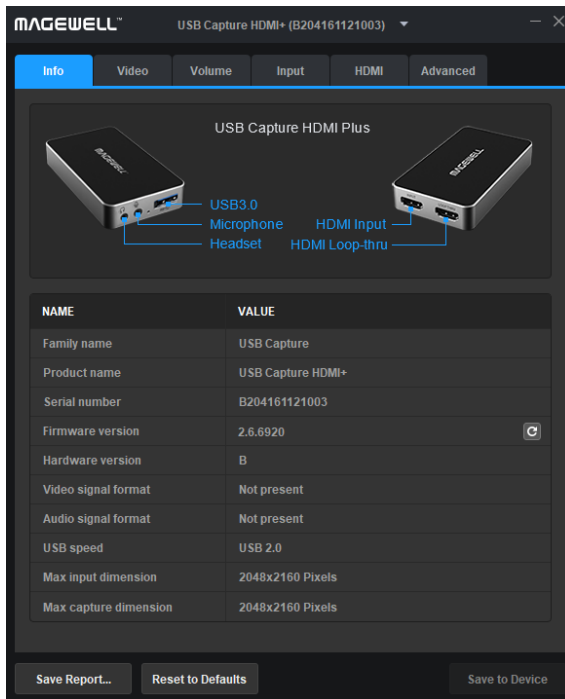
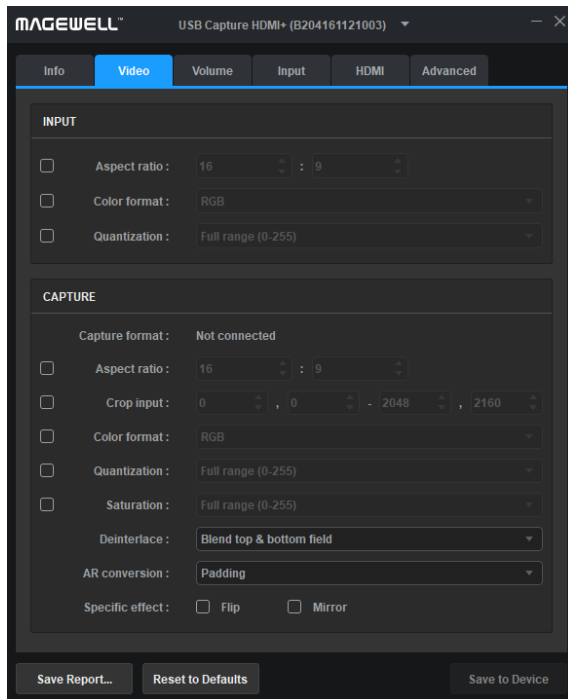
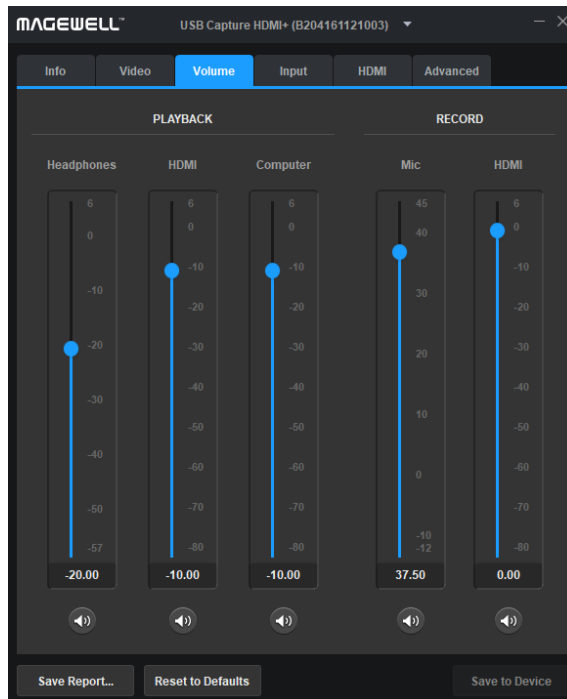
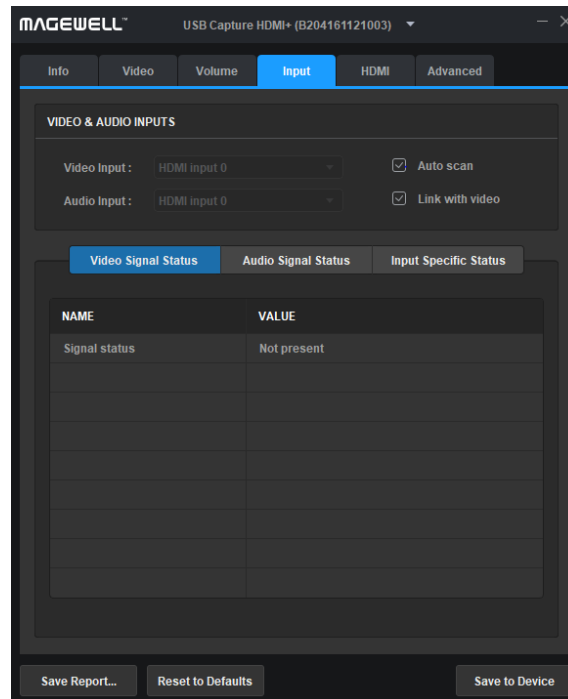
Supported Hardwares

- USB Capture [HDMI](#) Gen 2
- USB Capture [SDI](#) Gen 2
- USB Capture [AIO](#)
- USB Capture [HDMI](#) Plus
- USB Capture [SDI](#) Plus
- USB Capture [DVI](#) Plus
- USB Capture [HDMI 4K](#) Plus
- USB Capture [SDI 4K](#) Plus

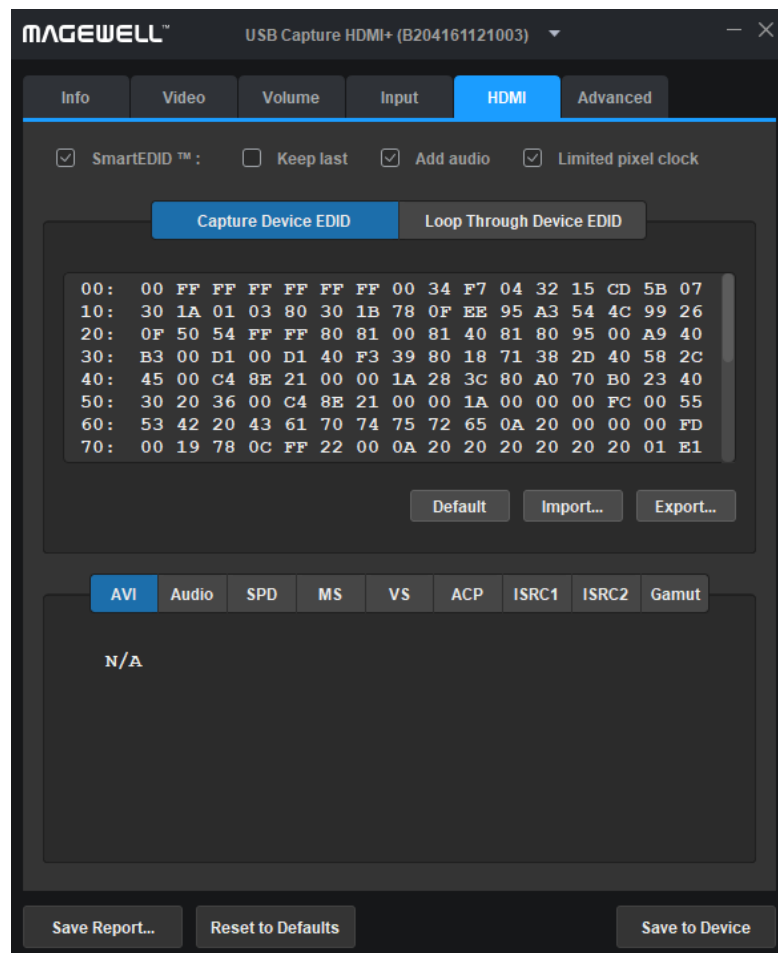
⚠ This V3 software doesn't support the original USB Capture [HDMI](#) or [SDI](#) versions, which require the use of USB Capture Utility V2.

User Interface Introduction

This chapter lists the UI and main functions of Utility V3. USB Capture **HDMI** Plus is taken as an example. For the **Timing** tab, USB Capture **AIO** is taken as an example.

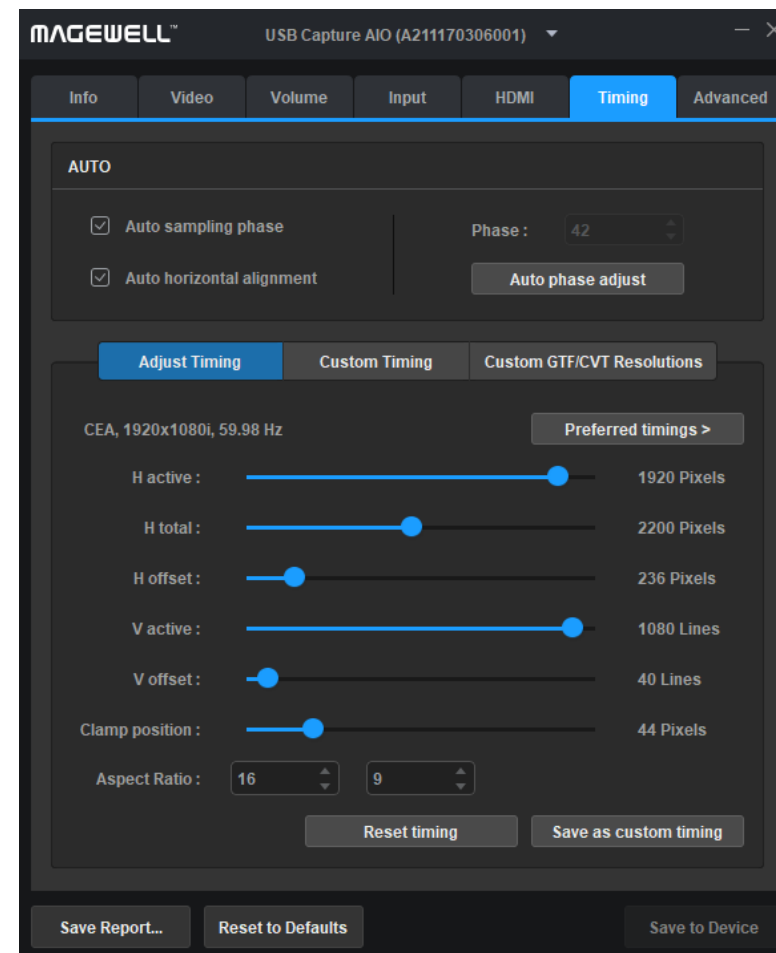
Info	Video	Volume	Input
<div></div> <div><ul style="list-style-type: none">Shows the user interfaces of the device.Shows the product information about the current device.Shows the format of input signal.Shows the max input and capture formats.Checks and updates the firmware.</div>	<div></div> <div><ul style="list-style-type: none">Shows the INPUT and CAPTURE formats, which can be manually set.Sets capture format, such as aspect ratio, color format, quantization, saturation, crop input, etc.Sets de-interlacing mode.Sets mirror and flip functions.</div>	<div></div> <div><ul style="list-style-type: none">Shows the playback and record volumes of audio devices, which can be manually adjusted.</div>	<div></div> <div><ul style="list-style-type: none">Shows the detailed information of the input audio and video signal extracted by the device.If there are multiple inputs, auto select or manually select are possible.</div>

HDMI



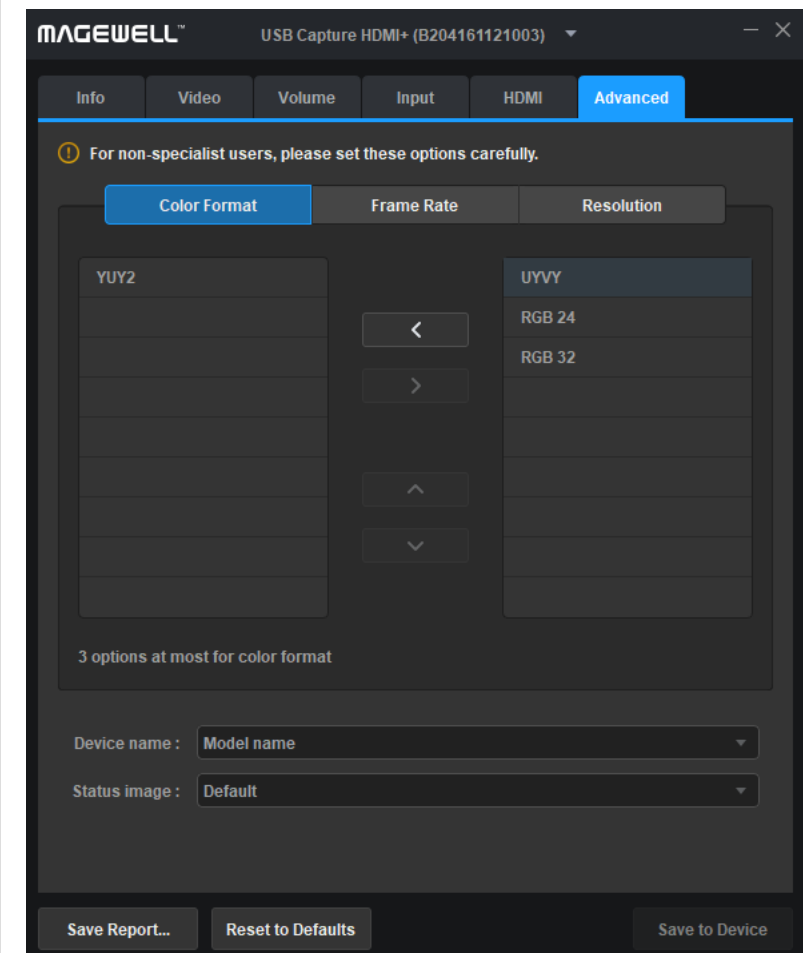
- Shows and sets the SmartEDID function of capture device which has loop-through.
- Shows the [HDMI](#) Info Frame.

Timing



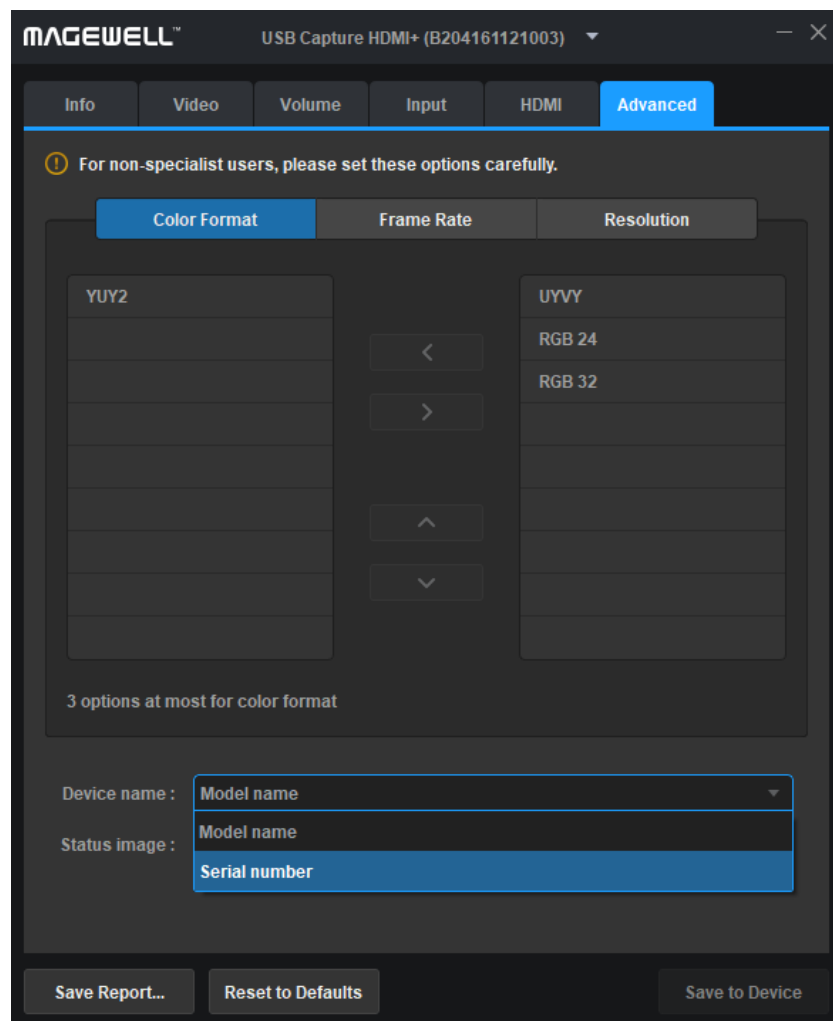
- Shows the timing of signal, which can be manually adjusted.
- Customizes timing.

Advanced



- Shows available choices of color spaces, frame rates and resolutions supported by the current device.
- Customizes color space, frame rate and resolution for capturing non-standard signals.
- Modifies device name to distinguish devices with the same model name.
- Modifies the status image when there is no input or the signal is not supported.

FAQ



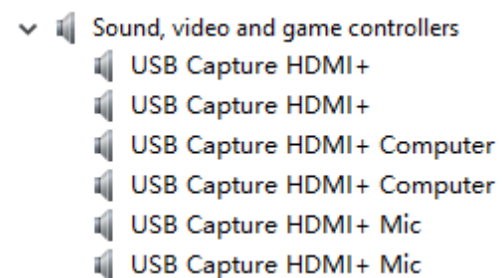
Modify device name

When there are multiple devices with the same model name on one host at the same time, how to distinguish them?

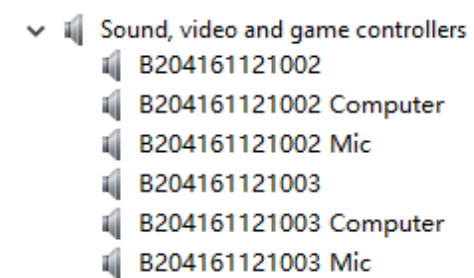
By default, the **Device name** is shown as **Model name**. When there are multiple devices on one host at the same time with the same model name, the devices can be distinguished by their serial numbers.

Procedures

- Step 1.** Set the **Device name** to **Serial number** in the **Advanced** tab.
- Step 2.** Click **Save to Device**.
- Step 3.** Click **OK** in the prompt box.
- Step 4.** In Windows, users need to manually uninstall/remove the device in the Windows Device Manager, then unplug and reconnect the device again (or reboot the computer); on Linux and macOS, this setting will take effect after unplug and reconnect the device.

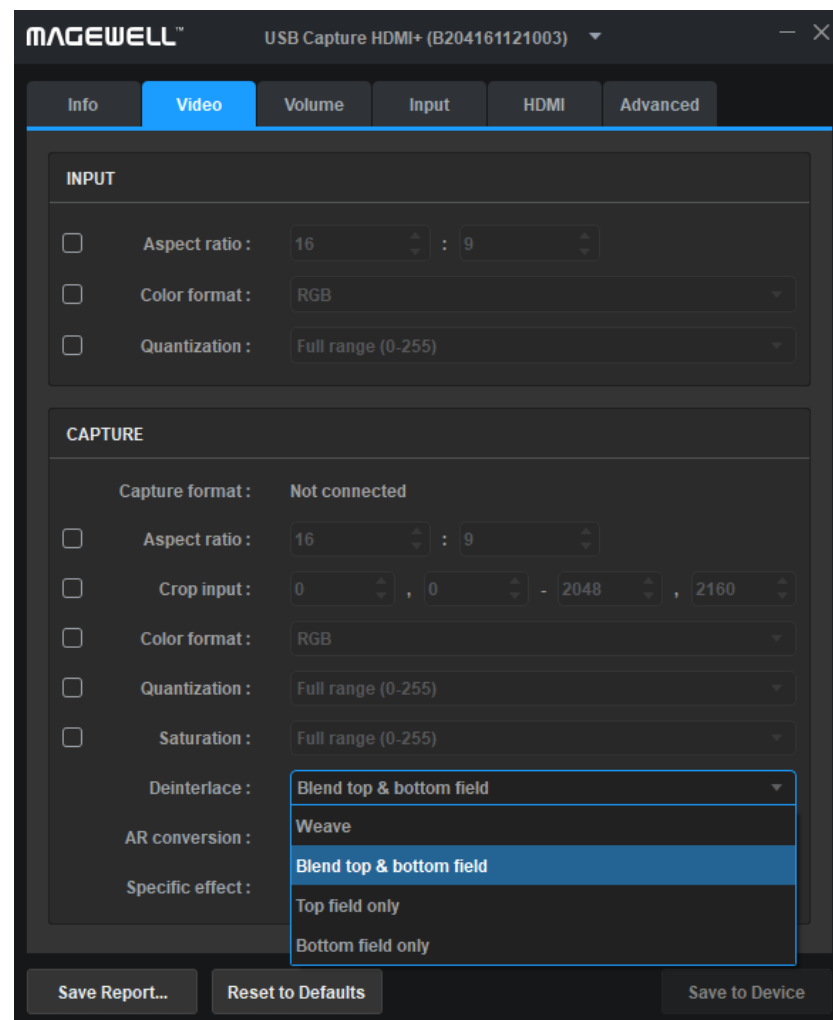


Model name displayed in Windows Device Manager



Serial number displayed in Windows Device Manager

- Step 4.** Close and re-open the third-party application and then the devices will be shown as serial numbers.



Modify Deinterlace mode

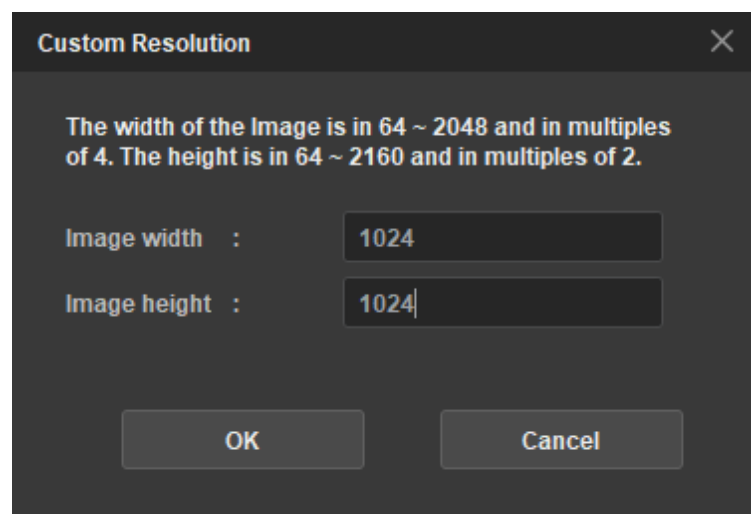
How to modify the de-interlacing mode?

By default, the de-interlace mode is **Blend top & bottom field**, users can manually change it to other modes.

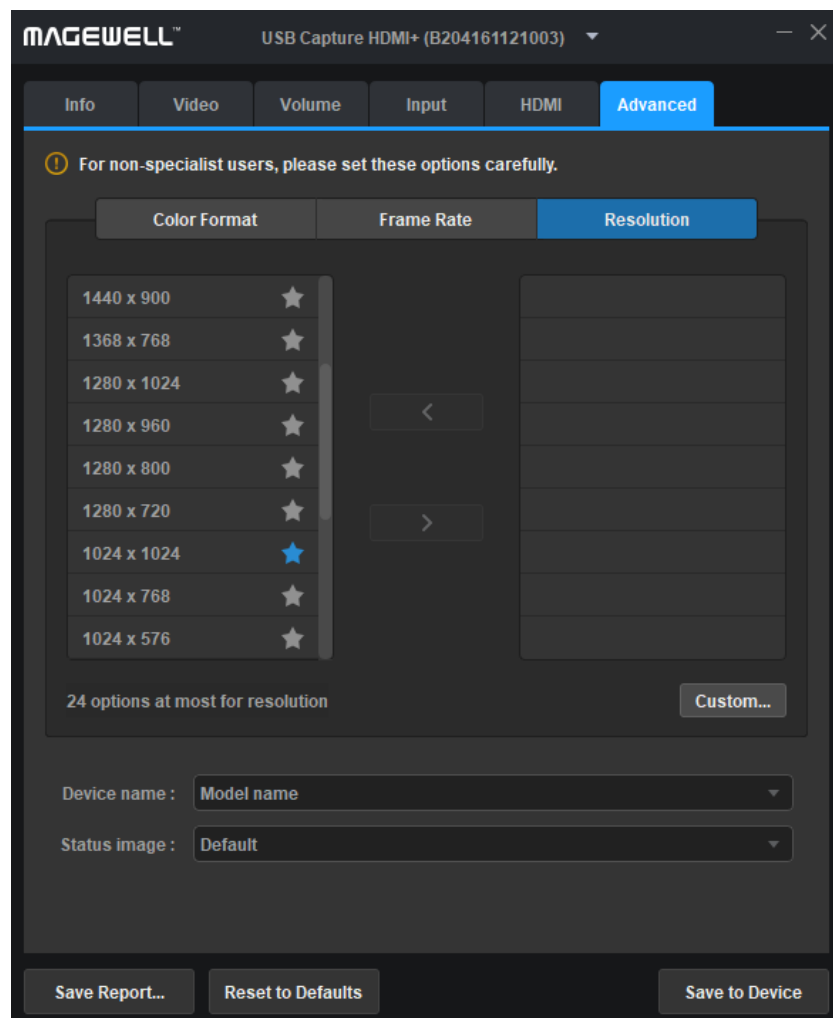
⚠ Deinterlacing is a process of converting interlaced video into a progressive form with the frame number reduced by half after processing. The process is done by FPGA, causing 0 CPU usage. For example, the input signal is a 60 field/s interlace signal, the device delivers a 30 frame/s progressive signal after processing.

Procedures

- Step 1.** Choose a de-interlace mode from the drop-down menu in **CAPTURE > Deinterlace** in the **Video** tab.
- Weave: takes pairs of fields and puts them together (every other line) to one frame. The result is the same as no deinterlacing. This mode is used when users want to capture the original video.
 - Blend top & bottom field: blends the top and bottom field together.
 - Top field only
 - Bottom field only
- Step 2.** Click **Save to Device**.



Customize resolution



Added customize resolution

How to customize the capture resolution list in the third-party application?

Users can add or delete an item in the capture resolution list in the third-party application using the Utility V3. Take 1024x1024 as an example.

Procedures

- Step 1.** Click **Advanced > Resolution > Custom...** Input **1024** in the prompt **Custom Resolution** window.
- Step 2.** Click **OK** in the **Custom Resolution** window.

The existing resolution can not be added.

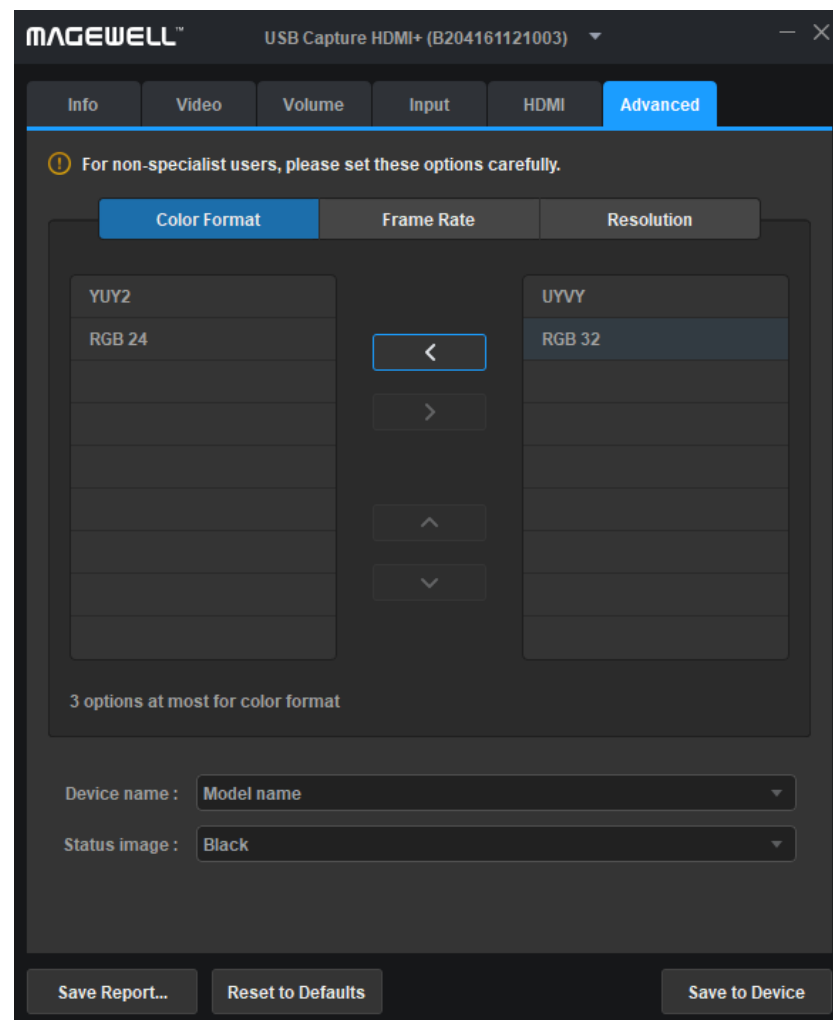
- Step 3.** Choose the added data from the right column, click the left arrow to add it to the left column.

24 Options at most for resolutions in the left column. If it is full, remove the ones that are not frequently used.

- Step 4.** Click to the star near the newly added resolution to set it as the default option shown in the third-party application.
- Step 5.** Click **Save to Device**.

The system prompts to reconnect the device.

- Step 6.** Unplug and reconnect the device.
- Step 7.** Click **Advanced > Resolution** to confirm the new resolution has been added successfully.



Add color space

How to customize the capture color space list in the third-party application?

Users can add or delete an item in the capture color space list in the third-party application using the Utility V3. Take **RGB 24** as an example.

- ⚠ Because of the bandwidth limitation of USB 3.0, the color space of **RGB 32** can only be used to capture 35 ~ 40 FPS signals at **4k** resolutions, but not 60 FPS signals. If users need to capture 60 FPS signals, set it to **RGB 24**.
- The GEN 1 devices support YUY2 and **RGB 24** by default. The GEN 2 devices support YUY2 by default, **RGB 24**, **RGB 32** and UYVY can be added with tool. **4K** devices support YUY2 and NV12 by default, **RGB 24**, **RGB 32**, UYVY, and I420 can be added with the tool.

Procedures

Step 1. Click **Advanced > Color Format**, select the **RGB 24** in the right column, click the left arrow to add the data to the left column.

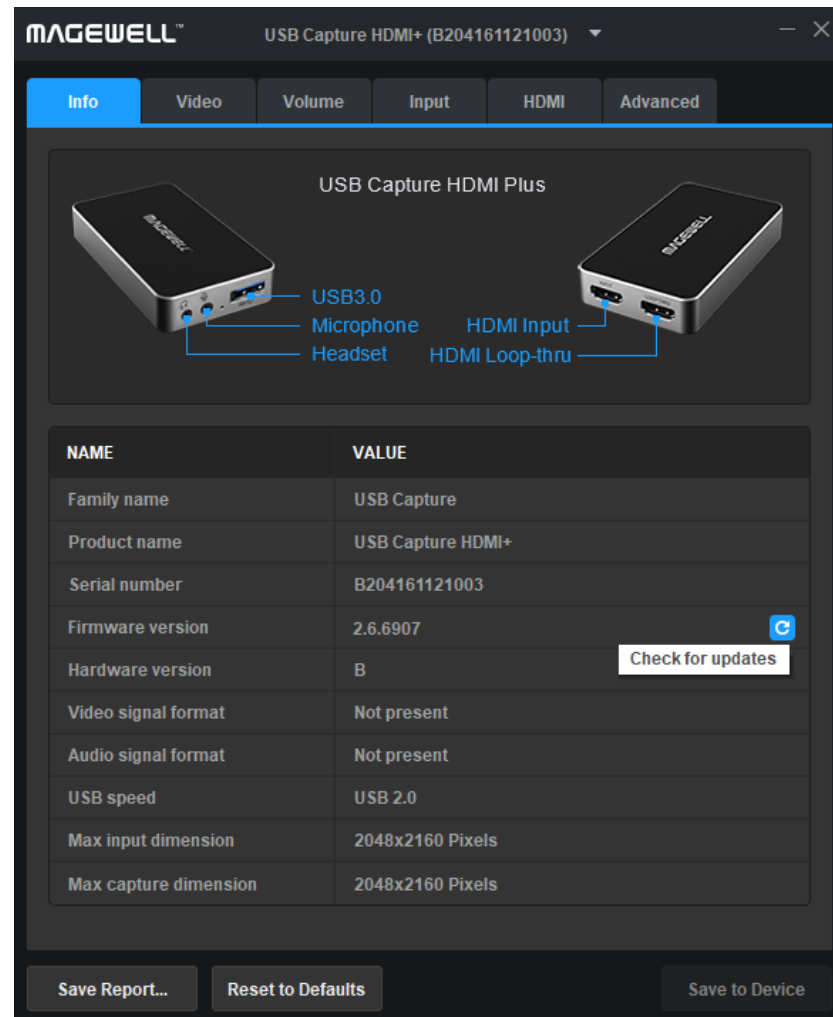
3 options at most in the left column. If it is full, remove the ones that are not frequently used.

Step 2. Click **Save to Device**.

The system prompts to reconnect the device.

Step 3. Unplug and reconnect the device.

Step 4. Click **Advanced > Color Format** to confirm the new color space has been added successfully.



Check for updates

How to update the firmware?

Procedures

Step 1. Check **Firmware version** in the **Info** tab.

If the firmware version is lower than 2.6.6907, firmware updating using Utility V3 is not supported.

Step 2. Click the  button to check for updates.

1. If there is a new version available, proceed to the next step.
2. If detection failed, please retry.
3. If it is the latest version, no action is needed.

In the following cases, the device will automatically detect for a new firmware version.

- Once an hour every 0:00 to 5:00.
- Each time the device is connected.
- Each time the device is switched to in Utility V3.

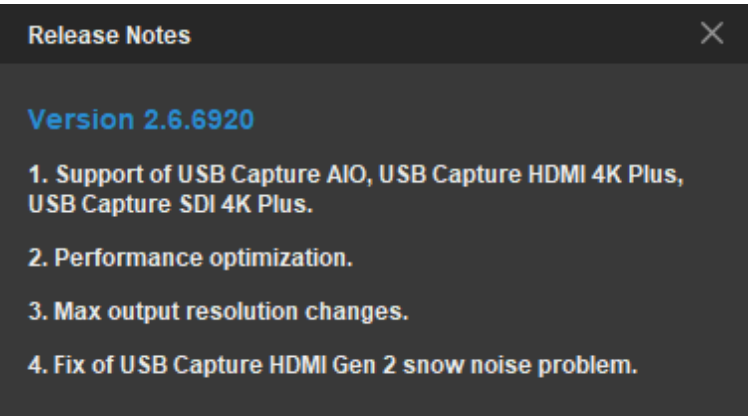
Step 3. (Optional) Click the  button to check **Release Notes**.

Step 4. Click the  button to download the update package.

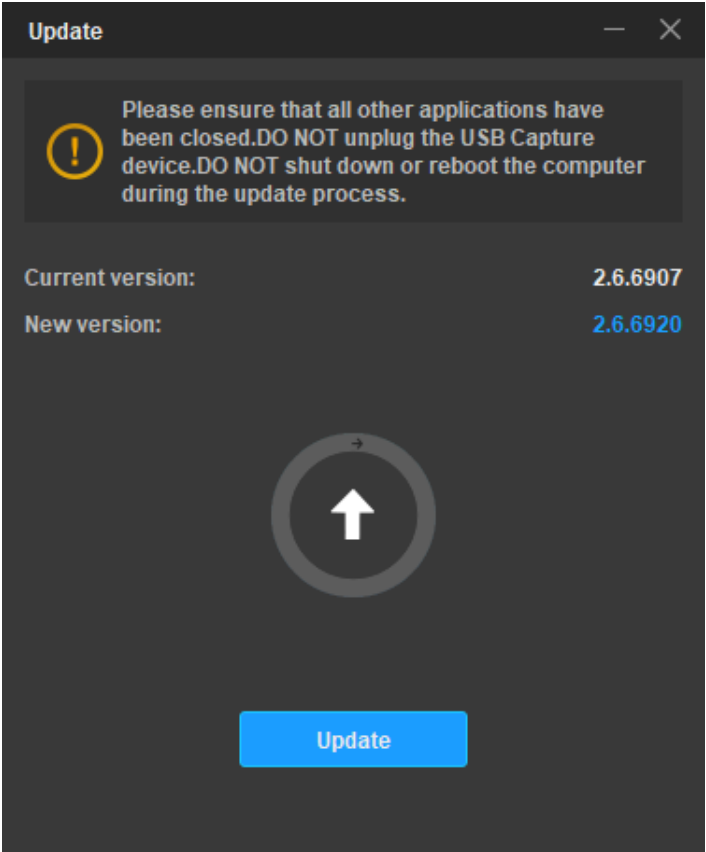
1. If the download succeeds, proceed to the next step.
2. If the download fails, please retry.

Step 5. Click the  button. Click **Update** in the prompted window.

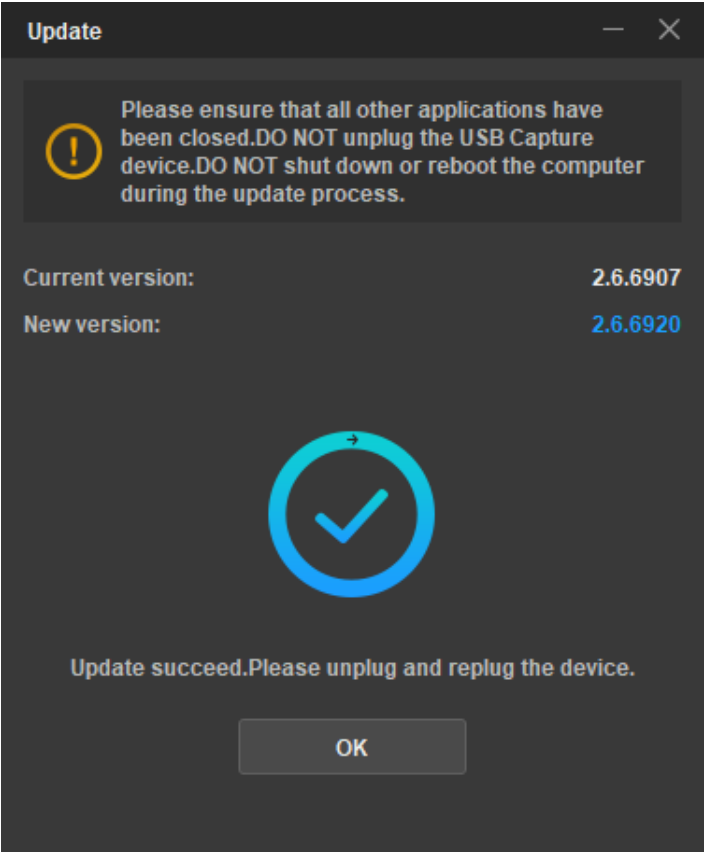
1. If the update succeeds, proceed to the next step.
2. If the update fails, please retry or click **Help**.



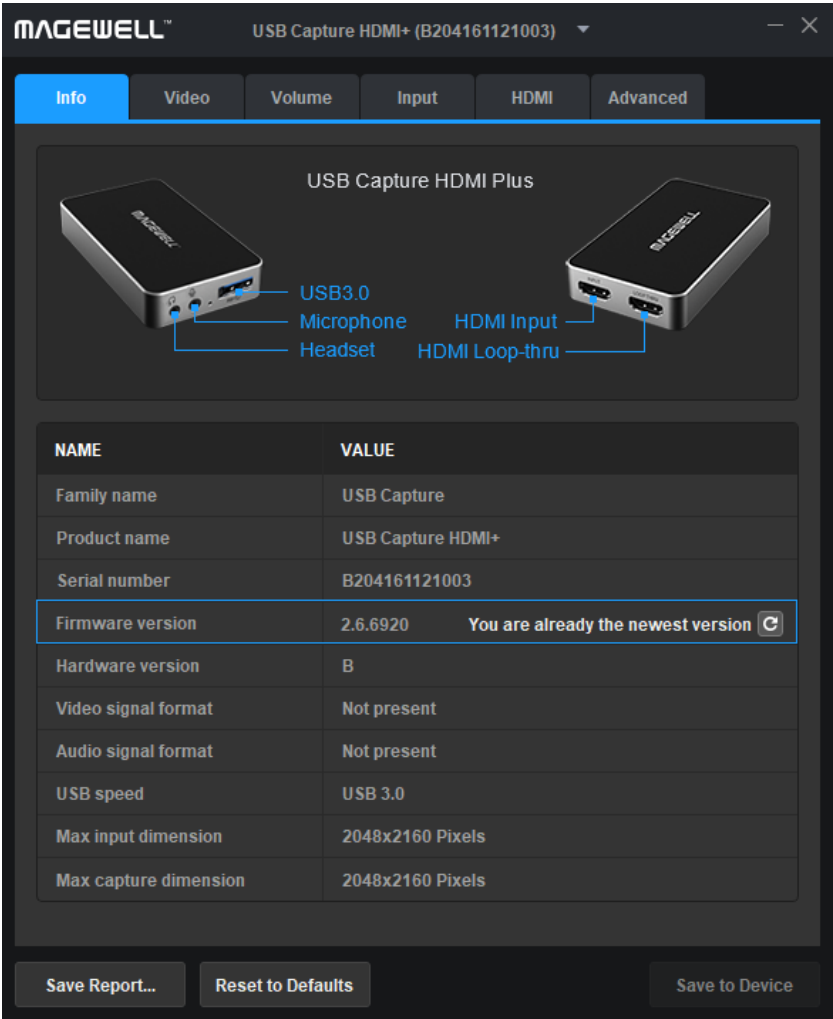
Release Notes



Update



Update succeed



You are already the newest version

- Step 7. Click **OK** in the **Update** window.
- Step 8. Unplug and reconnect the device.
- Step 9. Check **Firmware version** in the **Info** tab to confirm the firmware version is the latest one.



Save report

How to collect and report needed information for technical support?

Step 1. Check Video Signal Status, Audio Signal Status, Input Specific Status in Input tab.

In normal situation, the parameters are the same as that of the input signal. If not, go to the next step.

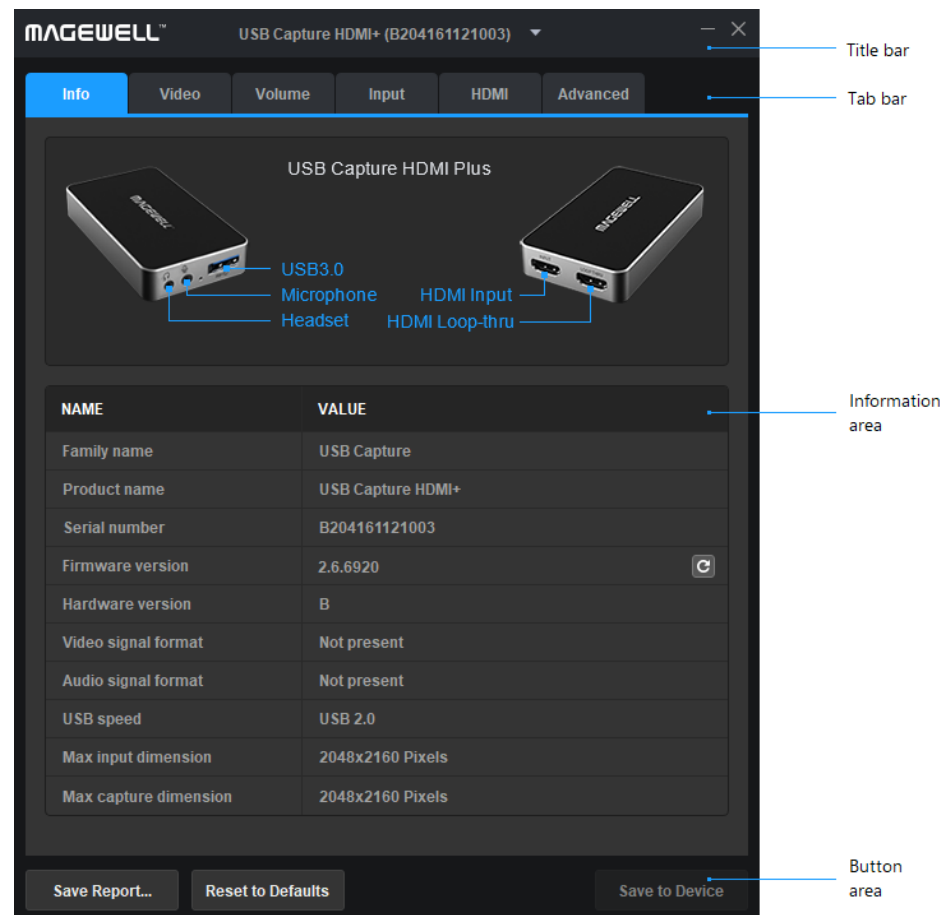
Step 2. Click **Save Report...** in the button area, save the **.htm** file in the subsequently selected location.

The file contains the detailed information about input/capture/output signals.

Step 3. For more help, send the report to our support team at support@magewell.net or to the dealer, to ask for after-sale service.

General Operation

This chapter lists general operations of the Utility V3. The functions may vary with different USB Capture Plus devices. USB Capture [HDMI](#) Plus is taken as an example. For the **Timing** tab, USB Capture [AIO](#) is taken as an example.



Info

Checking Info

After users run the USBCaptureUtility.exe, the **Info** tab will be displayed.

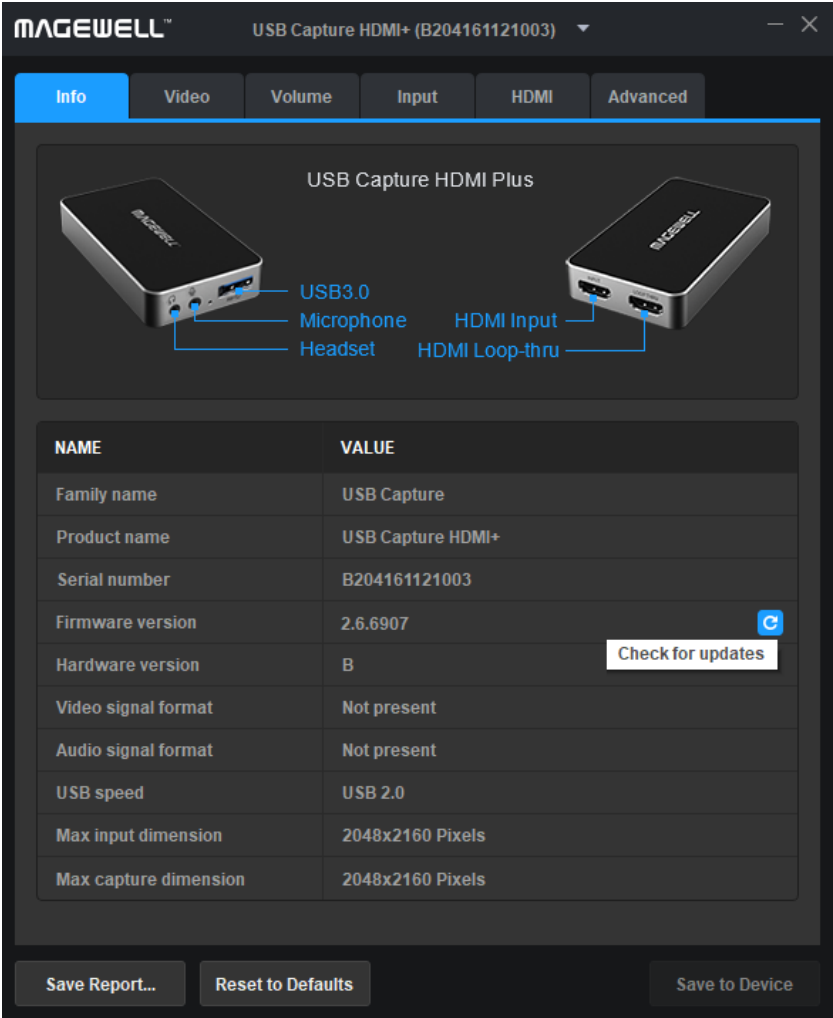
- Shows the signal interfaces of currently selected device.
- Shows the current device information, including **Family name**, **Product name**, **Serial number**, **Firmware version**, **Hardware version**, etc.
- Shows the signal format, including video signal format and audio signal format.
- Shows the current **USB speed**.

⚠ The USB speed depends on the interface of the device and the USB port on the computer motherboard. For example, if the device with USB 3.0 connector is connected to the USB 2.0 port on the computer, the final result displayed in the Utility V3 is USB 2.0. The maximum speed shows the USB version for the current connection.

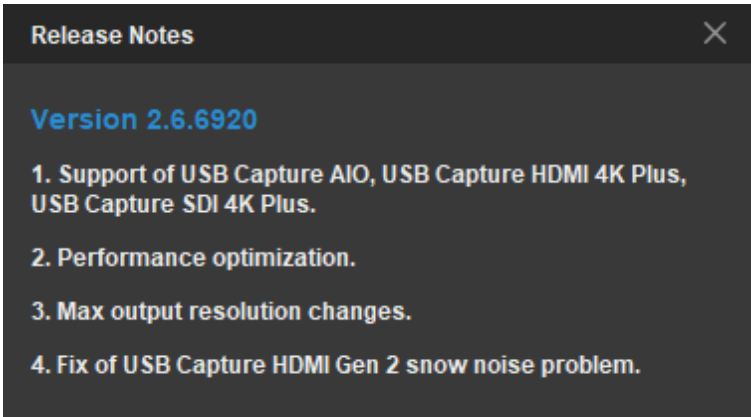
- Shows the max input and capture dimension.

⚠ The maximum input resolution of USB Capture [HDMI](#) Plus is 2048 x 2160, it can accept a [4K](#) 4:2:0 input, but it will be automatically downscaled to 2K for processing.

- Checks and updates the firmware.



Check for updates



Release Notes

Updating the Firmware

When the firmware is successfully updated by USB Capture Utility V3, users need to reconnect the device to make it take effect. The update procedure is the same for different models. Here is an example of how to update the firmware of USB Capture [HDMI Plus](#).


Prerequisites

- Make sure the Internet connection is available and stable.
- Make sure the device is recognized correctly by the USB Capture Utility V3.
- Make sure the firmware version is not lower than 2.6.6907.

Precautions

- Running USBCaptureUpdate.exe is strictly prohibited during update, because the update will fail.
- Unplugging the device is strictly prohibited during update, because it may cause damage to the device.
- It is recommended not to operate device or computer during update, may cause update failed.
- Video capture is not allowed during firmware update of the device.

Procedures

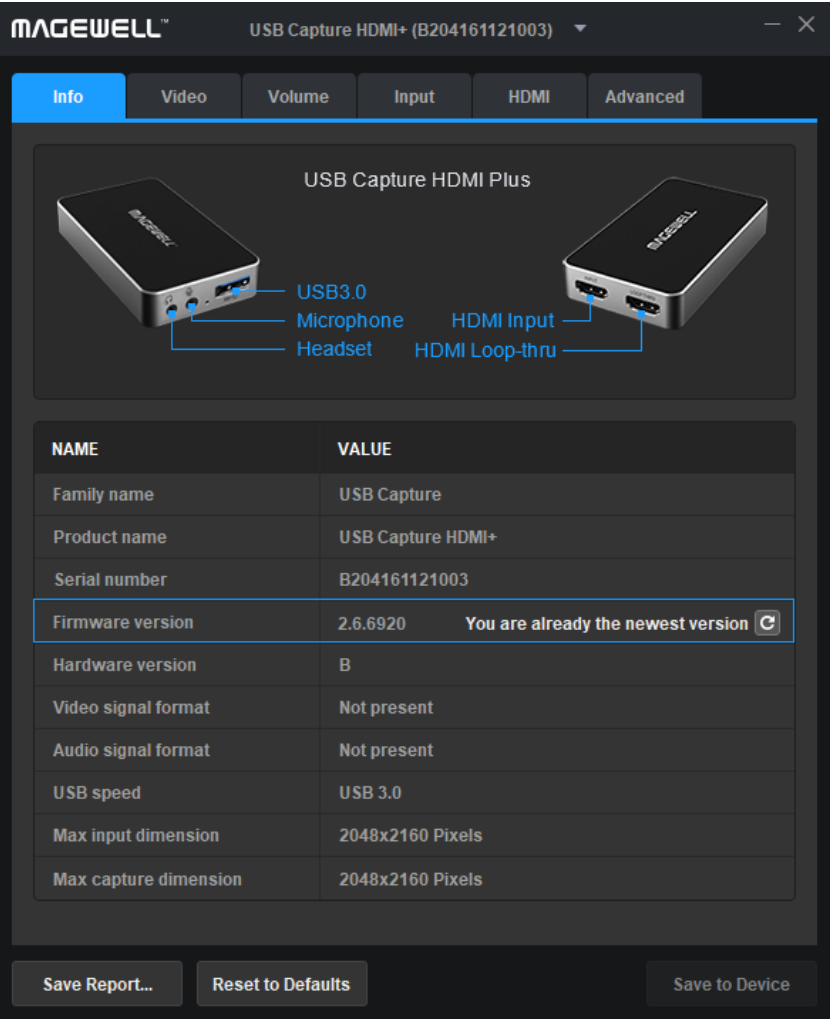
Step 1. Check **Firmware version** in the **Info** tab, click the  button to check for updates.

1. If there is a new version available, go to the next step.
2. If detection failed, please retry.
3. If it is the latest version, no action is needed.



In the following cases, the device will automatically detect whether there is a new firmware version available.

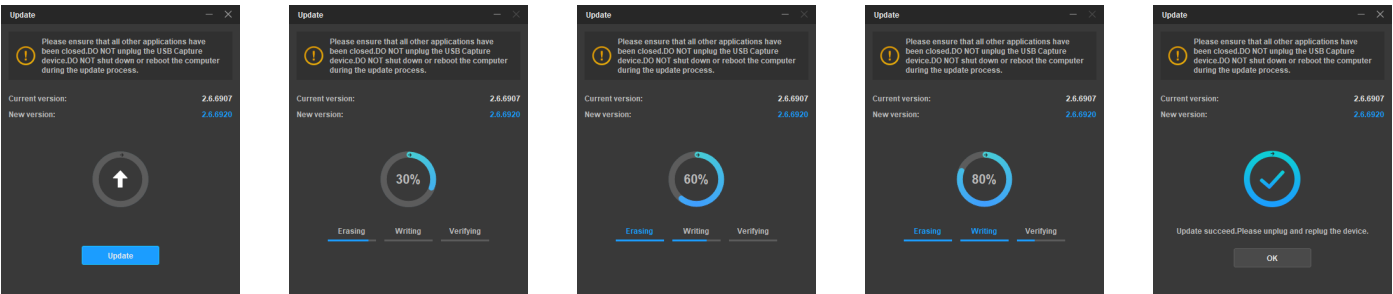
- Once an hour every during 0:00 to 5:00.
- Each time the device is connected.
- Each time the device is switched to in Utility V3.

Step 2. (Optional) Click the  button to check **Release Notes**.




You are already the newest version

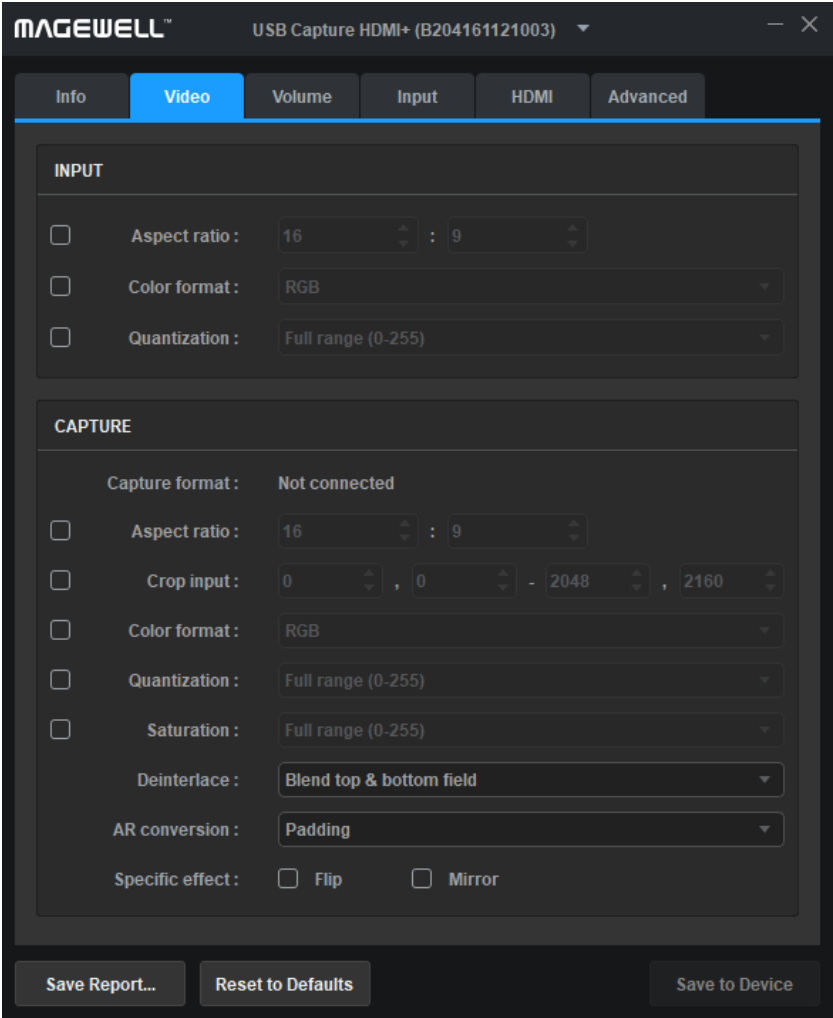
- Step 3. Click the  button to download the update package.
- There is a progress bar showing in the tool and the download process can be manually stopped.
 - If the download succeeds, proceed to the next step.
 - If the download fails, please retry.
- Step 4. Click the  button. Then click **Update** in the prompt box to install the update package.
1. There are three stages during update including **Erasing** > **Writing** > **Verifying**, and the window cannot be closed.
 2. If the update succeeds, go to the next step.
 3. If the update fails, please retry, or click **Help**.



- Step 5. Click **OK** in the **Update** window.
- Step 6. Unplug and reconnect the device.

The update takes effect after unplugging and reconnecting the device. The **Info** tab will remind users to do so all the time.

- Step 7. Check **Firmware version** in the **Info** tab by clicking the  button again, the **You are already the newest version** displayed as the left figure, indicating the update is successful.



Setting Video

Setting Video Format

This chapter describes how to set the input and capture formats. Users need to click **Save to Device** after configuration.

INPUT

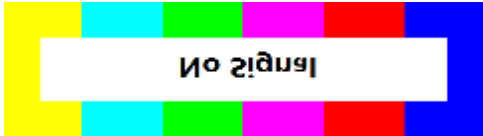

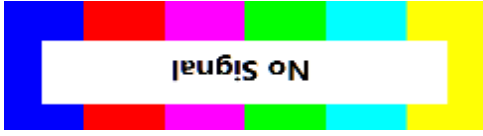
By default, **Input** shows the input information extracted from the signal. If a non-standard signal is incorrectly recognized by the capture device, users can manually adjust the **Aspect ratio**, **Color space** and **Quantization** to correct it.

Item	Description
Aspect ratio	If the box is ticked (The shortcut key is the Space key), users can adjust the aspect ratio by clicking on the arrows (Shortcuts are up and down arrow keys).
Color format	If the box is ticked, other color spaces can be chosen (The shortcut key is the Enter key).
Quantization	If the box is ticked, other quantization values can be chosen.

CAPTURE

Item	Description
Capture format	Shows the current capture resolution, frame rate and color space. If no third-party capture software is accessing the device, it will show Not Connected .
Aspect ratio	If the box is ticked, users can adjust the aspect ratio by clicking on the arrows.

Item	Description
Crop input	<ul style="list-style-type: none">▪ Adjusts the capture area of the input video. Unwanted parts can be cropped out and the remaining part captured.▪ If the box is ticked, users can set the cropped dimensions by clicking on the arrows for each of the four values.▪ The default value is the input dimension. If the set value is beyond the device's capability, it will show the max supported the value of the device.
Color format	Shows the color space for capturing. If the box is ticked, other color spaces can be chosen.
Quantization	<p>When only a limited number of colors can be displayed due to memory or other restrictions, users need to reduce the color of the image. Options include:</p> <ul style="list-style-type: none">▪ Full range (0-255)▪ Limited range (16-235)
Saturation	<p>Shows the 8-bit saturation range options of the input signal. If the box is ticked, the saturation range can be chosen from:</p> <ul style="list-style-type: none">▪ Full range (0-255)▪ Limited range (16-235)▪ Extended gamut (1-254)
Deinterlace	<p>The default value is Blend top & bottom field. The range of values:</p> <ul style="list-style-type: none">▪ Weave: Combines the top field and bottom field into a frame without any other process. Usually used to capture the original data.▪ Blend top & bottom field: Merges two fields together and deinterlaces via FPGA to ensure a CPU-free video processing.▪ Top field only: Copy the top field data in vertical direction as a full frame.▪ Bottom field only: Copy the bottom field data in vertical direction as a full frame. <p>Deinterlacing is a process of converting interlaced video into a non-interlaced form, and half size the frames after processing. For example, the input signal is a 60 field/s interlace signal, the device delivers a 30 FPS progressive signal after processing.</p>

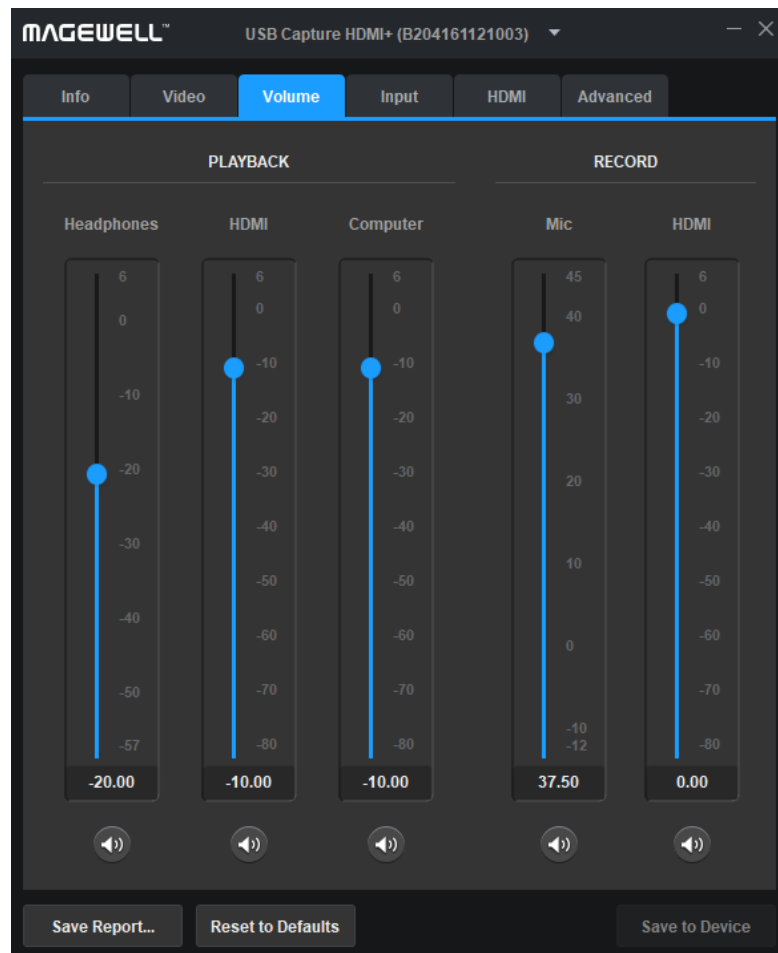
Item	Description
AR conversion	<p>The default value is Padding. Provides three methods of conversion:</p> <ul style="list-style-type: none">▪ Ignore: Ignore the original aspect ratio and stretch to full-screen.▪ Cropping: Expand to full-screen and remove parts of the image when necessary to keep the original aspect ratio.▪ Padding: Fit to screen and add black borders to keep the original aspect ratio.
Specific effect	<p>By default, no specific effect is used. Video effects are offered as follows:</p> <ul style="list-style-type: none">▪ Flip ▪ Mirror ▪ Flip and Mirror 

Setting Volume

The Volume tab shows controls for all the audio devices, which can be manually adjusted with immediate effect. A right or left click of the mouse on either the slider track or the numeric value text will set the level to the nearest indicated value quickly(e.g. 0dB, -10dB, etc).

Volume settings in the Utility V3 are synchronized with the system volume control.

PLAYBACK	RECORD
<p>The Playback section acts as a monitor mixer for the headphone output socket, and comprises three controls, with icons for Headphones, HDMI & Computer. The HDMI & Computer controls can be used to set the relative levels of each of those sources in the mixed output, whilst Headphones (far left) acts as the master volume control. It is not possible to include the Mic input in the monitor mix sent to the Headphone output.</p> <p>Note that setting all controls to maximum risks signal clipping if the sources contain high level signals. It is safer to keep individual channel gains to the values of '0' or lower unless extra gain is specifically required.</p>	<p>There are two volume level controls, for the Mic and HDMI Recording devices. There is no control here for the Computer input, although by default there is 0dB gain (ie. the input will be the same digital level as the audio sent to the Headphones Playback device).</p> <p>Note that there is 6dB of digital gain available, so that volume settings above '0' risk digital clipping of high level audio peaks (i.e. with the volume control set to maximum, audio input signal peaks above -6dBFS will get clipped).</p> <p>The Mic input can also act as a mono line-level input (giving 0dBFS from ~0dBV with the control at '0'), and has ~45dB of gain for handling mic-level signals.</p>



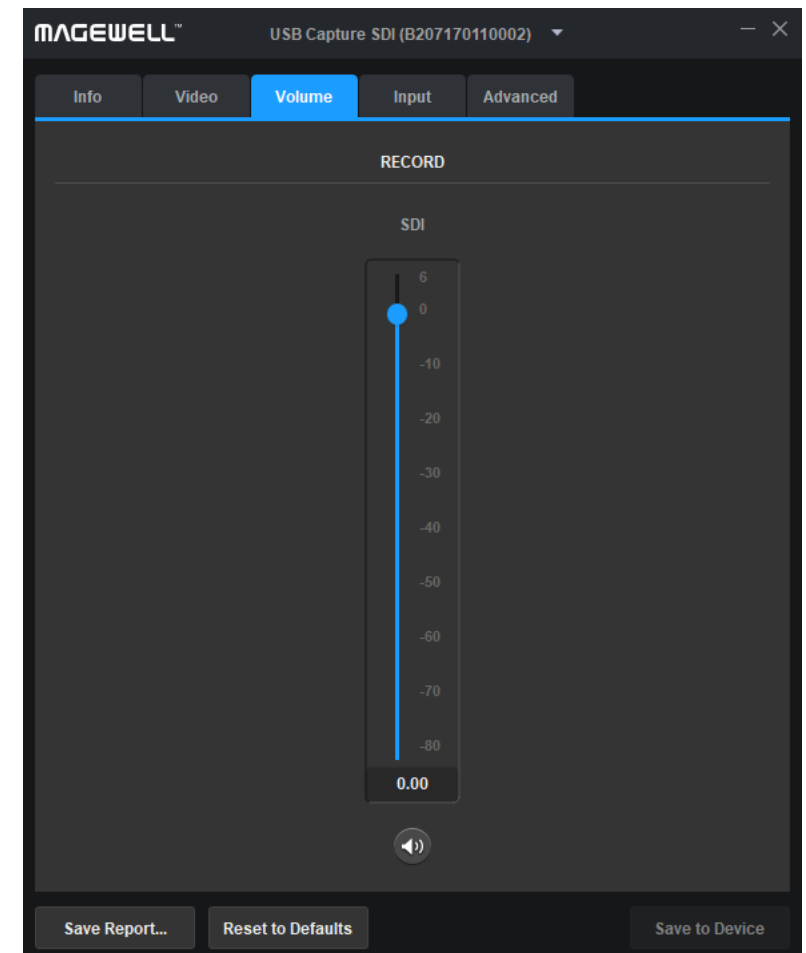
USB Capture [HDMI Plus](#)/USB Capture [HDMI 4K Plus](#):

- Headphones (PLAYBACK): Sets the headphones volume.
- [HDMI](#) (PLAYBACK): Sets the volume of the [HDMI](#) embedded audio.
- Computer (PLAYBACK): Sets the volume of the audio output by the computer.
- Mic (RECORD): Sets the volume of the audio input from the microphone.
- [HDMI](#) (RECORD): Sets the volume of the embedded [HDMI](#) audio, which is recorded by the device.



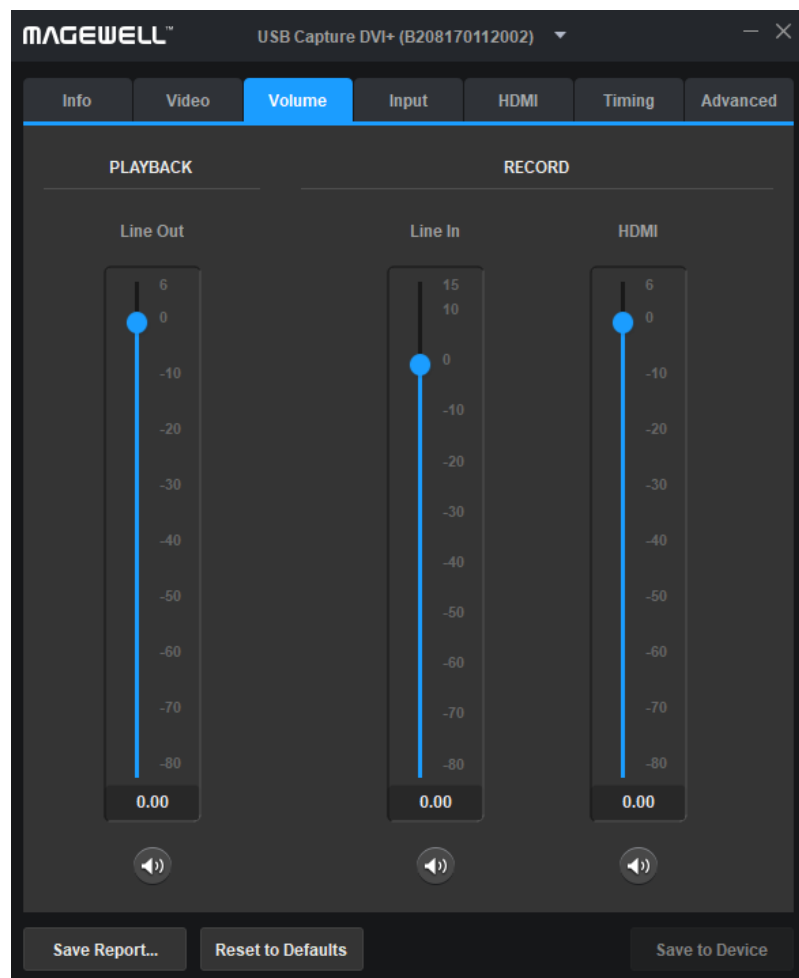
USB Capture [SDI Plus](#)/USB Capture [SDI 4K Plus](#):

- Line Out (PLAYBACK): Sets the line out audio volume which is output by the computer.
- Line In (RECORD): Sets the volume of the audio input from Line In.
- [SDI](#) (RECORD): Sets the volume of the embedded [SDI](#) audio, which is recorded by the device.



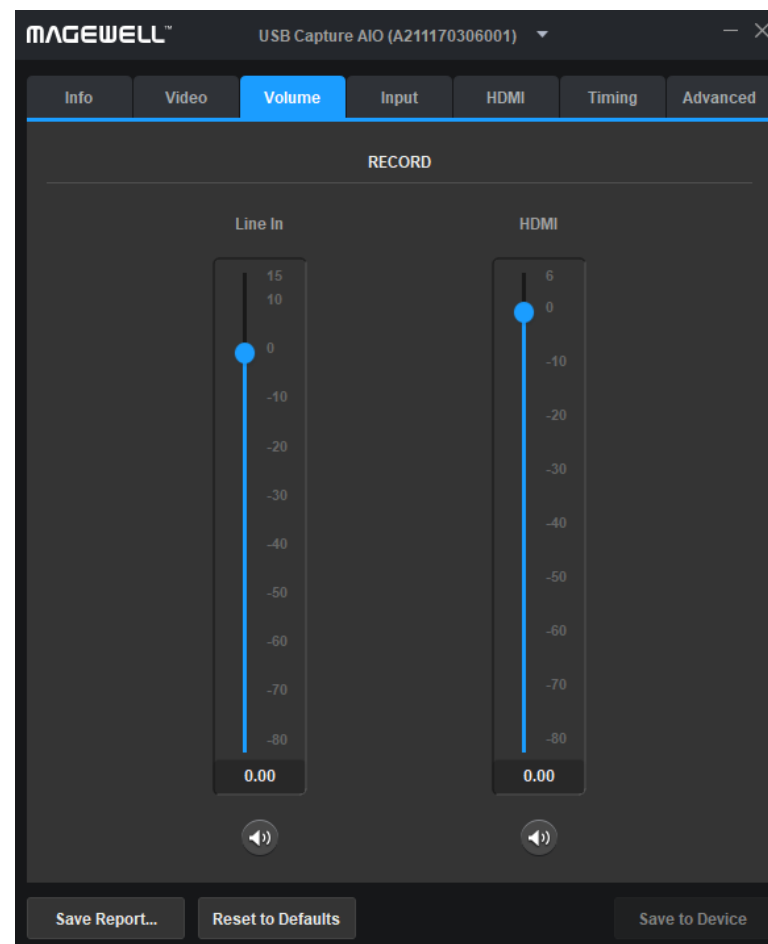
USB Capture [SDI Gen 2](#):

[SDI](#) (RECORD): Sets the volume of the embedded [SDI](#) audio which is recorded by the device.



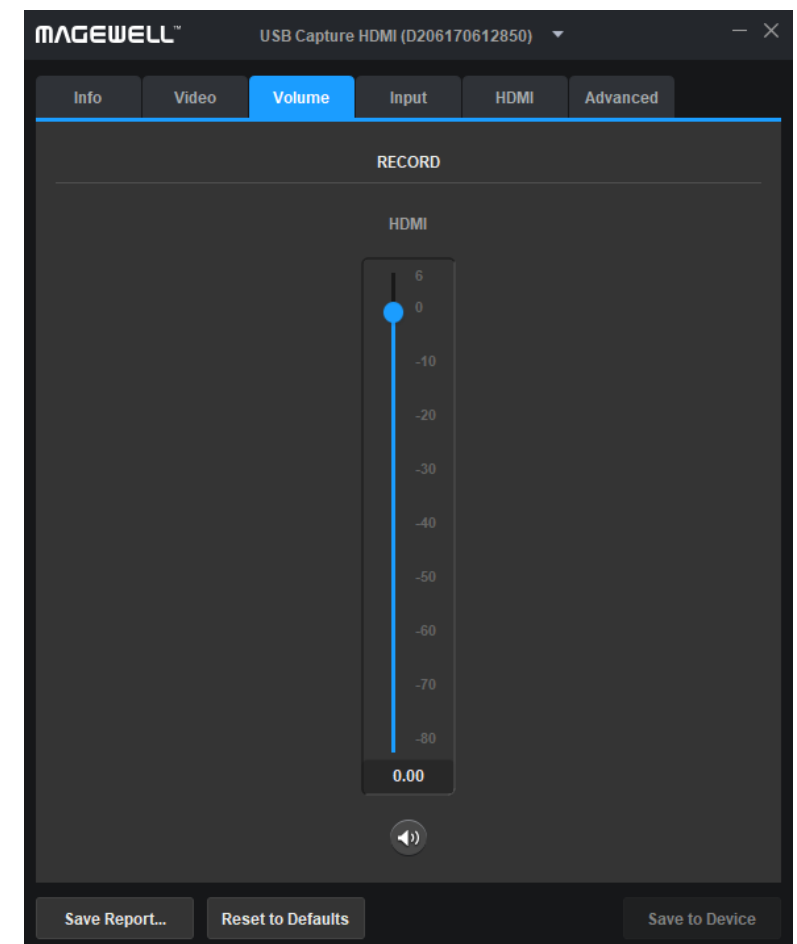
USB Capture [DVI](#) Plus:

- Line Out (PLAYBACK): Sets the line out audio volume, which is output by the computer.
- Line In (RECORD): Be used to control the level of stereo audio connected to the analog Line In. Note that the analog Line In is designed to work with maximum signal levels of ~0dBV (with the control at '0'), and can be overloaded by broadcast level signals which can peak to +20dBu or higher, no matter where the level control is set.
- [HDMI](#) (RECORD): This function is valid when users capture a camera/professional video device with a [HDMI](#) output, connected via an adapter to the [DVI](#) interface. If the video source is connected via [DVI](#) interface, this function is invalid.



USB Capture [AIO](#):

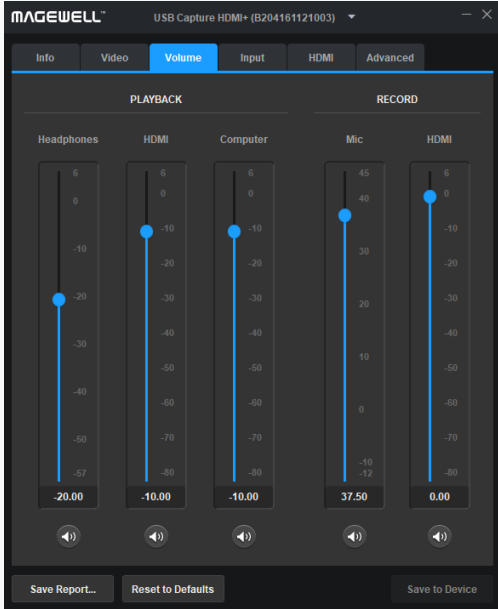
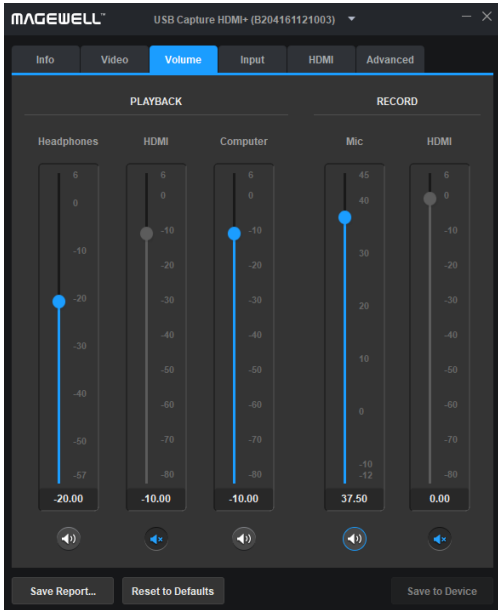
- Line In (RECORD): Sets the line in audio volume.
- [HDMI](#) (RECORD): This function is valid when users capture a camera/professional video device with a [HDMI](#) output, connected via an adapter to the [DVI](#) interface. If the video source is connected via [DVI](#) interface, this function is invalid.

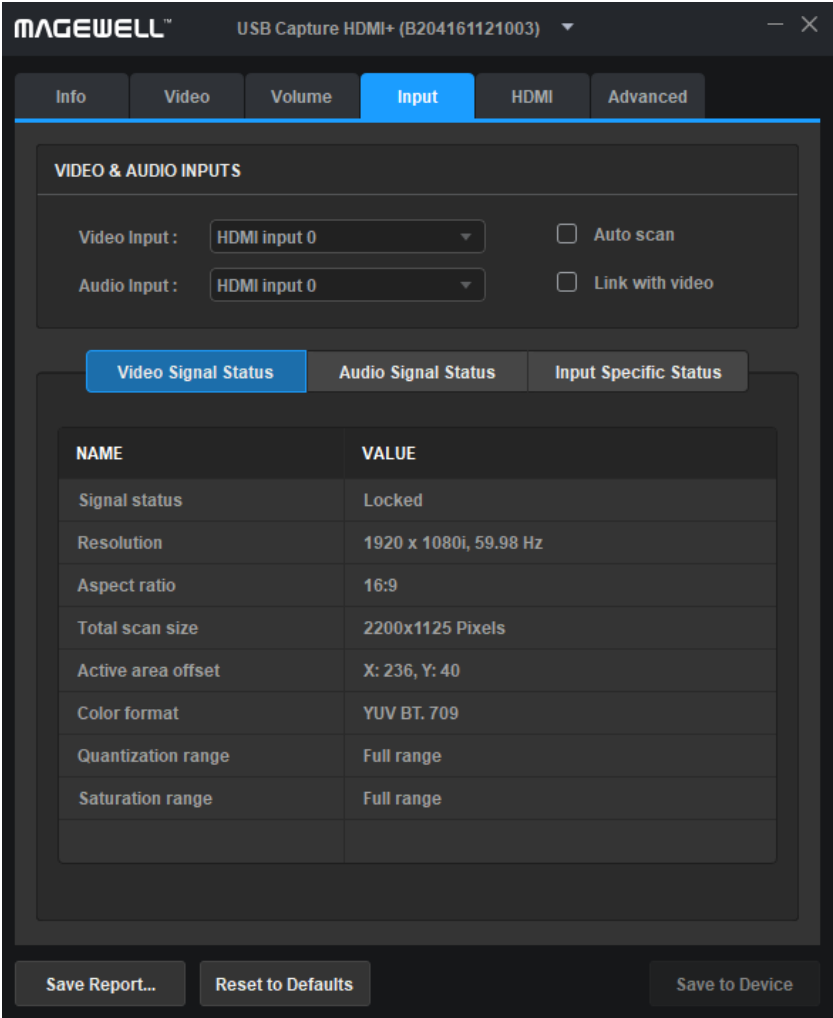


USB Capture [HDMI](#) GEN 2:

[HDMI](#) (RECORD): Sets the volume of the embedded [HDMI](#) audio recorded by the device.

Examples for Using USB Capture HDMI Plus

Interface	Scenario	Procedures
	Capturing a camera/game console/video player	<ol style="list-style-type: none">1. Make sure that the USB Capture Headphones is your system default playback device.2. Setting volume in USB Capture Utility V3 as follows:<ul style="list-style-type: none">■ Headphones (PLAYBACK): Enabled■ HDMI (PLAYBACK): Enabled■ Computer (PLAYBACK): Enabled■ Mic (RECORD): Enabled if users need to record audio from the microphone, muted if a microphone is not needed.■ HDMI (RECORD): Enabled3. In the third-party software, choose USB Capture HDMI+ as the audio input device. If users need to record audio from the microphone, they should use the USB Capture HDMI+ Mic device as well.
	Capturing the desktop of the recording/streaming computer	<ol style="list-style-type: none">1. Make sure Headphones, USB Capture HDMI+ is your system default playback device, or that the application you wish to record is sending its audio output to this device.2. Setting volume in USB Capture Utility V3 as follows:<ul style="list-style-type: none">■ Headphones (PLAYBACK): Enabled■ HDMI (PLAYBACK): Muted■ Computer (PLAYBACK): Enabled■ Mic (RECORD): Enabled if users need to record audio from the microphone, muted if a microphone is not needed■ HDMI (RECORD): Muted3. In the third-party software, choose USB Capture HDMI+ Computer as the audio input device. If users need to record audio from the microphone, they should use the USB Capture HDMI+ Mic device as well.




Setting Input

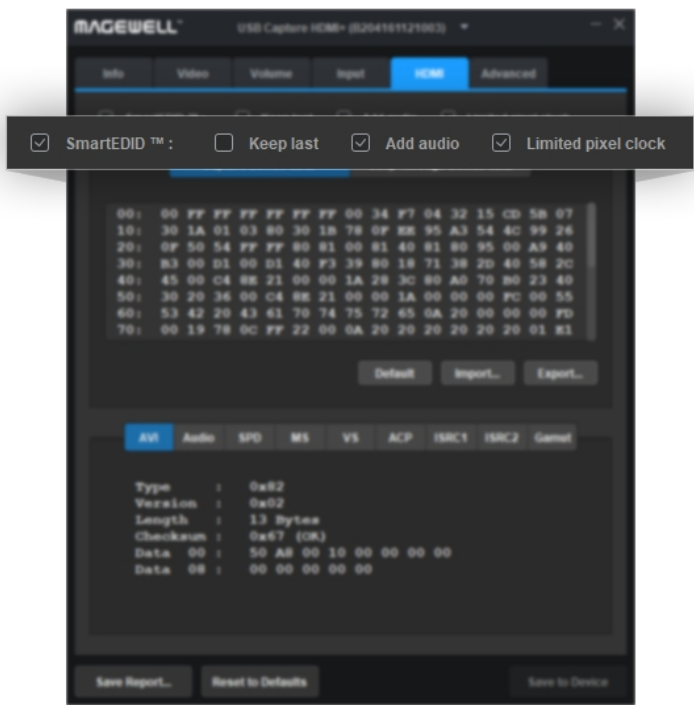
Setting Input

The Input tab shows detailed information about the input video and audio signal. Input signals can be auto scanned or manually selected, and take effect immediately.

VIDEO & AUDIO INPUTS

Item	Description
Auto scan	<div><ul style="list-style-type: none">Automatically scans the input signals by default.If the box is unchecked, users can manually select the input signal.<div><div><div></div></div><div>Users can manually select the Composite (CVBS) and S-Video (YC) if they are connected and supported. The tutorial for capturing composite(CVBS) refers to How to Capture a Composite (CVBS) Video Signal Using USB Capture DVI Plus</div></div></div>
Link with video	<div><ul style="list-style-type: none">Automatically scans for an audio signal embedded in the video signal by default. If the video signal is changed, the audio signal will automatically be changed to try to match the video signal.If the box is unchecked, users can manually select the audio signal.</div>

Item	Description
Video Signal Status	Shows the video input signal information parsed by the device, including: Signal status(Shown as Locked , Unsupported , Not Present .), Resolution, Aspect ratio, Total scan size, Active area offset, Color format, Quantization range, Saturation range, and etc. If parameters changed in Timing tab, the related data would be changed accordingly.
Audio Signal Status	Shows the audio signal status parsed by the device, including audio sampling frequency, bit-depth and sampling format, multi-channel audio, Channel status data, and etc.
Input Specific Status	<div>Shows the input Specific Status.</div> <div><ul style="list-style-type: none">When a HDMI signal is connected, shows Signal Status, Mode, HDCP encrypted, Color depth(The common ones are: 8 Bits, 10 Bits and 12 Bits.), Pixel encoding, VIC, IT content, 3D format, timing and etc.<div><div><div><div><div></div><div>HDCP encrypted</div></div><div>Shows whether the signal source is HDCP encrypted, "Yes" or "No". In accordance with the related laws and regulations, the USB capture device doesn't capture HDCP encrypted signals.</div></div></div></div>When a VGA signal is connected, it shows Signal Status, Sync type, Frame rate, Scanning format, VS width, Total scan lines, timing, and etc.When Composite or YC is connected, it shows the TV standard of the current input signal.When an SDI signal is connected, it shows Signal Status, Type, Scanning format, Color depth, Sampling struct, and etc.</div>



Setting SmartEDID




Setting HDMI

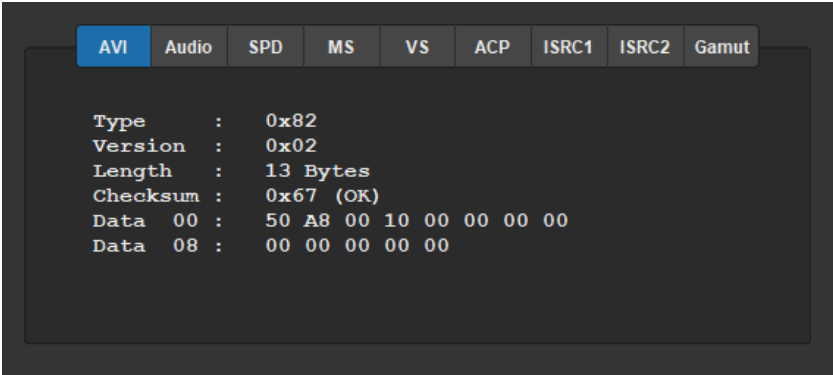
The [HDMI](#) tab shows the SmartEDID and [EDID](#) information. After setting, click **Save to Device** to take effect.

⚠ USB Capture [SDI](#) Gen 2, USB Capture [SDI](#) Plus, USB Capture [SDI 4K](#) Plus do not support [HDMI](#) signal input, the [HDMI](#) tab will not be shown.

SmartEDID

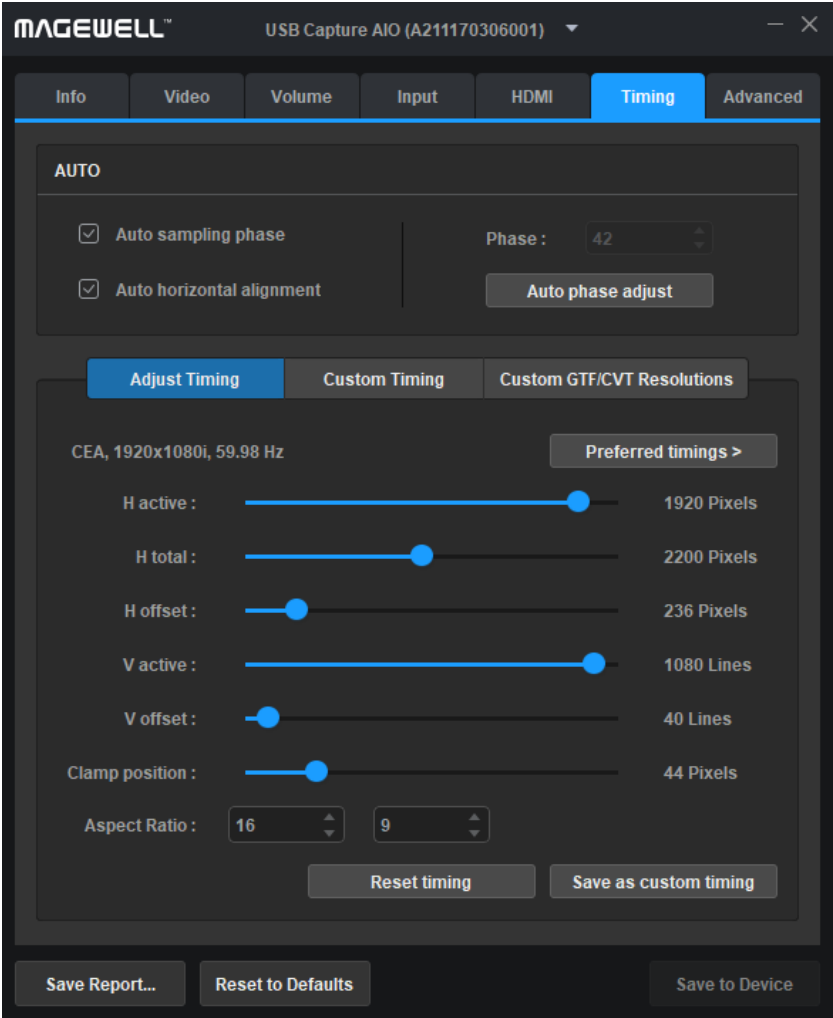
Item	Description
SmartEDID	<ul style="list-style-type: none">SmartEDID is enabled by default. When it is disabled, other related functions can not be set.Depending on the input capability of itself and the format support of the display device connected to the loop-through, the capture device will smartly choose to send the EDID to the video source device, to ensure simultaneous capture and loop-through at the same time. <p>For example, the input source is a PS4 Pro which can output at 4K 4:4:4, beyond the input capability of the capture device, but the monitor/tv connected to the loop-through can support 4K 4:4:4. When SmartEDID is enabled, the capture device will send its EDID to the PS4 Pro so that it outputs at 4K 4:2:0. The loop-through will also be at 4K 4:2:0. When SmartEDID is disabled, the loop-through will be at 4K 4:4:4, and capture nothing.</p> <div>⚠ This function is only available for capture devices with loop-through.</div>
Keep last	<ul style="list-style-type: none">Keeps the last value used.By default, it is disabled. After the box is ticked, if the loop-through connection is interrupted during the video capture, the output is still continuous. After re-connecting a new loopthrough device, refreshing EDID, the output flashes once. <div>⚠ This function is only available for capture devices with loop-through.</div>

Item	Description
Add audio	<ul style="list-style-type: none">Force to add audio.If users connect a monitor to LOOP THRU which doesn't support audio, the device will decide not to output audio. As a result, the capture device cannot get any audio input. If Add Audio is enabled, the capture device will communicate with the video source device, making the source device output audio. <div> This function is only available for capture devices with loop-through.</div>
Limited pixel clock	<ul style="list-style-type: none">If it is enabled, when the pixel of loop-through device beyond capability of the capture device, the capture device will smartly choose to lower the pixel to make it output normally, otherwise it will output a black screen.The USB Capture HDMI 4K Plus is de-active, because it supports to capture videos with the maximum pixel. <div> This function is only available for capture devices with loop-through.</div>
Capture Device EDID	<p>Shows the EDID of the capture device.</p> <ul style="list-style-type: none">Default: Click Default to reset the current EDID to default value.Import: Click and choose the file location to import a local EDID file.Export: Click and choose the file location to export the current EDID as a .bin file.
Loop Through Device EDID	<p>Shows the EDID of the loop-through device.</p> <ul style="list-style-type: none">Export: Click and choose the file location to export the current EDID as a .bin file. <div> This function is only available for capture devices with loop-through.</div>



Signal format data

Item	Description
AVI	Shows the video stream type, version, check digits and check results.
Audio	Shows the audio stream type, version, check digits and check results.
SPD\MS\VS\ACP ISRC1\ISRC2\Gamut	Shows the HDMI Info Frame.



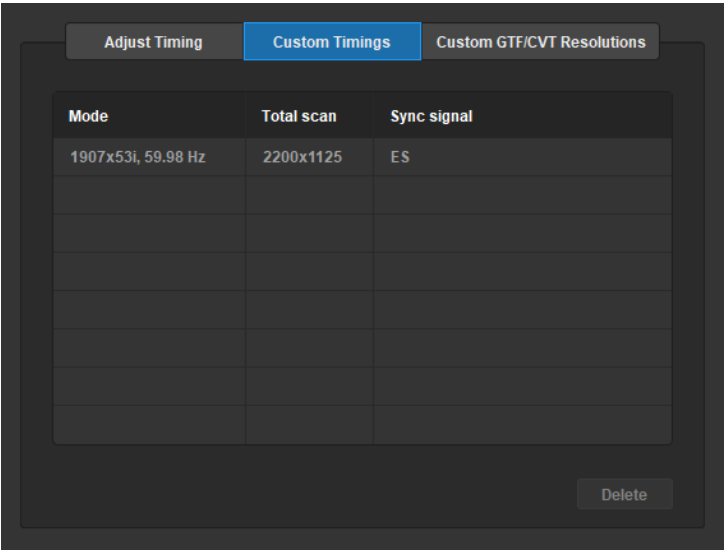
Setting Timing

Setting Timing

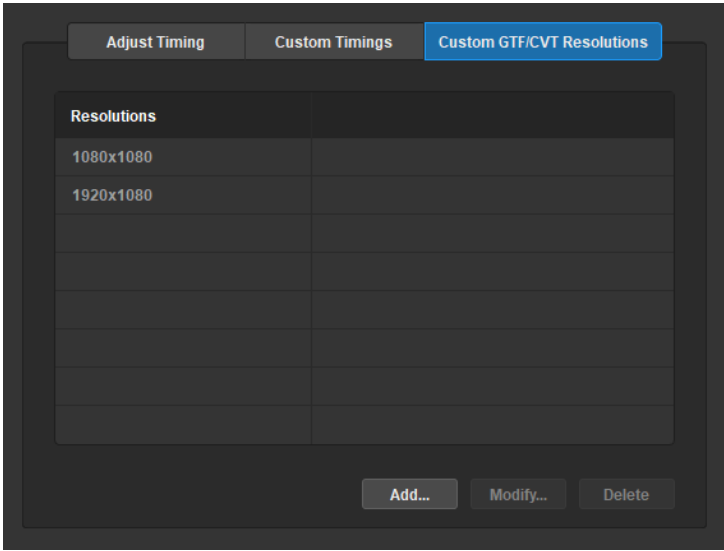
If the capture device has the capability to capture **YUV** component or **VGA**, the timing tab will be shown. When the input signal is **VGA**, the timing settings can be modified. After setting, click **Save to Device** to save configuration. Here USB Capture **AIO** is taken as an example.

AUTO Description

Item	Description
Auto sampling phase	It is recommended to enable Auto sampling phase to make slight adjustments to the video to achieve optimum clarity.
Auto horizontal alignment	The card automatically makes adjustments to try to attain the correct horizontal position of the video so that the image is clear.
Phase	<ul style="list-style-type: none">Manual and automatic adjustments are possible. The range is 0 ~ 63.Click Auto phase adjust to adjust the phase automatically.



Custom Timings



Custom **GTF/CVT** Resolutions

Timing Parameters

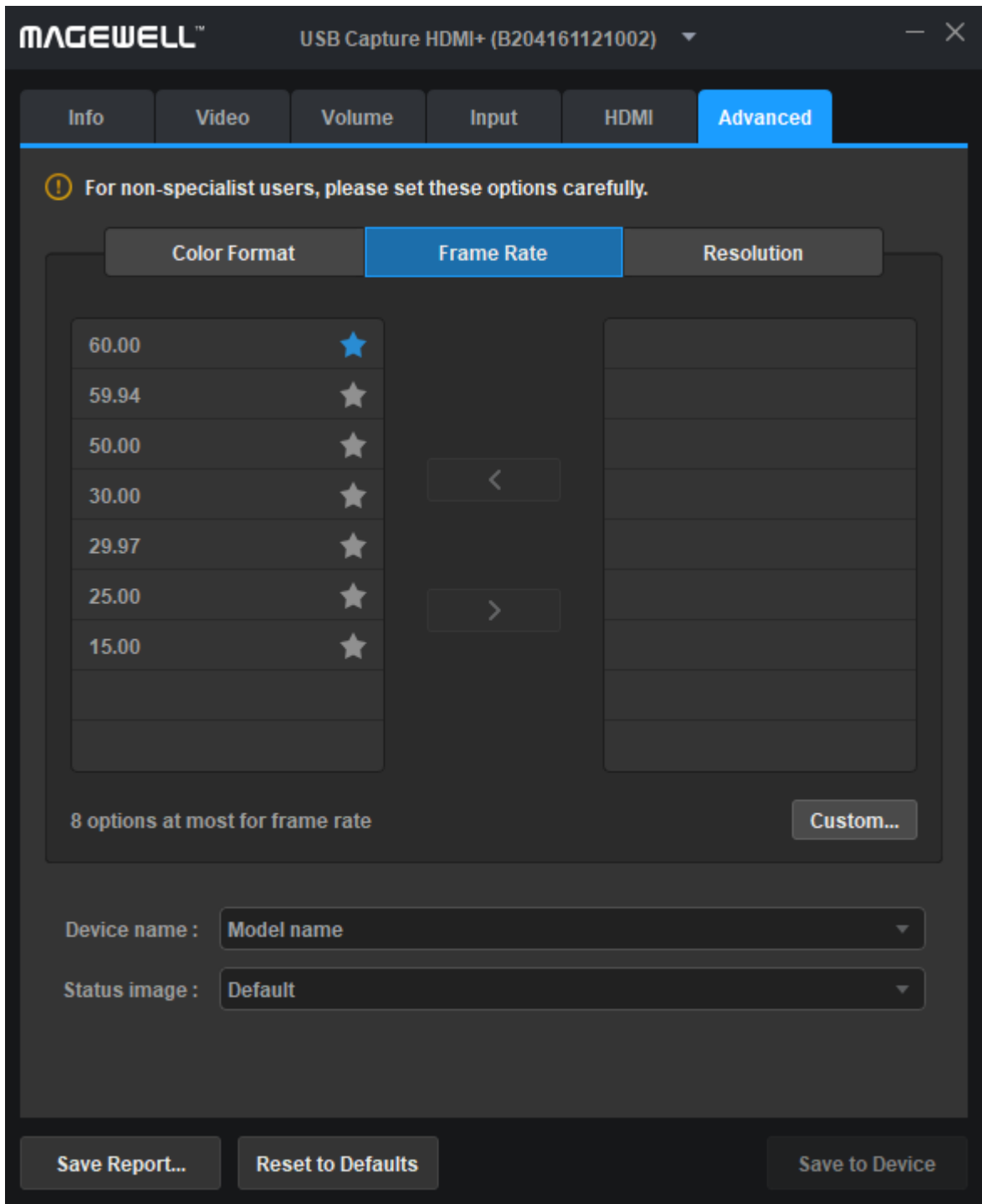
Item	Description
Adjust Timing	<p>When the signal is being captured, the device will automatically recommend one or more timings as shown in the Preferred timings list. The first one in the list will be shown above the timing adjustment section by default. If none of the recommended timing matches, users can drag the slider bars below to manually adjust. This method is not recommended if adjusting by adding a GTF/CVT resolution is possible.</p> <p>When the following data are modified, the corresponding data in the Info and Input tab would change synchronously.</p> <ul style="list-style-type: none">▪ H active: the number of Horizontal timing active pixels▪ H total: the total number of Horizontal timing pixels▪ H offset: Horizontal offset▪ V active: the number of Vertical timing active pixels▪ V offset: Vertical offset▪ Clamp position▪ Aspect Ratio: If Video > INPUT > Aspect ratio is ticked, it would keep the customize data. Otherwise, it would change as it is set here.▪ Customize timing: Click Save as custom timing to save the correct timing setting in the Custom Timings list. When the same video signal is connected again, the card will automatically show the video according to the previously saved setting.▪ Reset timing: Click Reset timing to set the custom timing as the current timing. If no custom timing is available, the first one in the recommended list will be set as the current timing.
Custom Timings	<ul style="list-style-type: none">▪ Shows the custom timing list. When the same video signal is connected again, the card will automatically show the video according to the previously saved setting.▪ Delete: If the users want to delete the past setting(s), they can choose the setting in Custom timings and click Delete.
Custom GTF/CVT Resolutions	<p>If adjustments made in the Timing Adjustment tab cannot achieve satisfactory results, users can manually add the resolution that meets GTF or CVT standards.</p> <ul style="list-style-type: none">▪ Add: If the recommended timings don't match the input and the input signal is in the standard GTF or CVT format, users can click Add... to input the resolution. USB Capture Utility V3 automatically generates new timing based on added resolution, which is simpler, faster, and more recommended than dragging a slider.▪ Modify: Choose a resolution in the list and click the Modify... button.▪ Delete: Choose a resolution in the list and click the Delete button.

Advanced Settings

This tab is used to advanced settings of capture format. For non-specialist users, please set these options carefully. The settings will take effect after **Save to Device** is clicked and the device is unplugged and reconnected.

Interface	Description
<div><div><div>MAGEWELL™USB Capture HDMI+ (B204161121003)</div><div><div>Info</div><div>Video</div><div>Volume</div><div>Input</div><div>HDMI</div><div>Advanced</div></div></div><div><div><div>ⓘ For non-specialist users, please set these options carefully.</div><div><div>Color Format</div><div>Frame Rate</div><div>Resolution</div></div><div><div><div>YUY2</div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div><div><</div><div>></div><div>^</div><div>v</div></div><div><div>UYVY</div><div>RGB 24</div><div>RGB 32</div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div></div><div>3 options at most for color format</div><div><div>Device name :<div>Model name</div></div><div>Status image :<div>Default</div></div></div><div><div>Save Report...</div><div>Reset to Defaults</div><div>Save to Device</div></div></div></div></div>	<div>Color Format:</div> <ul style="list-style-type: none">The left hand column shows the list of available choices, and must contain at least one format. The column on the right shows other formats that can be added to the list.the range of values is YUY2(default), RGB 24, RGB 32, UYVY for the GEN 2 devices. <div><div>⚠</div><div>Due to USB 3.0 bandwidth limitations, the RGB 32 support to capture 35 to 40 FPS signals with 4k devices, not to capture signals with 60 FPS, which require RGB 24. The defaults are YUY2 and RGB 24 for the GEN 1 devices; the range of values is YUY2(default), RGB 24, RGB 32, UYVY for the GEN 2 devices; the range of values is YUY2(default), NV12(default), RGB 24, RGB 32, UYVY, I420 for the 4K devices.</div></div>

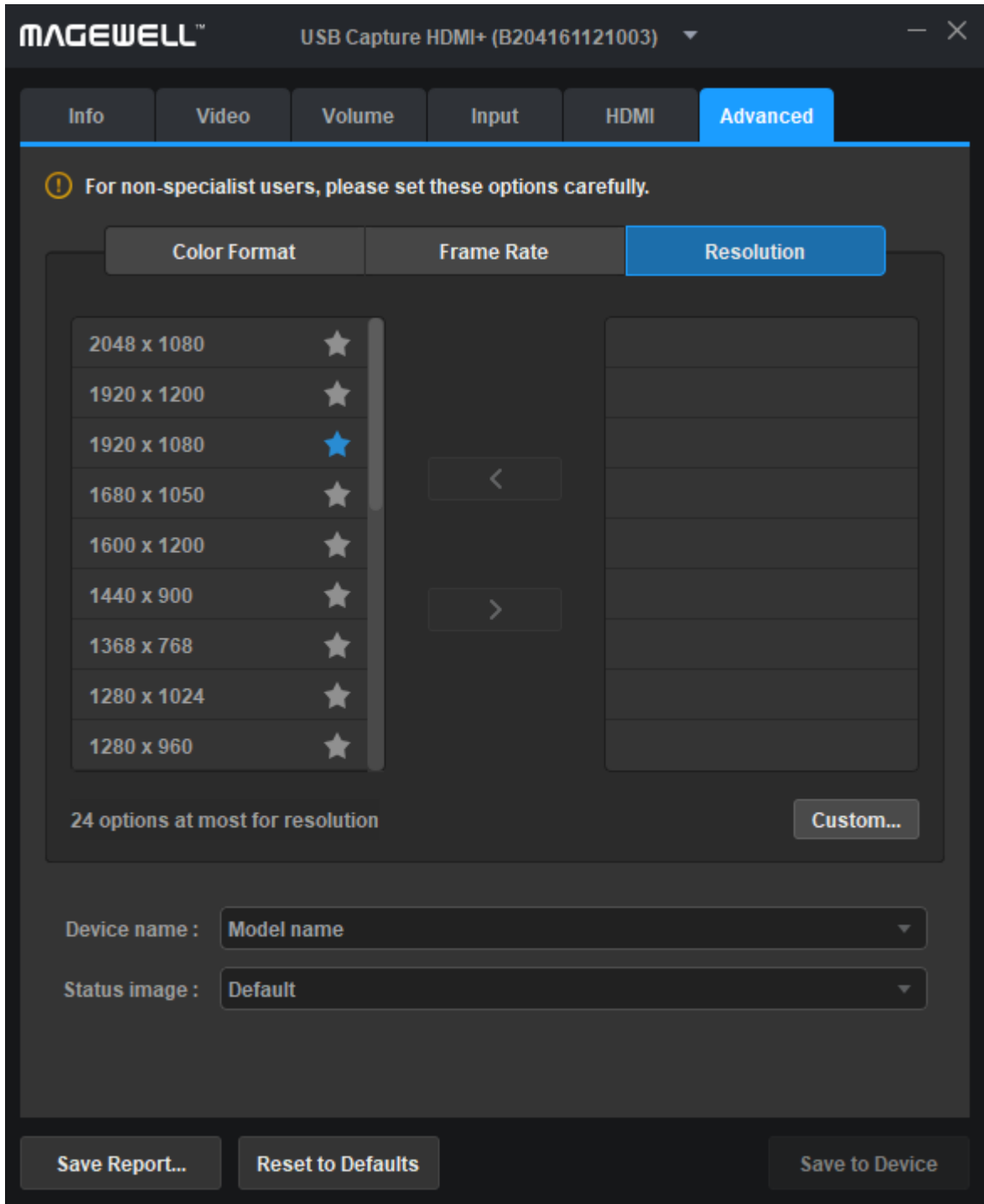
Interface



Description

- Frame Rate:
- The list shows some of available choices supported by the device, The one with the blue star is the default.
 - The column on the left shows the list the available choices (max: 8). The column on the right shows other frame rates that can be added to the list.
 - Available choices are 60.00 (default), 59.94, 50.00, 30.00, 29.97, 25.00, 15.00.
 - Click **Custom...** to input a new frame rate from 5 FPS to 120 FPS, accurate to 2 decimal places.
 - Click the red icon near the custom frame rate to delete it. If it is not a custom frame rate, it cannot be deleted.

Interface



Description

Resolution:

- The list shows some of available choices supported by the device, The one with the blue star is the default. The left ones are in the list to choose from (max: 24). The one(s) on the right means other resolution(s) that can be added to the list.
- Available choices are 640 x 360, 640 x 480, 720 x 480, 720 x 576, 768 x 576, 800 x 600, 856 x 480, 960 x 540, 1024 x 576, 1024 x 768, 1280 x 720, 1280 x 800, 1280 x 960, 1280 x 1024, 1368 x 768, 1440 x 900, 1600 x 1200(unsupported by USB Capture SDI Gen2 or USB Capture SDI Plus), 1680 x 1050, 1920 x 1080 (default), 1920 x 1200(unsupported by USB Capture SDI Gen2 or USB Capture SDI Plus), 2048 x 1080. 4K devices also support 2560 x 1440, 3840 x 2160, 4096 x 2160.
- Click **Custom...** to input a resolution, values for **Image width** must be multiples of 4, The **Image height** must be a multiple of 2.
- Click the red icon near the custom resolution to delete it. If it is not a custom resolution, users cannot delete it.

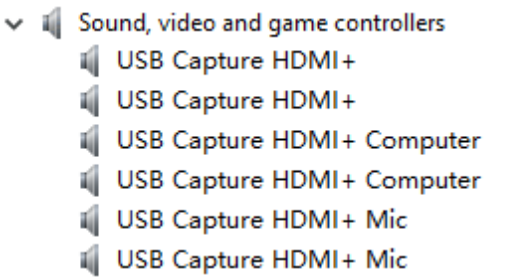
Device name :

Model name

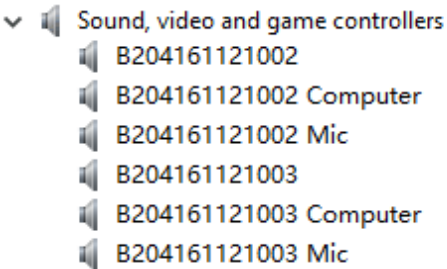
Status image :

Default




Modify the Device name and Status image

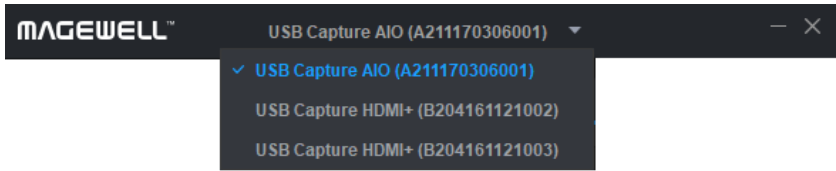


Windows Device Management shows product name



Windows Device Management shows serial number

Item	Description
Device name	<p>Modifying the device names when there are multiple devices of the same model on one host at the same time.</p> <p>Range of values:</p> <ul style="list-style-type: none">Model nameSerial number <p>If users need to change the device name, they should click Save to Device, manually uninstall/remove the device in the Windows Device Manager, then unplug and reconnect the device again. However, in Linux OS and macOS, users only need to unplug and reconnect the device.</p>
Status image	<p>When there is no valid input signal, a choice of preview images can be shown. Changes will take effect after Save to Device is clicked, then unplug and reconnect the device.</p> <p>Type of values:</p> <ul style="list-style-type: none">Default: color bars and No signal Blue Black 



Switch Devices



Save Report..., Reset to Defaults

Other Settings

Switch Devices

The drop-down menu on the title bar will show all the connected devices. Switching between devices is immediate if no changes have been made to the settings. If changes have been made and users try to switch the device, a message box will pop up to inform them to save the changes.

Save Report

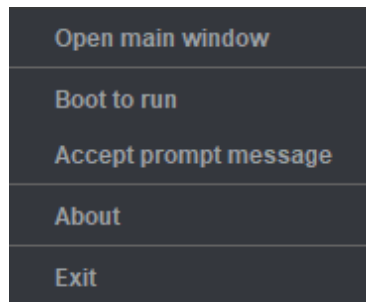
Click the **Save Report...** button to save the current device information as an HTML (.htm) file in the subsequently selected location, obtaining detailed device status, input signal information and capture format of the device. The information is necessary for after-sale support.

Reset to Defaults

1. Click **Reset to Defaults** button in the button area.
2. Click **Yes** in the prompt window to restore the settings of the currently chosen device back to the default state.

⚠ Please operate carefully. After restoring the default configuration, all of the original configuration is lost.

3. If users changed the device name before, users need to manually uninstall/remove the device in the Windows Device Manager, then unplug and reconnect the device again; if other settings in the **Advanced** tab have been changed, users will need to unplug and reconnect the device again.



Settings in the taskbar

Settings in the Taskbar

In Windows and macOS, users can right-click on the USB Capture Utility icon in the notification bar to access the menu below:

- Open main window: Restore the main users interface window.
- Boot to run: Tick this option to automatically launch the application when the computer is booting up.
- Accept prompt message: When the application window is “closed”, a message will appear for 10 seconds in the bottom right corner of the desktop. The Utility icon will be shown amongst the other application icons at the right hand end of the Windows taskbar. This function is only available on Windows.
- About: Information about this software, such as software version, company name, website, copyright, and etc.
- Exit: If changes have been made and users try to exit the device, a message box will pop up to inform them to save the changes.

Glossary and Abbreviations

4K

4K resolution, refers to the horizontal resolution of 4000 pixels level, and the vertical resolution of 2000 pixels level, the common resolutions are of 3840 × 2160 and 4096 × 2160.

AIO

All In One

CVBS

Composite Video Broadcast Signal/Composite Video Blanking and Sync

CVT

Coordinated Video Timings

DVI

Digital Visual Interface

EDID

Extended Display Identification Data

GTF

Generalized Timing Formula

HDCP

High-bandwidth Digital Content Protection

HDMI

High Definition Multimedia Interface

ITU

International Telecommunication Union

RGB

Red, Green, Blue

SDI

Serial Digital Interface

UHD

Ultra High Definition

VGA

Video Graphics Array

YUV

Y' stands for the luma component (the brightness) and U and V are the chrominance (color) components. Y'UV/YUV/YCbCr/YPbPr are mixed used usually. YUV and Y'UV are used in analog signal, while YCbCr and YPbPr are used in digital video.