



AnprGUI 2.3.1

User Guide

Copyright © 2022, Eyedea Recognition s.r.o.

All rights reserved

Eyedea Recognition s.r.o. is not responsible for any damages or losses caused by incorrect or inaccurate results or unauthorized use of the software AnprGUI.

Gemalto, the Gemalto logo, are trademarks and service marks of Gemalto and are registered in certain countries. Safenet, Sentinel, Sentinel Local License Manager and Sentinel Hardware Key are registered trademarks of Safenet, Inc.

Microsoft Windows, Windows XP, Windows Vista, Windows 7, Windows 8, Windows 8.1, Windows 10 and Windows logo are registered trademarks of Microsoft Corporation.

Intel is a trademark of Intel Corporation or its subsidiaries in the U.S. and/or other countries.

NVIDIA, the NVIDIA logo, GeForce®, GeForce® GTX, CUDA®, the CUDA logo are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and/or other countries.

Contact:

Address:

Eyedea Recognition, s.r.o.
Vyšehradská 320/49
128 00, Prague 2
Czech Republic

web: <http://www.eyedea.cz>

email: info@eyedea.cz

Table of Contents

1 Introduction.....	1-4
2 Hardware requirements	2-5
2.1 Minimal requirements	2-5
2.2 Recommended requirements.....	2-5
3 Version history	3-6
4 Installation and uninstallation	4-8
4.1 Installation of the application.....	4-8
4.2 Network license setting	4-11
5 Program control.....	5-13
5.1 Starting the program.....	5-13
5.2 Source selection	5-13
5.2.1 Opening video files	5-13
5.2.2 Opening image files	5-15
5.2.3 Opening video from web camera	5-17
5.2.4 Opening video from IP stream	5-17
5.3 Analyzing and seeking	5-18
5.4 Region of interest	5-19
5.5 Tracking	5-20
5.6 Online logging.....	5-20
5.7 Results.....	5-21
6 Settings.....	6-24
6.1 Recognition tab	6-24
6.2 SDK tab.....	6-26
6.3 Output tab.....	6-27
6.4 Image Effects tab	6-28

1 Introduction

The software AnprGUI is a desktop application which is used to recognize license plates and vehicles from video or image files, web camera or IP stream.

This software enables to play the source video from file or stream and analyzes this video frame-by-frame. For each frame, the license plates are automatically detected, their contents are read using optical character recognition (OCR) and the vehicle owning the license plate is analyzed in make and model recognition (MMR). The results in a text form are saved to a file.

The analytical core of the system is based on the advanced recognition algorithms, which are created using the statistical methods of the automatic learning on large training sets. It is necessary to assess the quality of the detection and recognition features on the basis of the statistical evaluation of the larger number of samples.

This manual is written for the operating system Microsoft Windows 10, 64b, in English, in the default settings. Some of the described procedures and legends of the control elements of the operating system can differ for other operating systems.

2 Hardware requirements

2.1 Minimal requirements

- Processor: Intel® Core™ i5, 2 cores (4 logical processors)
- RAM: 4 GB
- Hard disk: 256 GB (optional SSD)
- Operating system: Microsoft Windows 10, 64b

2.2 Recommended requirements

- Processor: Intel® Core™ i7, 4 cores (8 logical processors)
- RAM: 8 GB
- Hard disk: 512 GB, SSD
- GPU (optional): NVIDIA® GeForce® GTX 1050 Ti, 4GB GDDR5
- Operating system: Microsoft Windows 10, 64b

3 Version history

AnprGUI 2.3.1

Released: 2022/07/15

List of major changes:

- Updated LPM and MMR modules
- Extended Settings options

AnprGUI 2.3.0

Released: 2022/05/05

List of major changes:

- Updated LPM and MMR modules
- Extended list of supported video and image formats
- Reorganized and extended Settings
- Added option to customize output file columns
- Added lock for Region of interest
- Improved tracking management
- Improved error handling

AnprGUI 2.2.1

Released: 2021/07/12

List of major changes:

- Updated MMR module
- Updated Sentinel license protection system

AnprGUI 2.2.0

Released: 2020/09/11

List of major changes:

- Enabled image processing
- Improved video processing

AnprGUI 2.1.1

Released: 2020/03/06

List of major changes:

- Fixed checking the number of lines in the CSV output file
- Speeded-up video files preprocessing

AnprGUI 2.1.0

Released: 2020/02/25

List of major changes:

- Support for GPU computation
- Option to automatically save the frame with the highest OCR score per track

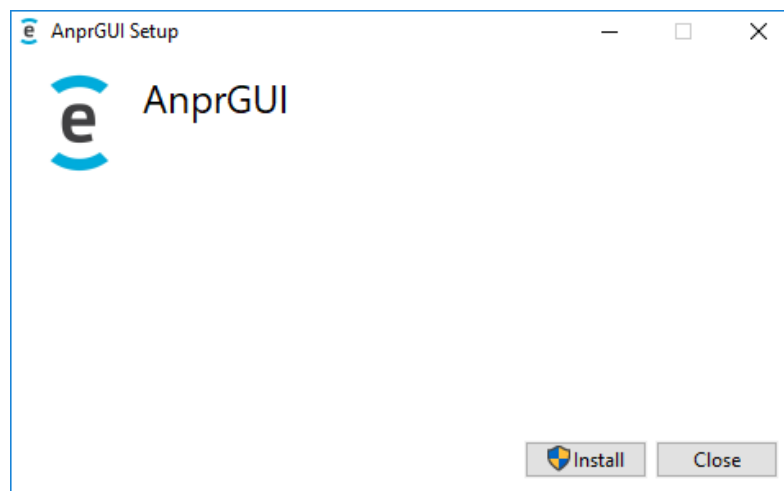
AnprGUI 2.0.0

Released: 2020/02/03

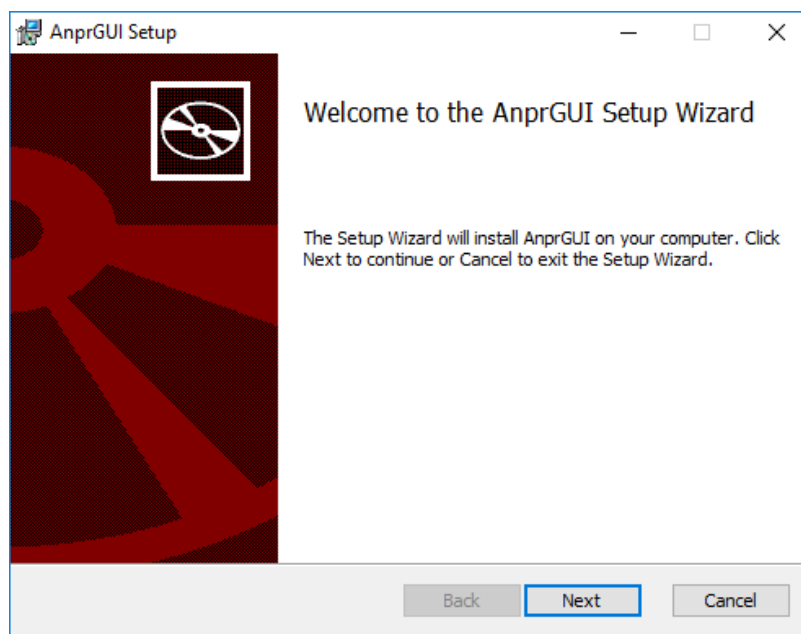
4 Installation and uninstallation

4.1 Installation of the application

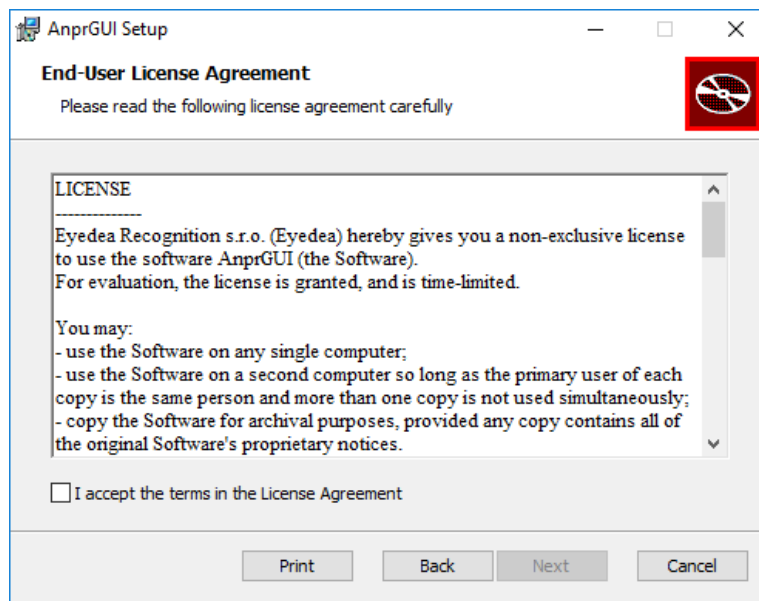
Installation of the application starts using file `AnprGUISetup64.exe` in the installation package. The following window is displayed after the start, it informs about initiation of an installation process.



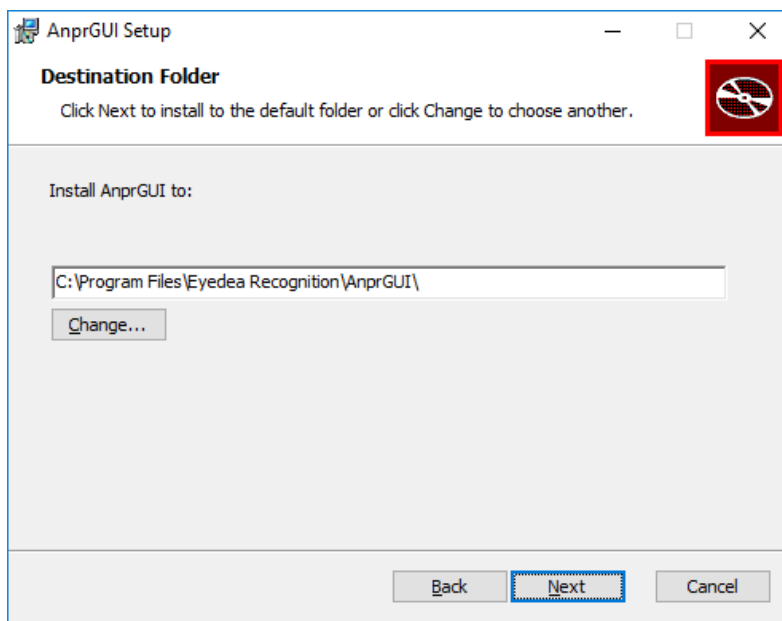
After pressing the **Install** button, the installation of important libraries for running AnprGUI takes place, then the following window appears.



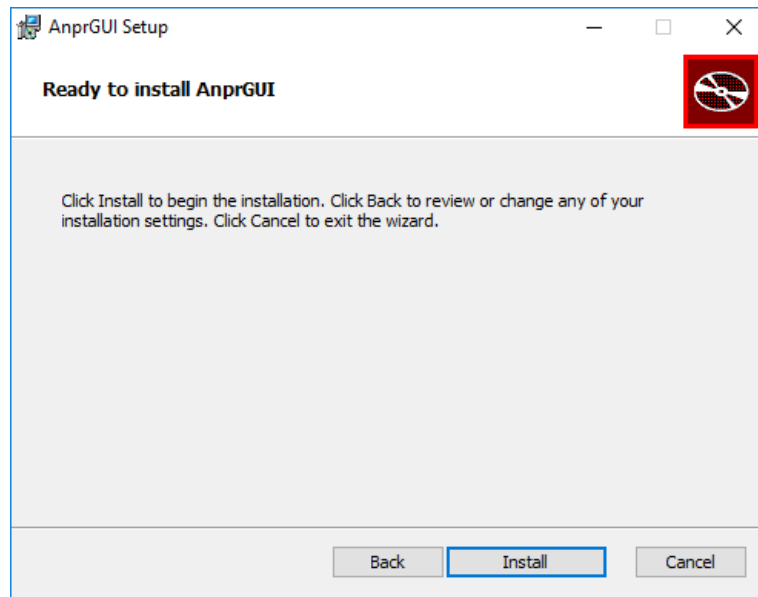
Clicking the **Next** button, the License Agreement is displayed.



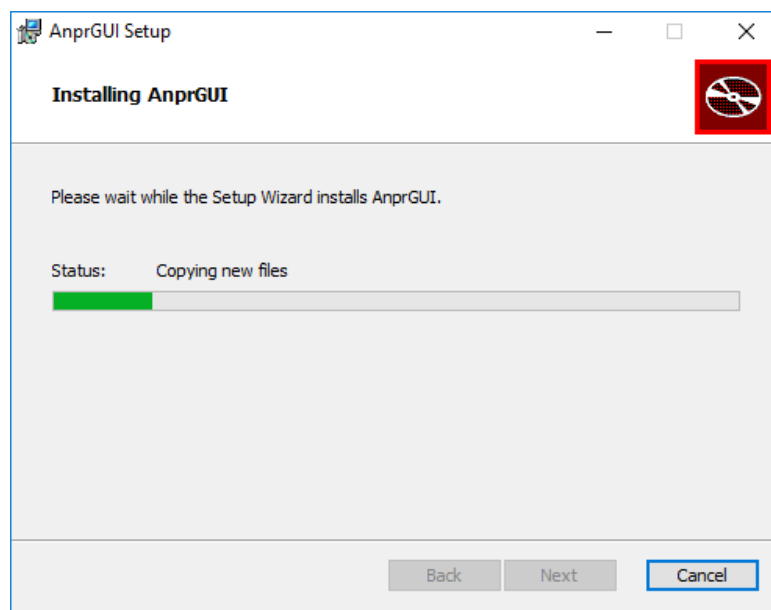
After reading of the License Agreement and confirmation using the choice **I accept the terms** in the license agreement it is possible to continue to the next step using the **Next** button.



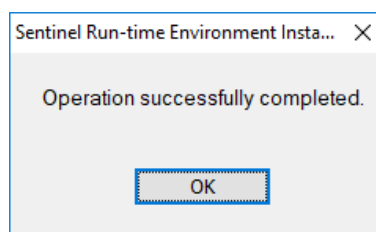
In this window, it is possible to change the folder alternatively, where the program is installed, and using the **Next** button to continue to the last page before the installation.



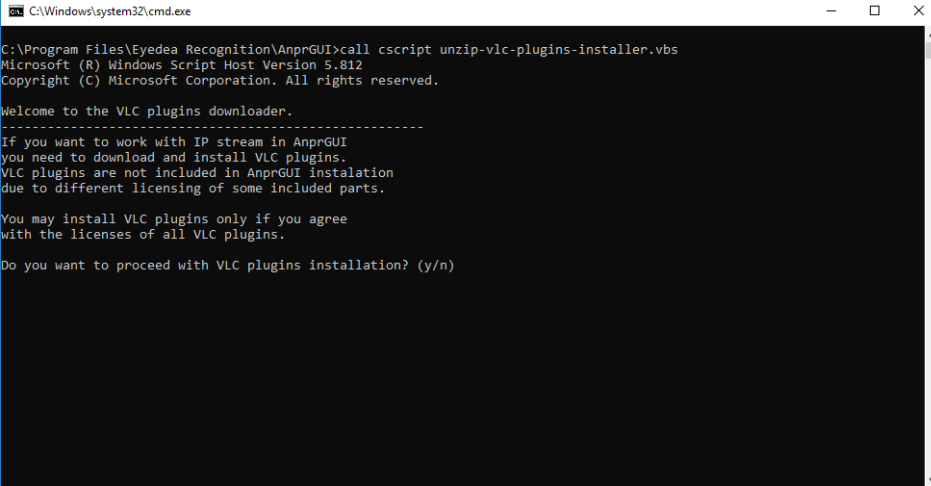
Now it is possible to start the installation itself using the **Install** button. This installation copies all necessary files and if needed, it also installs a driver of a Sentinel hardware key.



The installation of the hardware key driver takes place automatically, but it can require confirming a report on finishing the installation.



After installing hardware key you will be asked whether or not you want to install VLC plugins. For better performance during IP stream choose yes however if you do not want to use the application for IP camera feel free to not install VLC plugins.



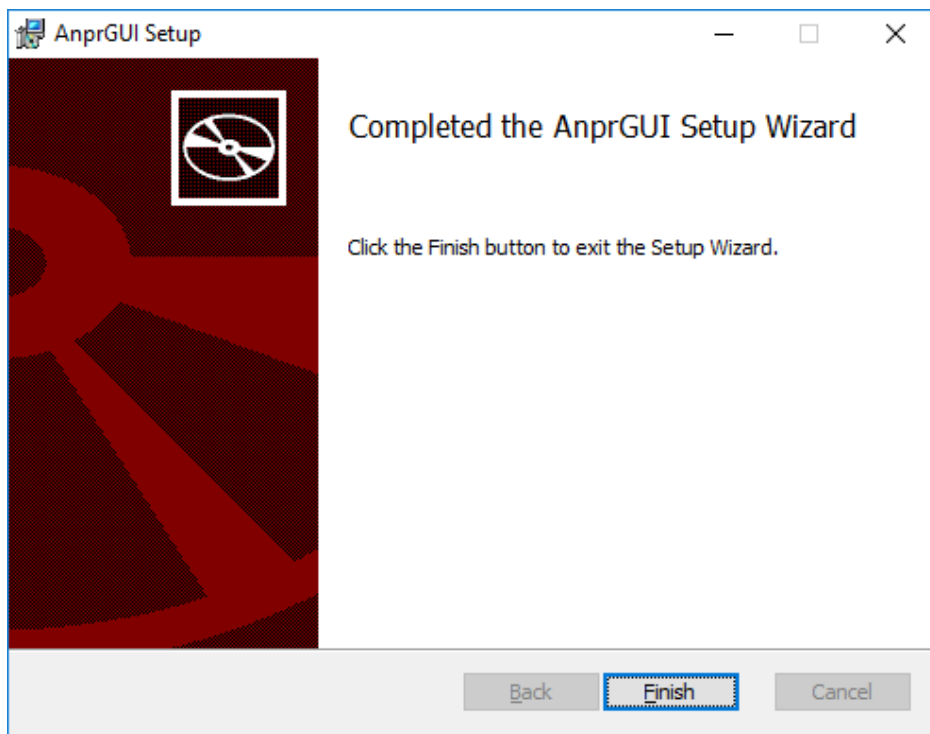
```
C:\Windows\system32\cmd.exe
C:\Program Files\Eyedeia Recognition\AnprGUI>call cscript unzip-vlc-plugins-installer.vbs
Microsoft (R) Windows Script Host Version 5.812
Copyright (C) Microsoft Corporation. All rights reserved.

Welcome to the VLC plugins downloader.
-----
If you want to work with IP stream in AnprGUI
you need to download and install VLC plugins.
VLC plugins are not included in AnprGUI instalation
due to different licensing of some included parts.

You may install VLC plugins only if you agree
with the licenses of all VLC plugins.

Do you want to proceed with VLC plugins installation? (y/n)
```

When the installation is complete, the following window appears. Press the **Finish** button to exit the installer.

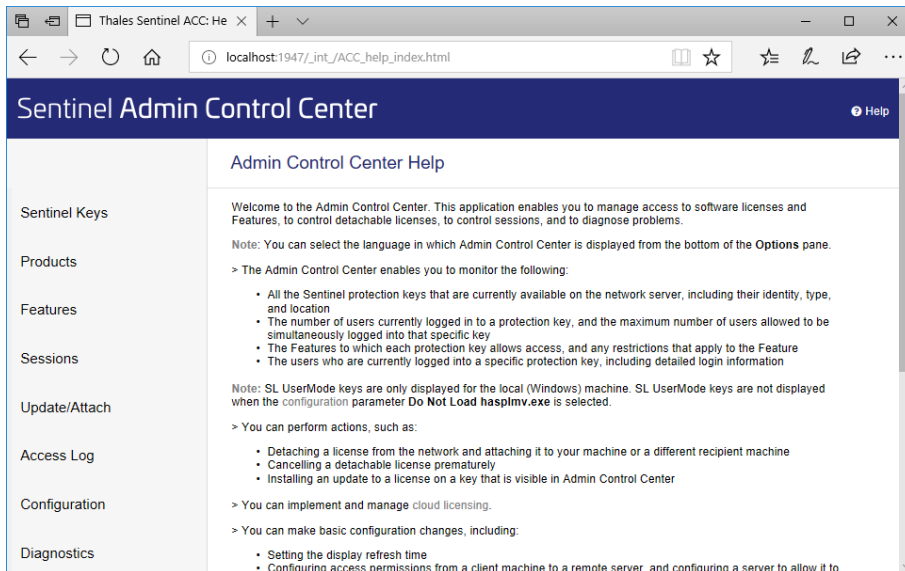


Now the application is installed and ready for use.

4.2 Network license setting

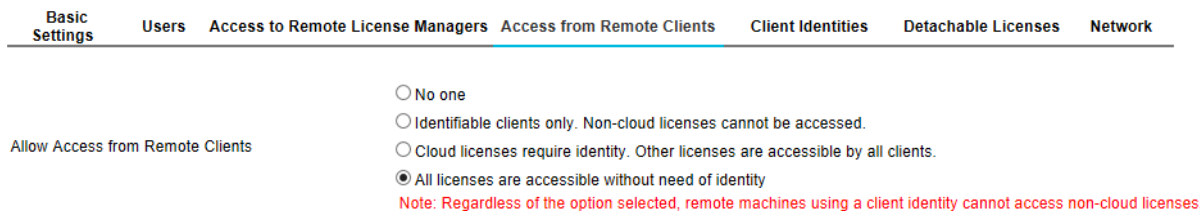
After the successful Sentinel License Server installation, open the address <http://localhost:1947> in a web browser and check whether the license server is running. If the

Sentinel Admin Control Center web application is displayed, the license server is running. License server can be configured to allow to connect clients to use available licenses (configured as a server) or it can connect to another license server (configured as a client).



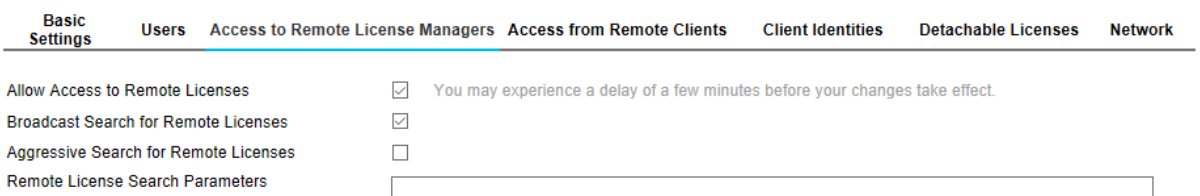
Server configuration

To set the license server as a license provider, please open the address in your web browser http://localhost:1947/ int /config_from.html and choose the appropriate option from **Allow Access from Remote Clients** to allow other clients to connect to the network license key plugged in the server.



Client configuration

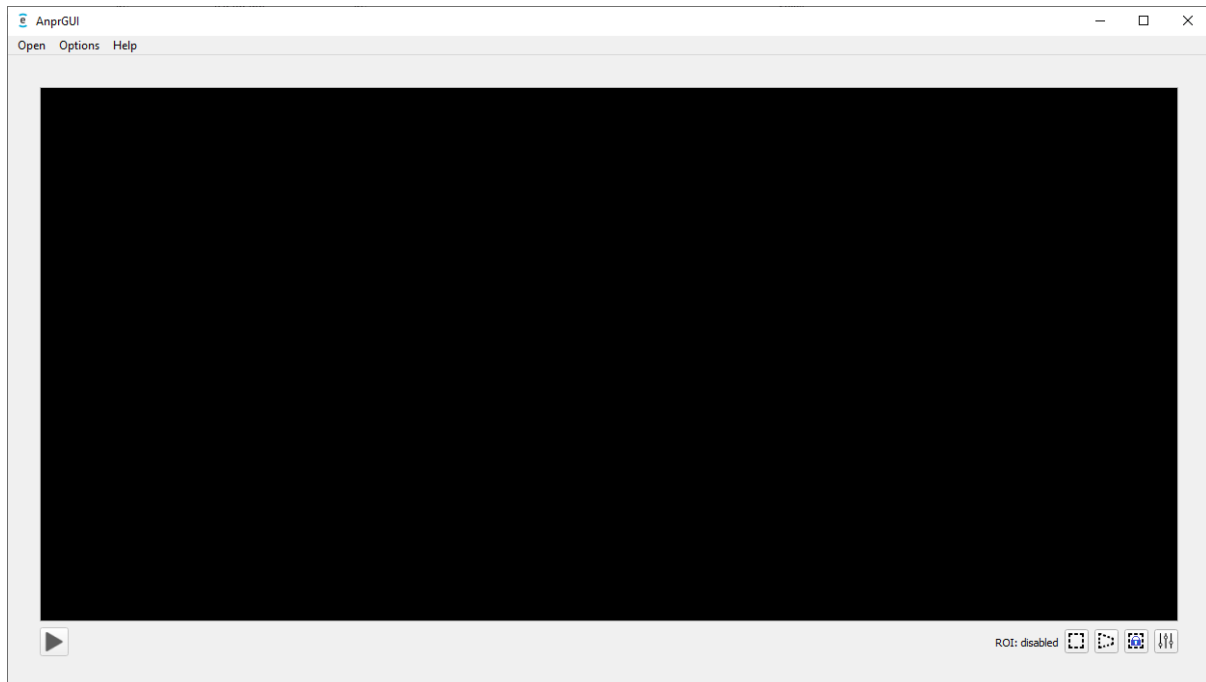
To set the license server as a client, open the address http://localhost:1947/ int /config_to.html in a web browser and choose the **Allow Access to Remote Licenses** option. If the license provider is in another network than the computer, put the server’s IP address into the field **Remote License Search Parameters**.



5 Program control

5.1 Starting the program

When you start the program, you see an empty player screen covering most of the application window.



Below the player screen, there are playback controls on the left (they differ according to the source type) and ROI control buttons (see chapter 5.4 Region of interest) and the Settings button (see chapter 6 Settings) on the right.

5.2 Source selection

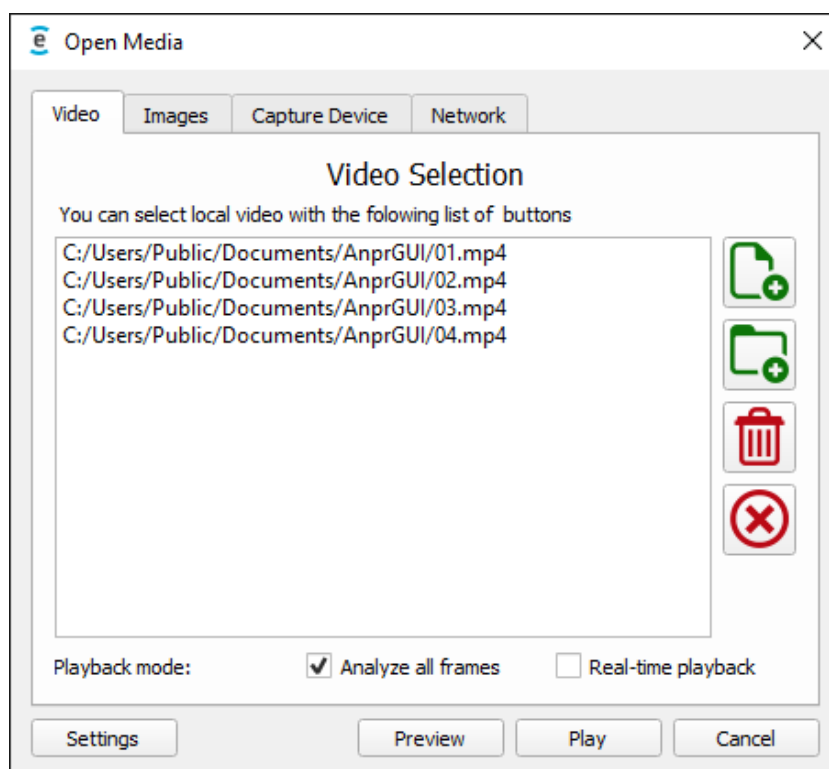
The application operates with the following sources:

- Video files
- Image files (both individual images and image sequence)
- Web camera (capture device)
- IP stream (network source)

Use the Open menu to show the requested tab of the Open Media dialog.

5.2.1 Opening video files

To analyze video files, use Open → Open Video to open a dialog for specifying which video files to analyze.



In the center of the dialog, there is a list of video files selected for processing. Use the first green button to add multiple video files or use the second green button to add all video files from a folder (and its subfolders). Using the first red button you can remove the selected files from the list and using the second button you can clear the entire list.

Supported are most of the common video formats with codecs of the [ffmpeg](#) standard (which is the most of the known codecs¹), including AVI, MPG, MP4 and MOV.

There are several modes of the video playback:

- *Analyze all frames* – Specifies whether all video frames must be analyzed (which may cause video playback to be slowed down).
- *Real-time playback* – Specifies whether the playback speed is limited by its original speed (if checked, video playback will not be faster than the original video speed).

All possible combinations are listed in the table below:

All frames	Real-time	Description
Checked	Checked	All frames will be analyzed. Video playback might be slowed down but will not be faster than the original video speed.
Checked	Unchecked	All frames will be analyzed. There are no guaranties about the video playback speed.
Unchecked	Checked	Simulates web camera / IP stream: video playback speed equals to the original video speed; certain frames may not be analyzed.
Unchecked	Unchecked	Playback speed depends only on video processing. Certain frames may not (and probably will not) be analyzed.

¹ In the case that it is necessary to process the video, which codec the program does not support, it is necessary to re-encode the video before processing.

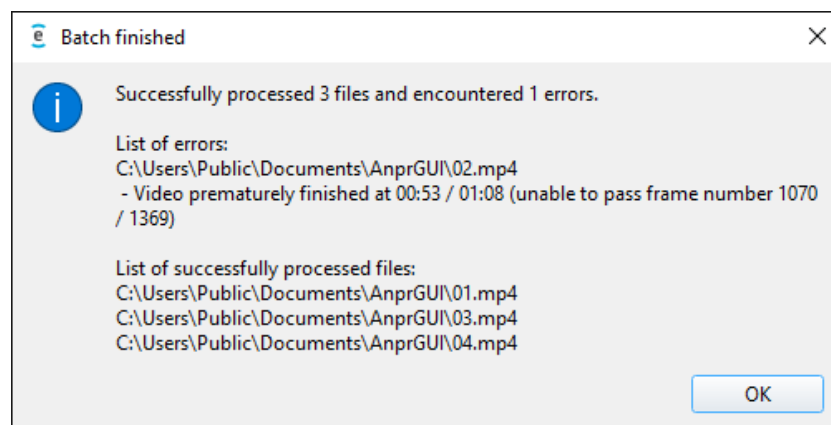
The **Settings** button opens the Settings dialog (see chapter 6 Settings).

Press the **Play** button to start playing the video in the player. Press the **Preview** button to show the preview of the first frame of the paused first video – you may find this option useful when setting the Region of interest (see chapter 5.4 Region of interest); to start playback, there is the **Play** button in the player.

The small **Progress** window shows you which files have been already processed and whether the program managed to open and analyze the whole video file (green checkmark) or failed (red cross). Move the mouse pointer over the file name in the Progress window to show a tooltip with the file path and, in case of failure, an error message. The blue arrow indicates the currently processed video file.

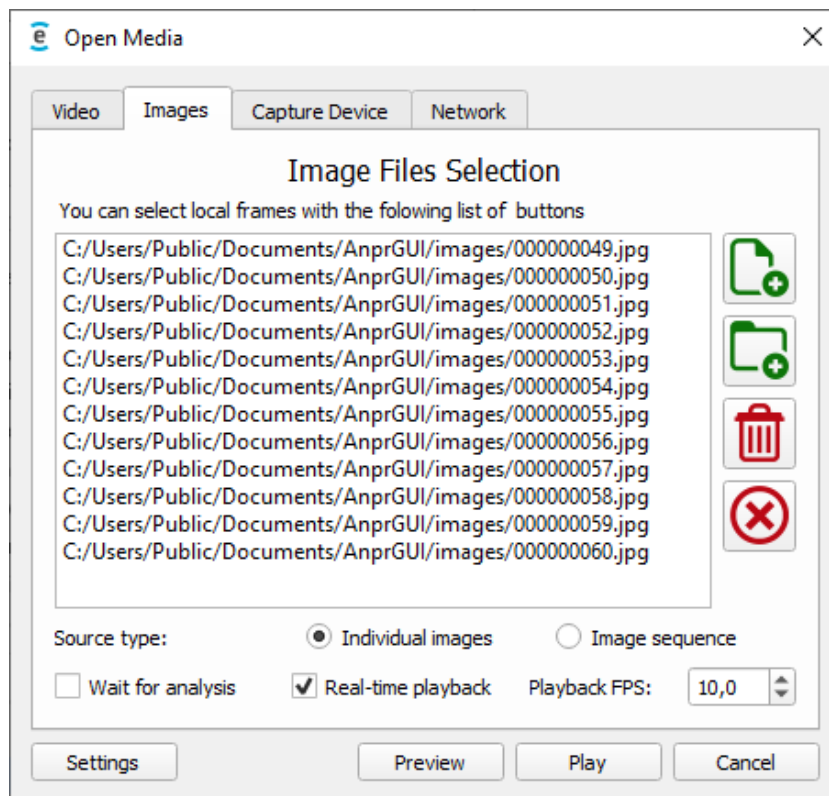


After the batch of video files is processed, a summarizing message box is shown.



5.2.2 Opening image files

To analyze image files, use **Open** → **Open Images** to open a dialog for specifying which image files to analyze. Most of the common image formats are supported, including JPG, JPEG, PNG and BMP.



The function of the control buttons on the right for adding and removing files is the same as for videos.

The processing of image files differs depending on the *Source type* – they can be processed as *Individual images*, or as an *Image sequence*.

Individual images:

As the name suggests, *Individual images* are treated independently without usage of tracking management.

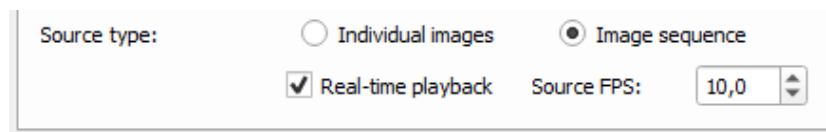
For performance reasons, the application performs the OCR and MMR analyses asynchronously which means that their results may not be known at the time when the player paints the scene. This is perfectly fine for any kind of video (with sufficient frame rate) because the partial results should be consistent for the whole track. However, this is not applicable for individual images, as there is no tracking management. This is the reason for the *Wait for analysis* option. If this option is checked, the playback will be slowed down to wait until all requested analyses are complete. If there is no need for the visual control of the player, you can uncheck this option; only detections will be displayed, and processing will be faster.

The *Real-time playback* option works the same as for videos. If it is checked, the playback frame rate will not exceed *Playback FPS* (frames per second). Otherwise, the *Playback FPS* option is irrelevant, and the images will be processed as fast as possible.

Image sequence:

On the other hand, *Image sequence* resembles a video divided into frames, and it is also processed in this way. The main differences are that every image of the image sequence is analyzed (in case of video, you can disable this option), and you have to specify the source

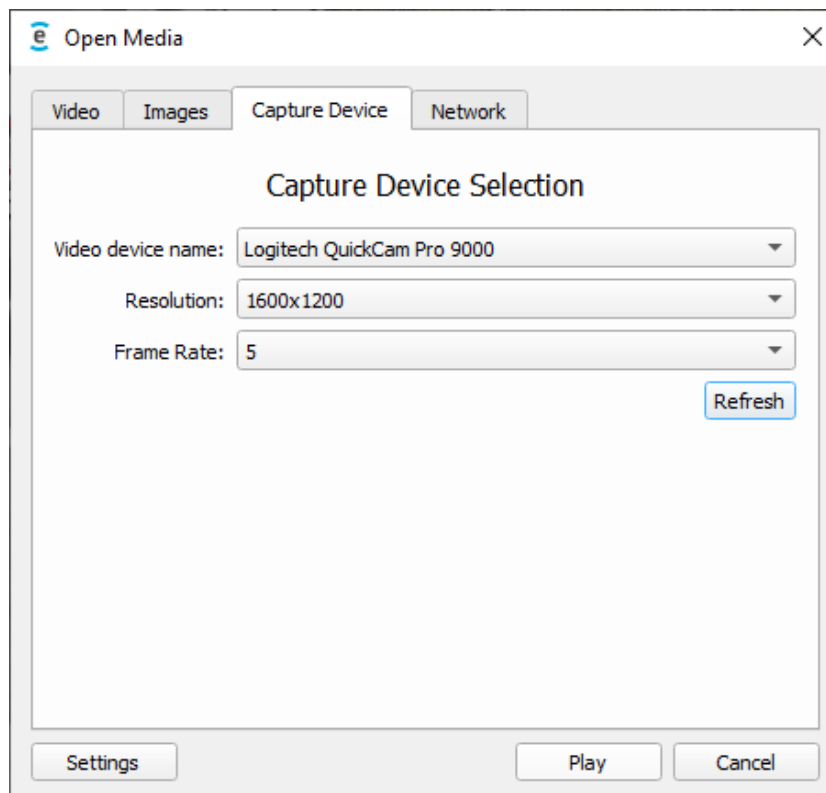
camera frame rate in the *Source FPS* field for proper tracking and logging even if the *Real-time playback* option is not checked (which has the same meaning as for individual images and videos).



If the tracking management settings collide with *Source FPS*, a warning appears so you can adjust either of these values (to change the tracking management settings, press the **Settings** button in the Open Media dialog; for more information see the *Tracking management* section of the chapter 6.1 Recognition tab).

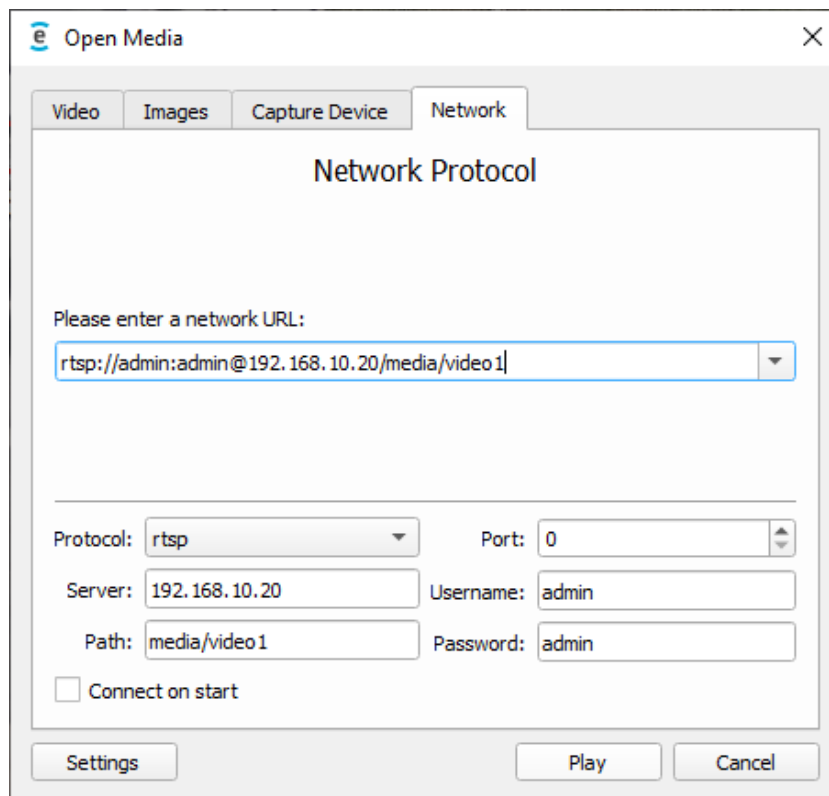
5.2.3 Opening video from web camera

To analyze video from web camera, use **Open** → **Open Camera** to open dialog for specifying which parameters to use. In the dialog you can choose which connected web camera use for the video input, pick a resolution and frame rate from the list supported by the camera.



5.2.4 Opening video from IP stream

To analyze IP stream video, use **Open** → **Open IP Stream** to open dialog for specifying parameters of the stream.



In this dialog you can specify either the IP address, path to stream and username and password if necessary in the text fields on the bottom part of the dialog, or you can enter the URL containing those items in the top part of the dialog. Click the small arrow button in the URL field to select the stream from history (up to 5 network URLs recently connected to).

5.3 Analyzing and seeking

The analysis will start with the playback. The detections with confidence above the defined threshold (*Min confidence* fields in Settings) are displayed as a red rectangle around the vehicle license plate. Underneath the license plate there is a transparent dark rectangle with the OCR and eventually MMR analysis results: the license plate text and its country, and make, model and category of the vehicle. The text color of uncertain values (with confidence below the threshold) is gray. Values that are considered sufficiently certain and are not analyzed further are marked in yellow (*Stop OCR processing* field on the Recognition tab in Settings).

The displayed OCR and MMR results are the most confident results of the track; see chapter 5.5 Tracking for details.



In top-left corner you can see *Source*, *Detector* and *Player* labels signaling the current speed in frames per second (*Player* visualization may be slower than *Detector* analysis, which may be slower than *Source* input processing).

Below the player, there is a control panel with play/pause and stop buttons. For video and image files, there are also buttons for navigating to the previous and next frame, and a seek bar. When using these control elements to go backwards, or forwards for more than one frame, keep in mind that the program will **remove currently tracked detections** from its internal tracking database and starts detecting anew from the sought part of the video because the previous part of the video is now invalid. Detections that have been already saved in the output CSV file are not deleted.

5.4 Region of interest

In the player, you can mark a region of interest (ROI). The program will ignore every part of the video except the area specified by ROI so unwanted detections can be filtered out.

The ROI control buttons are in the bottom right corner:



For rectangular shaped easy-to-use region of interest activate the left ROI control button (goes dark) and click and drag your cursor from the top left point of your specified area to the bottom right of the area.



If your region of interest is more complex, you can use the polygon shaped ROI feature by activating the middle ROI control button and clicking on the screen the points of your polygon. To close the polygon and activate the ROI you need to click the first point again signaling the application that this is the last point of ROI. You can remove the last point at any time by right-clicking on the screen.



To turn off the region of interest, deactivate the active ROI button.

Because any clicking on the player screen removes the active ROI, you can lock your region of interest by activating the right ROI control button.

For convenience, the current ROI status is displayed to the left of the ROI control buttons.

5.5 Tracking

Apart from individual images, all sources use tracking management: the application interprets the frames as a continuous sequence; the vehicles usually enter the scene on a certain frame, move (change their position) on the following frames and finally leave the scene.

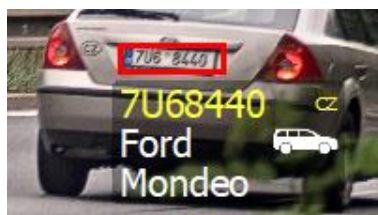
In most cases, we are not interested in individual results on each frame; what matters is the overall classification of the vehicle over the entire time it was visible – and this is what *tracking* is about. The track of a vehicle is a series of detections of that vehicle which are classified into a single result.

5.6 Online logging

Every track is written to the log file after a specified period (*Remembering track for* field in Settings) for which there are no more detections corresponding to that track. This ensures that the track can continue when it is lost for a while. However, such a behavior might be

problematic when a vehicle stays a long time in the scene – it would be logged too late (possibly when the video is stopped, or camera disconnected) and the OCR would be still analyzing its license plate even if it was read with a high confidence. For such cases there is a feature called **online logging**.

When online logging is enabled, AnprGUI calculates a dynamic OCR confidence for each track. If the score is high enough, the license plate will no longer be analyzed by OCR, the text will be printed in yellow on the screen, and potentially the current results for the unfinished track will be written to the log file (with empty *End time* field, see chapter 5.7 Results). However, tracking and the MMR analysis will still go on (if enabled) and after the track is finished, the actual results will be logged again (with *End time* field filled).



In Settings, you can set two parameters – whether and when to *Stop OCR processing (ANPR adjustment on the Recognition tab)*, and whether to *Log unfinished confident tracks (on the Output tab)*. If the first one is OFF, the second is irrelevant as there will be no track considered to be confident.

5.7 Results

The output of the program are CSV files where each row represents one detection, and its fields are separated by a semicolon. On the Output tab in Settings, you can specify which fields will be included in the CSV file, as well as the folder where the CSV files will be saved; the default folder is your *Documents* folder.

The following table describes the fields that may appear in CSV files:

Field	Comment
ID	The internal identifier of the track.
Detection confidence	The license plate detection confidence factor. Range 0 – 1.
License plate	The license plate text recognized by the OCR.
License plate confidence	The confidence factor for the OCR result. Range 0 – 1.
Country	The international license plate country code.
Country confidence	The confidence factor for the country prediction. Range 0 – 1.
License plate width (mm)	The width of the license plate in mm.
License plate height (mm)	The height of the license plate in mm.
License plate dimensions confidence	The confidence factor for the license plate width and height prediction. Range 0 – 1.
View	The recognized vehicle view, either "FRONTAL", or "REAR".
View confidence	The confidence factor for the view result. Range 0 – 1.
Category	The recognized vehicle category, e.g., "BUS", "CAR", "HVT", ... For the full list of possible categories and their definition, check the Eyedea MMR SDK documentation.
Category confidence	The confidence factor for the category result. Range 0 – 1.

Make	The recognized vehicle manufacturer, e.g., "VW", "Ford", "Fiat", ... For the full list of possible categories, check the Eyedea MMR SDK documentation.
Make confidence	The confidence factor for the make result. Range 0 – 1.
Model	The recognized vehicle model (vehicle instance defined by a bodywork), e.g., "Golf", "Mondeo", "500", ...
Model confidence	The confidence factor for the model result. Range 0 – 1.
Generation	The recognized vehicle generation (vehicle mark and first model year), e.g., "Mk VI (2019)", "Mk I (2020)", ...
Generation confidence	The confidence factor for the generation result. Range 0 – 1.
Variation	The recognized vehicle variation (vehicle trim level and/or body type), e.g. "AMG", "AMG-Line SUV", "Coupe", ...
Variation confidence	The confidence factor for the variation result. Range 0 – 1.
Color	The recognized vehicle color, e.g., "BLUE", "GRAY", "RED", ...
Color confidence	The confidence factor for the color result. Range 0 – 1.
Number of detections	The number of frames with positive license plate detection.
Number of OCR analyses	The number of frames analyzed by the OCR.
Number of MMR analyses	The number of frames analyzed by the MMR.
First frame number	The frame number of the first detection of the track (starting with 1).
First frame time	The time of the first detection of the track. Empty for individual images.
First frame license plate X-coordinate	The horizontal coordinate of the license plate center within the first frame.
First frame license plate Y-coordinate	The vertical coordinate of the license plate center within the first frame.
First frame license plate center	The coordinates of the license plate center within the first frame.
First frame license plate corners	The coordinates of the top-left, top-right, bottom-right and bottom-left corners of the detected license plate within the first frame.
Last frame number	The frame number of the last detection of the track (starting with 1).
Last frame time	The time of the last detection of the track. Empty for individual images.
Last frame license plate X-coordinate	The horizontal coordinate of the license plate center within the last frame.
Last frame license plate Y-coordinate	The vertical coordinate of the license plate center within the last frame.
Last frame license plate center	The coordinates of the license plate center within the last frame.
Last frame license plate corners	The coordinates of the top-left, top-right, bottom-right and bottom-left corners of the detected license plate within the last frame.
Best frame number	The frame number of the detection with the highest OCR confidence (starting with 1).
Best frame time	The time of the detection with the highest OCR confidence. Empty for individual images.
Best frame license plate X-coordinate	The horizontal coordinate of the license plate center within the best frame.

Best frame license plate Y-coordinate	The vertical coordinate of the license plate center within the best frame.
Best frame license plate center	The coordinates of the license plate center within the best frame.
Best frame license plate corners	The coordinates of the top-left, top-right, bottom-right and bottom-left corners of the detected license plate within the best frame.
ROI coordinates	The coordinates of ROI if set (see chapter 6.1 , ROI settings).
Source file name	The source video or image file name (empty for web camera / IP stream).
Saved image file name	The file name of the saved image (if saving enabled, see below).

If an unfinished track has been logged due to high OCR confidence (online logging), the track will finally appear twice in the results: first with an empty *End time* field, second with all fields filled (MMR results may vary, in which case the final entry is more trustworthy).

The name of the CSV file consists of date and time when it is created (i.e., usually when the analysis started) and a part that depends on the source type:

- the analyzed file name for video file,
- "individual-images" or "image-sequence" for images,
- web camera name for web camera,
- network URL for IP stream.

If saving images is enabled in Settings, a picture containing the detection with the highest OCR confidence per track is saved into a folder with the same name as the CSV file without extension. The image file name consists of the frame number, internal track identifier, country and license plate text. The image file name may also be saved into the CSV file.

Example:

Source video file	C:\Users\Public\Documents\video1.mp4
Output folder (in Settings)	C:\Data
CSV file	C:\Data\20200218_131517_video1.mp4.csv
Images	C:\Data\20200218_131517_video1.mp4\000000005_1_CZ_ABC1234.jpg
	C:\Data\20200218_131517_video1.mp4\000000038_2_CZ_9U90909.jpg

6 Settings

The application allows you to adjust your settings in the Settings dialog which is separated into the following tabs: *Recognition*, *SDK*, *Output*, and *Image Effects*. You can navigate directly to the requested tab from the **Options** menu, or to the most recently visited tab using the button in the bottom right corner of the application:



The Settings dialog can be also opened using the **Settings** button in the Open Media dialog.

Every change in settings is saved after confirming the dialog window (OK, which also closes the dialog, or Apply buttons).

The **Restore Defaults** button restores the default values on the current tab (except for *Image Effects* tab which is not saved for the next session, and ROI settings on the *Recognition* tab). To apply the changes, the Settings dialog must be confirmed by OK or Apply button.

6.1 Recognition tab

The screenshot shows the 'Settings' dialog box with the 'Recognition' tab selected. The dialog has a title bar with a close button (red 'x'). Below the title bar are four tabs: 'Recognition', 'SDK', 'Output', and 'Image Effects'. The 'Recognition' tab is active and contains the following settings:

- Apply ROI
- ROI points: [Empty text box]
- Tracking management section:
 - Remembering track for: 5,0 s
 - Max mergeable distance: 0,8
- ANPR adjustment section:
 - Detection min confidence: 0,40
 - OCR min confidence: 0,80
 - OCR min resolution: 100 px / m
 - Stop OCR processing: [Slider bar] default
- MMR adjustment section:
 - MMR min confidence: 0,80
 - MMR min resolution: 50 px / m
 - MMR min offset from top: 25 cm

At the bottom of the dialog are four buttons: 'Restore Defaults', 'OK', 'Cancel', and 'Apply'.

ROI settings:

In the *ROI* section, you have the option to turn on/off the Region of interest and you can define it here as a set of points in format of (x,y) for each point where x and y define the position of the point.

Tracking management:

In the *Tracking management* section, you can set parameters to keep a track of a vehicle. For explanation, see the chapter 5.5 Tracking.

The *Remembering track for* parameter defines an interval for which the track is kept alive after the last detection. Afterwards, the finished track is logged.

There are two mechanisms of appending a track:

- If there is a detection within 1/10 of *Remembering track for* interval which is not farther than *Max mergeable distance* license plate units from the estimated position, the detection is added to the track (if the condition is fulfilled by more than one detection, the closest one is chosen). Such a track is called “active”, otherwise it is “lost”.
- If there is a “lost” track with a similar license plate to an “active” track, the “active” track may absorb the “lost” track within the *Remembering track for* interval.

The tracking management is not applicable for individual images.

ANPR adjustment:

In the *ANPR adjustment* section, you can set the confidence thresholds for detection and OCR (any results with confidences below this threshold will be ignored).

OCR min resolution specifies the minimum horizontal resolution in pixels per meter for which a detection will be processed by OCR (modern net detectors also detect license plates that are too small to be read by OCR).

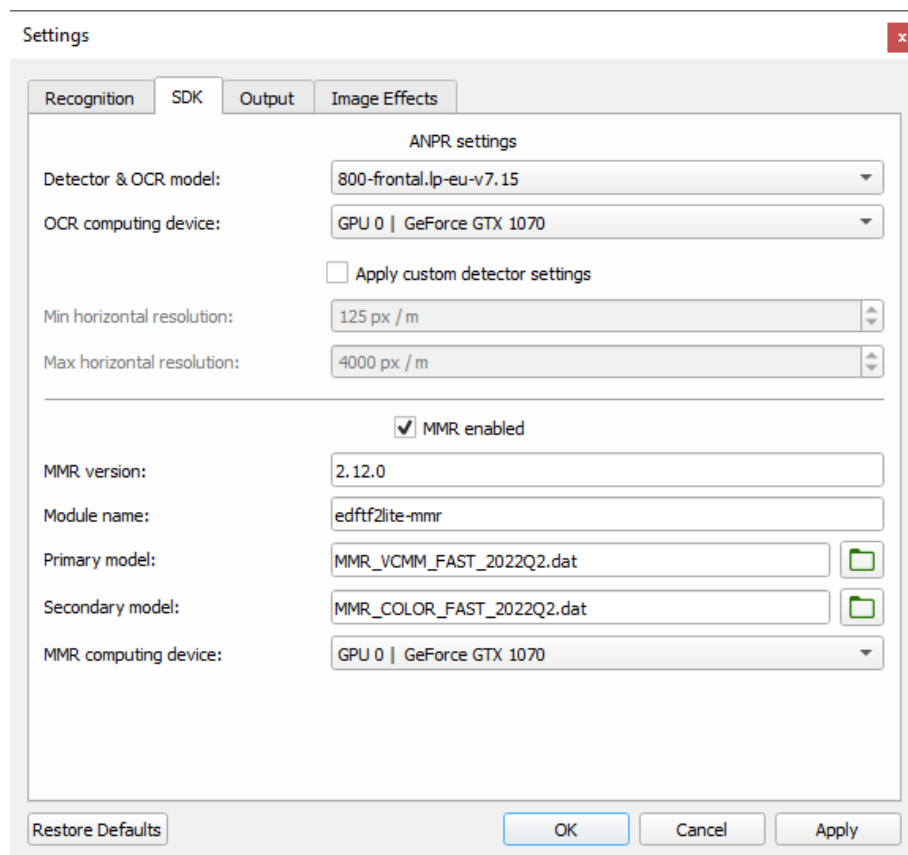
You can also select from predefined levels when to *Stop OCR processing*; see chapter 5.6 Online logging for details (the dynamic OCR confidence limit decreases for levels: *OFF* > *when sure* > *late* > *default* > *early*).

MMR adjustment:

In the *MMR adjustment* section, you can set the confidence threshold for MMR (affects only MMR text color in the player; it has no impact on logging).

MMR min resolution specifies the minimum horizontal resolution in pixels per meter for which a detection will be processed by MMR. *MMR min offset from top* specifies the minimum vertical offset of the license plate center from the top edge of the image to be processed by MMR.

6.2 SDK tab



ANPR settings:

In the *ANPR settings* section, you can select the detector and OCR model from available detectors (models you want to choose from must be in subfolder `bin\SDK\LPM\modules-v7\x64\` of the folder where you installed the application) and the computing device for OCR analysis (either CPU, or GPU if supported).

If *Apply custom camera settings* is checked and this option is relevant for the selected LPM module, the *Min horizontal resolution* and *Max horizontal resolution* values will be used to adjust the detector: only license plates with the width (in pixels per meter) within this interval will be detected.

MMR settings:

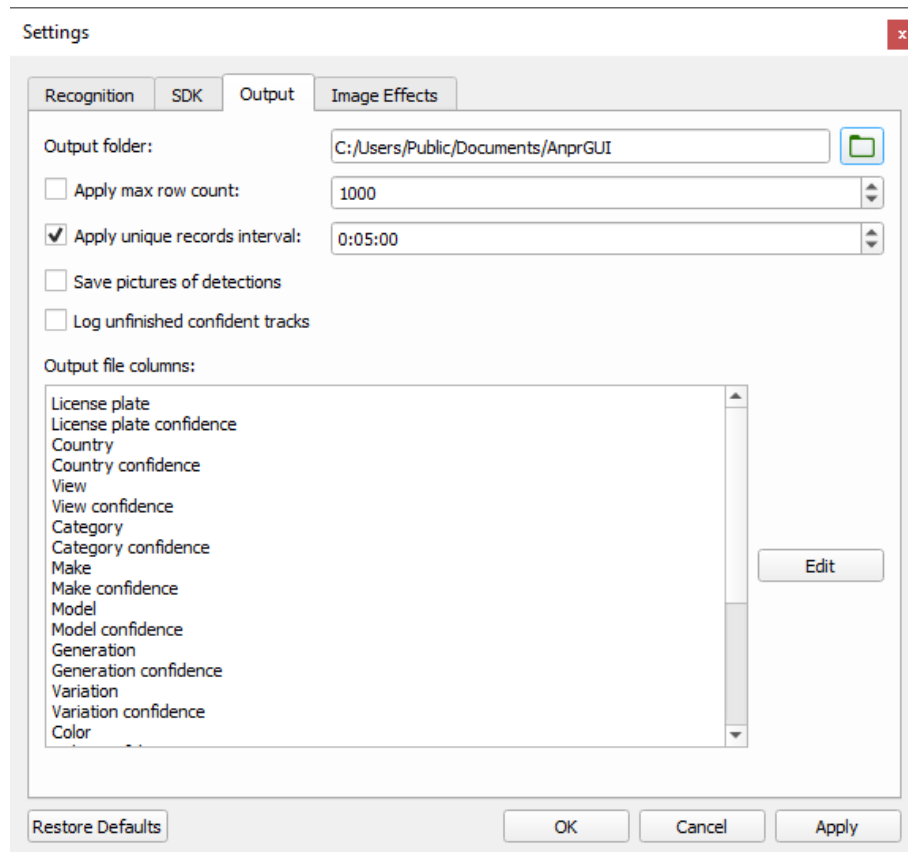
In the *MMR settings* section, you can turn on/off MMR analysis using the *MMR enabled* checkbox, and specify its version, data models and the computing device (either CPU, or GPU if supported) used for computation.

The MMR fields must fulfill several requirements if MMR is enabled:

- Path to the MMR models folder must be valid: `<application>\bin\SDK\MMR\<MMR version>\SDK\modules\<Module name>\model\`
 - `<application>` is the path to the folder where you installed the application
 - `<MMR version>` is the *MMR version* field
 - `<Module name>` is the *Module name* field
- Primary model is mandatory, secondary model is optional (may be empty)

- Small folder buttons next to the *Primary / Secondary model* fields open a dialog which let you select the MMR model. Do not change the folder in this dialog as it is composed according to scheme from the first bullet.

6.3 Output tab



The folder in which output CSV files are saved is specified in the *Output folder* field.

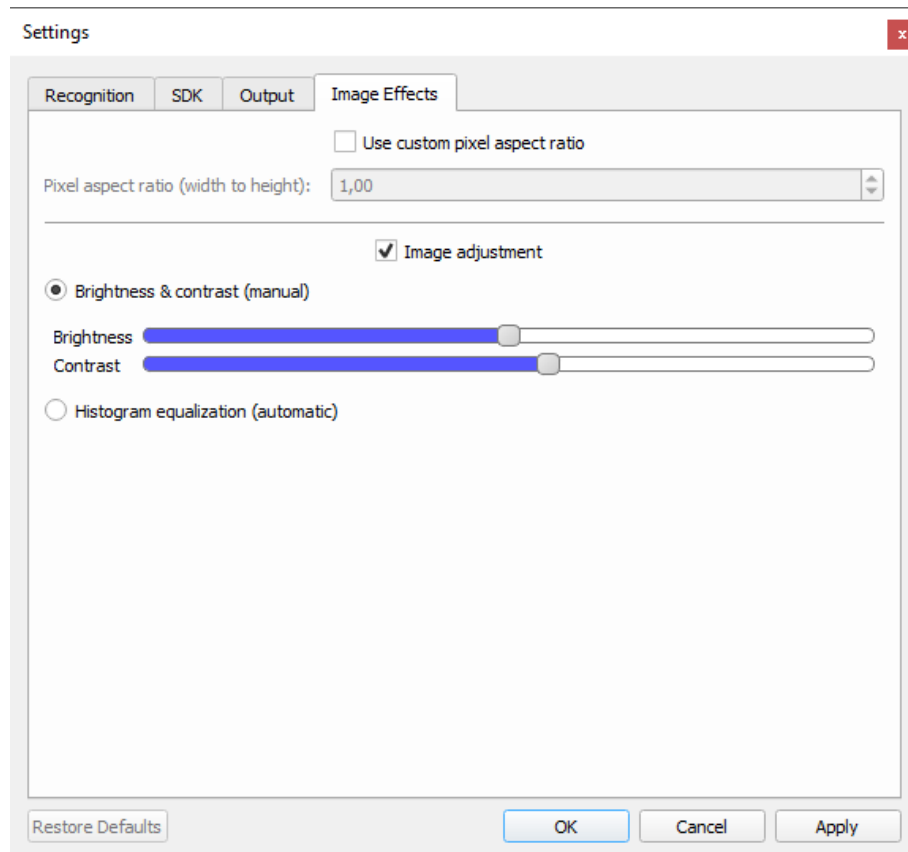
To avoid creating too large files which are harder to operate with, *Max row count* specifies the maximum number of result rows (header excluded) after which a new CSV file is created.

Unique records interval is a period after a track's end for which a track with the same license plate text will not be logged again (please note that the interval starts at the end of a track – unfinished track written down due to online logging has no end yet, and therefore it may be logged again). To log every occurrence of a license plate, uncheck *Apply unique records interval*.

If *Save pictures of detections* is checked, an image containing the best detection (with the highest OCR confidence) will be saved for each track. See chapter 5.7 Results for details.

If *Log unfinished confident tracks* is checked, each track may appear twice in the output file – first, as soon as its OCR result becomes confident enough (see *Stop OCR processing* field in the *ANPR adjustment* on the Recognition tab), and later after the track is finished. The couple of records have the same OCR results but may differ in MMR results; the final record also has a valid *End time* value whereas this field is empty in the “unfinished track” record. See chapter 5.6 Online logging for context.

6.4 Image Effects tab



Custom pixel aspect ratio:

Some imaging systems store an image as a grid of rectangular pixels, in which the pixel width and height are different. Pixel aspect ratio describes how the width of a pixel in a digital image compares to the height of that pixel. By default, AnprGUI tries to detect such a value in video files and display it properly.

To use a custom value (for any source), check the *Use custom pixel aspect ratio* checkbox and set its value.

The usage of custom pixel ratio and its value apply until they are changed or the application is closed; they are not saved for the next start of the application.

Image adjustment:

To adjust the brightness and / or contrast of video in the player, check the *Image adjustment* option. Then you can either adjust them manually or use an automatic histogram equalization.

Note that image adjustment applies only in video player – it does not affect detection and computation of results. The image adjustment is turned off when the application starts.