

# HADI - IBOARDPRO DOCUMENT

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# 1 Introduction

# 1.1 Introduction

HADI - iBoard Pro is a <u>Template-based inspection</u> 11 software.

User can deploy HADI - Inspection Pro as an Inline PCB Inspection and Inline Void Inspection software.

It supports following inspection features:

|   | Inspection Functions        | Support |
|---|-----------------------------|---------|
| 1 | Template Management         | YES     |
| 2 | Automated BGA Detection     | YES     |
| 3 | Automated Void Inspection   | YES     |
| 4 | Inline Void Inspection      | YES     |
| 5 | Inline PCB Inspection       | YES     |
| 6 | Batch Processing Simulation | YES     |

Check more detail products comparison 6.

# 1.2 Baisic Features

- Support various image formats loading and saving.(gif, bmp, jpg, tif, tiff, png, etc.)
- Support image/<u>scene</u> 50 loading and saving.
- Support 16bit image I/O and Window/Level adjust 23.
- Support image calibration.
- Support image histogram and profile.
- Support multiple languages. (English, Korean, Japanese, Chinese)
- Support up to 21 measurement tools.
- Support up to 14 images filters 24.
- Support command line invoke with various parameters.
- Advanced template management. 76
- Full featured reporting and printing functions.
- Support windows explorer integration.

# 1.3 HADI Products Comparison

| Functions                         | HADI -<br>Inspection | HADI -<br>BGA | HADI -<br>Inspection<br>Pro | HADI -<br>iBoard | HADI -<br>iBoard<br>Pro |
|-----------------------------------|----------------------|---------------|-----------------------------|------------------|-------------------------|
| Image Import /<br>Export          | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Scene Import /<br>Export          | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Print Images                      | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Image / Screen<br>Capture         | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Multiple<br>Language<br>Support   | V                    | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Measurement<br>Tools (21)         | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Image Filters (14)                | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Image Calibration                 | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Histogram and<br>Profile          | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Multiple Image<br>Display         | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| 16 bit image support              | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Image<br>Conversion               | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Image Alignment                   | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Command Line<br>Support           | $\checkmark$         | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Void Inspection                   | $\checkmark$         | $\checkmark$  | $\checkmark$                |                  | $\checkmark$            |
| BGA Detection                     |                      | $\checkmark$  | $\checkmark$                | $\checkmark$     | $\checkmark$            |
| Batch<br>Processing<br>Simulation |                      |               | V                           | $\checkmark$     | V                       |
| UDP<br>Communication<br>Support   |                      |               | V                           | $\checkmark$     | $\checkmark$            |
| PCB Inspection                    |                      |               |                             | $\checkmark$     | $\checkmark$            |

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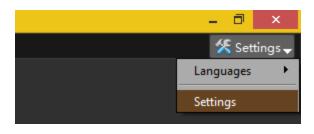
# 1.4 System Requirements

|                    | Minimum     | Recommended                    | Inline Inspection              |
|--------------------|-------------|--------------------------------|--------------------------------|
| OS                 | Windows 7   | Windows 7                      | Windows 7 64bit                |
| HDD                | 20GB        | 200GB                          | 500GB or Higher                |
| SSD                | None        | 128G                           | 128GB or Higher                |
| CPU                | Intel i5    | Intel i7                       | Intel i7 3.40 GHz<br>or Higher |
| RAM                | 2G          | 4G                             | 8G                             |
| GPU                | None        | Individual Graphic<br>Cards    | Individual Graphic<br>Cards    |
| Display Resolution | 1920 x 1080 | 1920 x 1080                    | 1920 x 1080                    |
| Additional Apps    | None        | Microsoft Office<br>PDF Reader | Microsoft Office<br>PDF Reader |
| Network            | Required    | Required                       | Required                       |

# 2 HADI Settings

# 2.1 Global Settings - General

Click on top right menu "Settings" -> "Settings" -> "General".



| 4 HADI Settings  | ×      |
|--|--------|
| General UDP Calibration iBoard Enable Functions  |        |
| Capture Image  |        |
| Default image capturing quality :  | - X 3  |
| Open image after capturing   |        |
| Capture Screen   |        |
| Keyboard Hook  |        |
| Display  |        |
| Show Image Status  |        |
| Show the image inspection status on top-left corner. (NG, Good, Alignment Error, No Object etc   | .)     |
| Memory & Performance   |        |
| Capture Resulting Image After Inspection   |        |
| If disabled, the excel/pdf report will only show the original image.<br>If disabled, HADI can load about 1000 images.<br>If enabled, HADI can load and inspect about 400 images. |        |
|  |        |
|  |        |
| ОК   | Cancel |

#### **Capture Image**

#### Default image capturing quality

Set the image capturing quality. "X3" means the captured image resolution is  $3 \times 3 = 9$  times of original resolution.

Higher quality image capturing takes more time.

#### **Open Image After Capturing**

Open the image after capturing.

#### Show Image Status

Show/Hide the Image status appeared in Top Left corner of main view.

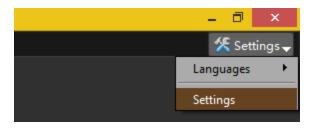


#### **Capture Resulting Image After Inspection**

Set that whether to capture the resulting image or not. See the discussion in "<u>Improve Performance</u> 56".

# 2.2 Global Settings - Calibration

Click on top right menu "Settings" -> "Settings" -> "Calibration".



| 0                  |                    | HADI S                | ettings |           | × |
|--------------------|--------------------|-----------------------|---------|-----------|---|
| General UDP        | Calibration        | Enable Functions      |         |           | _ |
| Default Calibratio | on Unit            |                       |         |           |   |
| Set default calib  | ration unit from l | JDP or Command line : |         | pixels 🔻  |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         |           |   |
|                    |                    |                       |         | OK Cancel |   |

## **Default Calibration Unit**

In UDP mode, if user sends the calibration command, the default unit is millimeter. This option will convert the displaying calibration info to target unit.

For example

*User send "image\_name; 1.5" to HADI by calibration command.* 

1.5 means: 1 pixel = 1.5 millimeter.

When the default calibration unit set to centimeter, the displaying calibration info will be set to 1

pixel = 0.15 centimeter.

# 2.3 Template-based Inspection

All HADI products support Template-based inspection.

#### **Template Saves**

The purpose that using Template is to

- Save all parameters in Image or in Measurement Tools.
- Save the image alignment information.
- Apply all saved parameters and Measurement Tools to a new image (to do inspection).

## **Template Auto Saving**

In a Template, every editing will be automatically saved, including,

- Measurement Tool moves, changes.
- Window/Level changes for 16bit image.
- Void Inspection parameter changes.
- BGA Detection parameter changes.
- PCB Inspection parameter changes.

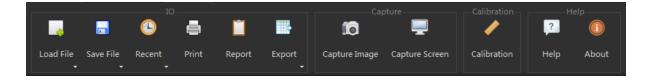
#### See also:

- How to create a Template? 57
- <u>Teach a Template</u> 58

# 3 Toolbars

# 3.1 Toolbar - FILE

Click on Toolbar "FILE", the following toolbar will be shown



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#### Load File

Users can load image files into HADI using various approaches.

HADI can remember last used directory, and the last used directory for Images and Scenes are memorized separately.

See "How to load image into HADI".

| Load Images              |
|--------------------------|
| Load Raw Image           |
| Load Scenes              |
| New Image                |
| New Image from Clipboard |

• Load Images

load general images from disk.

• Load Raw Image:

HADI supports RAW Images.

Image Type: specify image types.

Width: specify image width.

Height: specify image height.

**Apply to next images:** all above parameters will be applied to next images when loading multiple raw images.

| 🛟 hdDialog_LoadRaw 📍 🗙 |                   |  |  |  |
|------------------------|-------------------|--|--|--|
| Image Type :           | 16-bit Unsigned 🔻 |  |  |  |
| Width :                | <b>1</b> 024 €    |  |  |  |
| Height :               | 1024              |  |  |  |
| Apply to next images   |                   |  |  |  |
| ОК                     | Cancel            |  |  |  |

#### • Load Scenes:

All the <u>working scene</u> for can be saved as XML file, and user can load multiple scenes into HADI.

#### • New Image

Create a new image by specified parameters.

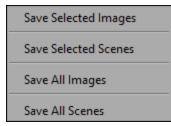
| 🛟 Create     | New Image ? ×    |
|--------------|------------------|
| Name :       | Untitled         |
| Image Type : | 8-bit Unsigned 🔻 |
| Width :      | 1000             |
| Height :     | 1000             |
| Fill Color:  | Black 💌          |
|              | OK Cancel        |

#### • New Image from Clipboard

Create a new image from Clipboard.

#### Save File

User can save images and scenes to disk.



#### Save Selected Images

Save selected images in dock panel "Images 79" as images to disk.

#### Save Selected Scenes

Save selected images in dock panel "Images 79" as working scenes 50 to disk.

#### • Save All Images

Save all images in dock panel "Images 79" as images to disk.

#### Save All Scenes

Save selected images in dock panel "Images 79" as working scenes 50 to disk.

#### Recent

Shows the recently used images and directories.

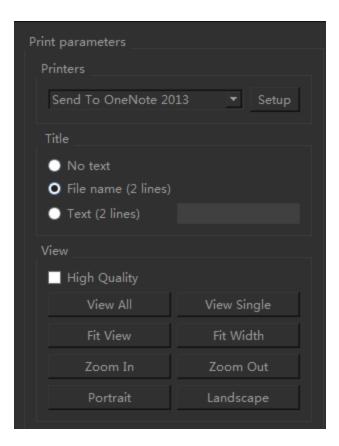
| 1 D:/3DII/iBoardDatabase/_InspectionPro/Heller Korea/before vacuum.jpg                             |  |
|--|--|
| 2 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/12.bmp                             |  |
| 3 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/11.bmp                             |  |
| 4 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/10.bmp                             |  |
| 5 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/9.bmp                              |  |
| 6 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/8.bmp                              |  |
| 7 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/7.bmp                              |  |
| 8 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/6.bmp                              |  |
| 9 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/5.bmp                              |  |
| 10 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/4.bmp                             |  |
| 11 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/3.bmp                             |  |
| 12 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/2.bmp                             |  |
| 13 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2/1.bmp                             |  |
| 14 D:/3DII/iBoardDatabase/_iBoard/BH_15.11.25/BH_15.11.25/2_80kv_100uA_EXP0.05_AVG8_x15.jpg        |  |
| 15 D:/3DII/iBoardDatabase/_iBoard/BH_15.11.25/BH_15.11.25/2_80kv_100uA_EXP0.05_AVG8_x15 - Copy.jpg |  |
| 1 D:/3DII/iBoardDatabase/_InspectionPro/Heller Korea   |  |
| 2 D:/3DII/iBoardDatabase/_InspectionPro/20151012-SEC/20151012/2                                    |  |
| 3 D:/3DII/iBoardDatabase/_iBoard/BH_15.11.25/BH_15.11.25   |  |
| 4 C:/Working/HADI1/Docs/tutorials/1-ImageLoadAndSave-en  |  |
| 5 C:/Working/HADI1/Docs/tutorials/5-Templates-en   |  |
| 6 C:/Working/HADI1/Docs/tutorials/4-HADIUsage-en   |  |
| 7 D:/3DII/iBoardDatabase/_iBoard/20151130-xavis/두성/ImageView_ORG_1                                 |  |
| 8 C:/Working/HADI1/Docs/tutorials/3-VoidInspection-en  |  |
| 9 C:/Working/HADI1/Docs/tutorials/3-VoidInspection-en  |  |
| 10 D:/3DII/iBoardDatabase/ InspectionPro/BGA Samples/set1  |  |

Clear History

# Print

Print selected images.

User can set title for each image, or print with high quality.



#### Report

Generate general report for selected images.

Now, most modules have their specific file format, please find out the related Toolbar to get more information.

If user needs customized report format, please contact with 3DII (xin.chen@3dii.kr)

### Capture

#### **Capture Image**

User can capture the current displaying image by

- Clicking "Capture Image" in Capture panel,
- Clicking the camera icon is on the top left corner of <u>any view</u> 51.

User can also capture high quality images.

Go to <u>"Settings" -> "General" -> "Capture Image"</u>, to adjust default image quality.

### **Capture Screen**

User can capture the whole desktop by clicking "Capture Screen" or using "Ctrl + 1".

Go to <u>"Settings" -> "General" -> "Capture Screen"</u> sto see more options.

#### Calibration

For current displaying image, make a connection between Pixel Size and Real World Size. See "Image Calibration 64".

| 0                | Calibration Dialog      | ? ×          |
|------------------|-------------------------|--------------|
|                  | with flux_23 Apr.jpg    |              |
|                  | Image is not calibrated |              |
| Image Properties |                         |              |
| Width (pixels)   | 1536                    |              |
| Height (pixels)  | 864                     |              |
| 1.0000           | pixels ▼ = 0.6250     € | millimeter 💌 |
|                  | ОК                      | Cancel       |

#### Help

Show this document.

#### About

Show about information.

# 3.2 Toolbar - VIEW

Click on Toolbar "VIEW", the following toolbar will be shown

| Dock Panels                                      |           |               | Display Framework |
|--|-----------|---------------|-------------------|
| 📑 Images 📕 Templates 📰 Image Filters 📰 Histogram |           |               |                   |
| 📕 MT Info 📕 MT Usage 📒 Voids Info                | Show Grid | Zoom Images 💌 |                   |
|  |           |               |                   |

#### **Dock Panels**

#### Images

Show/hide Images dock panel 79.

#### **Templates**

Show/hide Templates dock panel 76.

#### **Image Filters**

Show/hide Image Filters dock panel.

#### Histogram

Show/hide <u>Histogram dock panel</u> 87.

#### **MT Info**

Show/hide MT Info dock panel 82.

#### **MT Usage**

Show/hide MT Usage dock panel 85.

#### **Voids Info**

Show/hide Void Info dock panel 89.

#### Tool

#### **Show Grid**

Show guiding grid in image.

#### Mouse

Choose left mouse behavior to "Zoom Images" or "Switch Images".

#### **Display Framework**

Set the display framework of main workspace.

# 3.3 Toolbar - MEASURE

Click on Toolbar "MEASURE", the following toolbar will be shown

|        | Current MT |      | Geometry        | Coo      | rdinates | Font               | Precision      | View            | Plotting        |
|--------|------------|------|-----------------|----------|----------|--------------------|----------------|-----------------|-----------------|
| ID :   |            | Edit |                 | ID       | Center   | Helvetica [Cronyx] |                | Show MT Info    |                 |
| Type : |            |      | Rotation: 0.00° | Name     | Bounding |                    | Precision: 1 📮 | Channe MT Users |                 |
| Name   |            |      |                 | Annotati | on       | 12 pt 💌            |                | Show MT Usage   | Plot 3D Surface |

Note: All the parameters are acting on selected Measurement Tools

#### Current MT

ID

Shows the ID of the selected Measurement Tool.

#### Edit

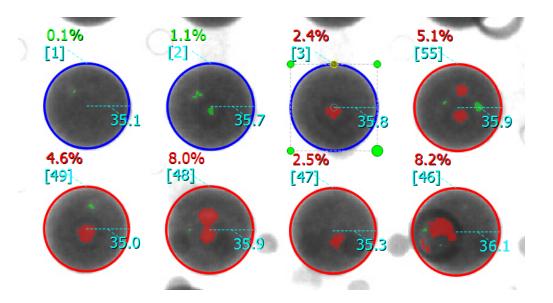
User can change the ID of Measurement Tools.

1. Select Measurement Tools in <u>active view</u> 51.

2. Click "Edit", the MT color will change to red color.

3. Click each MT in order, the ID will be reassign from 1, new ID assigned MT will become blue color as shown in following pictures.

4. If all MTs have been clicked, the editing will be finished automatically. Or user can click "Edit" again to finish editing.



#### Туре

Shows the Type of the selected Measurement Tool, such as Line, Rectangle, Circle, Polygon and so on.

#### Name

Shows the Name of the selected Measurement Tool(s). There's no Name by default, user can input name and press "Enter" to let MT remember it.

#### Geometry

#### Rotation

Set the rotation angle of the selected Measurement Tool(s). User can operate multiple Measurement Tools at a time. Rotation angle starts from -180°(Counterclockwise Rotation) to 180°(Clockwise Rotation).

#### Coordinates

Shows the coordinate information and label information of the selected Measurement Tool(s).

#### ID

Shows the ID of the selected Measurement Tool.

#### Name

Shows the Name that edited by user in Current MT of the selected Measurement Tool.

#### Annotation

Shows default annotation of the selected Measurement Tool.

#### Center

Shows the center coordinates of the selected Measurement Tool.

#### Bounding

Shows the vertex coordinates of the selected Measurement Tool.

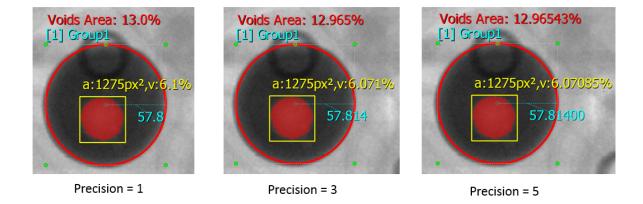
### Font

User can change the font and font size of the selected MTs.

| <b>0</b>   | Select | Font                                    |          |  | ×        |
|--|--------|---|----------|--|----------|
| Font<br>MS Shell Dlg 2   |        | Font st <u>y</u> le<br>Normal           |          | <u>S</u> ize<br>12                       |          |
| MS Outlook<br>MS PGothic<br>MS PMincho<br>MS Reference Sans Serif<br>MS Reference Specialty<br>MS Sans Serif<br>MS Serif<br>MS Shell Dlg 2 | ^      | Normal<br>Bold<br>Italic<br>Bold Italic |          | 6<br>7<br>8<br>9<br>10<br>11<br>12<br>14 |          |
| MS UI Gothic<br>Effects  | ~      | Sample                                  |          | 16                                       | <b>v</b> |
| Stri <u>k</u> eout Underline Wr <u>i</u> ting System Any   | •      |   | AaBbYyZz |  |          |
|  |        |   | OK       | Cancel                                   |          |

#### Precision

User can change the precision of the selected MTs.



View

#### Show MT Info

Show Measurement Tool Info dock panel 821.

#### Show MT Usage

Show Measurement Tool Usage dock panel 851.

#### Plotting

#### **Plot 3D Surface**

Plot 3D surface of selected closed-shape 95 Measurement Tools 94

# 3.4 Toolbar - IMAGE

Click on Toolbar "IMAGE", the following toolbar will be shown



#### Revert

#### **Revert Image**

Reload the image from disk again, all changes will be abandoned.

### Convert

User can convert the displaying image format among 8-Bit, RGB Color and 16-Bit.

# **Viewing Adjustment**

#### Level

Adjust the viewing level of current image.

#### Window

Adjust the viewing window of current image.

#### **Auto**

Auto adjust the viewing of current image.

#### Apply

Apply current viewing effect to current image.

#### Histogram

Show the histogram of current image.

### Plotting

#### **Plot 3D Surface**

Plot 3D Surface of current image.

# 3.5 Toolbar - FILTERS

Click on Toolbar "FILTERS", the following toolbar will be shown

| SHADI  |   |   |                     |                   |      |         | FILTERS    |     |           |           |    |        |
|--------|---|---|---------------------|-------------------|------|---------|------------|-----|-----------|-----------|----|--------|
| -      |   |   |                     |                   |      |         |            |     |           |           |    |        |
| 5      | 5 | ~ | U                   |                   | Þ    | <b></b> | 1          | ۵ 🏈 | ffine Tra | nsformati | on | Ä      |
| Revert |   |   | History Co<br>Panel | omparison<br>View | Crop | Rescale | Straighten | F   | €         |           |    | Curves |

#### Revert

#### Revert

Restore the current image as original image, and lost all undo/redo history at the same time.

#### Undo

Reverse the last operation user performed.

#### Redo

Perform the last undo operation again.

#### View

#### **History Panel**

Display the sequence of HADI states recorded during image filters, and its main purpose is to let user manage and access the history states recorded by HADI.

Click the desired history state to activate a previous state.

| History              | e × |
|----------------------|-----|
| <empty></empty>      |     |
| Undo Rescale Image   |     |
| Undo Crop Image      |     |
| Undo Invert Image    |     |
| Undo Change Contrast |     |
| Undo Change Contrast |     |

#### **Comparison View**

Compare the current image after processing with filters with the original image.

#### Size

#### Crop

| 986 Co., LMI Zeyssystem.<br>Detryfinne - 2014 Co. 23, 13:08<br>Yrwy : 942V / 16:014<br>Avg : 1 | 512,288 |
|--|---------|
|  | 512,288 |
|  |         |

Click on Crop Button. The main view shows

The center area show the preview of cropped image.

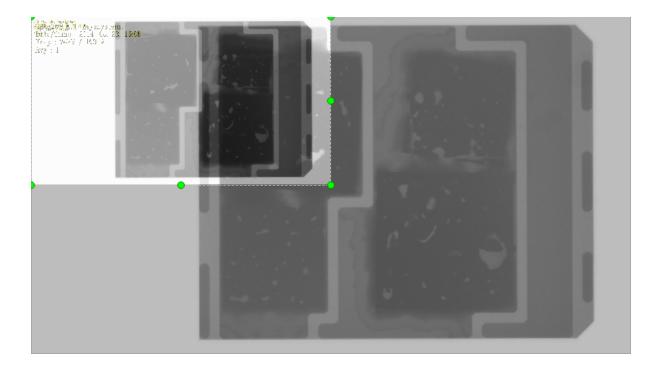
- User can set top-left position by clicking near to current top-left position.
- User can set bottom-right position by clicking near to current bottom-right position.
- User can also set the exact X,Y,Width,Height in the parameter panel as shown in below

figure.

| 0        | Crop Image | ? ×     |
|----------|------------|---------|
|          |            |         |
| x :      | 1022.00    | <b></b> |
| Υ:       | 275.50     | •       |
| Width :  | 0.00       | ▲<br>▼  |
| Height : | 1.00       | <b></b> |
|          |            |         |
|          | ОК         | Cancel  |

### Rescale

Click on Rescale Button. The main view shows



The ROI area shows the preview of rescaled image.

- User can drag the eight hover points to see the result.
- User can set exact X Scale, Y Scale, Width, Height, Interpolation Algorithm in the parameter panel as shown in following picture.

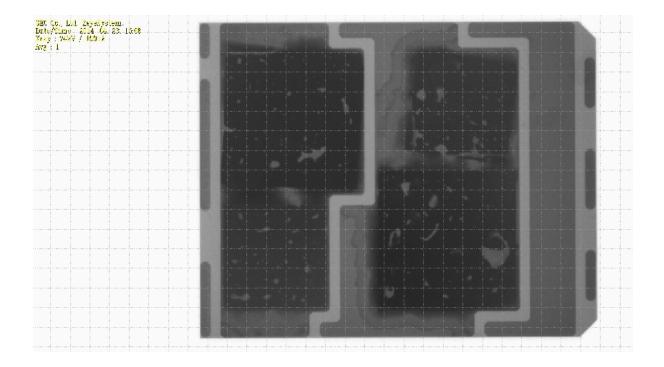
| 0                 | Rescale Image | ? ×     |
|-------------------|---------------|---------|
|                   |               |         |
| X Scale :         | 0.5000        | ×       |
| Y Scale :         | 0.5000        | ×       |
| Width (pixels) :  | 640.00        | <b></b> |
| Height (pixels) : | 360.00        | <b></b> |
| Interpolation :   | Bilinear      | •       |
|                   | ОК            | Cancel  |

#### Adjustment

#### Straighten: slightly change rotation and scale

Click on Straighten Button. The main view show grid line to help straighten,

The difference between Rotation and Straighten is that Straighten will has slightly rescale to avoid black border.



• User can use Straighten parameter panel to tune the straighten weight.

| <b>0</b> | Straighten | ? ×    |
|----------|------------|--------|
|          |            |        |
|          |            |        |
|          |            |        |
|          |            |        |
|          |            | 0.0 🜩  |
|          |            |        |
|          |            |        |
|          |            |        |
|          | OK         | Cancel |

#### **Affine Transformation**

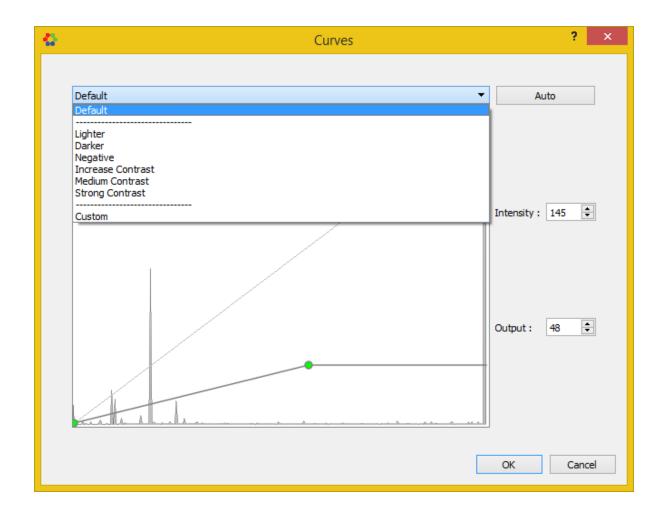
Click on Affine Transformation Button. The parameter panel is shown as following picture.

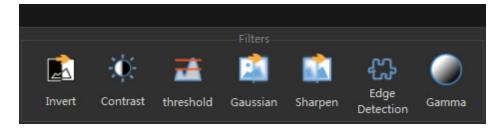
• User can rotate the image clockwise or anticlockwise by 90°.

- User can define the rotate center by adjusting Rotate Center X and Rotate Center Y.
- User can rotate the image for a defined degree by editing Rotate Degree.
- User can zoom in and zoom out the image by adjusting Image Scale.
- User can shift an image by a specified number of pixels in either the *x* or *y* direction, or both by adjusting Translation X and Translation Y.

| Affine Transform  |          |               |  |
|---|----------|---------------|--|
| 🖑 Rotate AntiClockwise 90°  | 🗞 Rotate | Clockwise 90° |  |
| Advanced Transformation   |          |               |  |
| Note:<br>1, Wheel -> Scale<br>2, Control + Wheel -> Rotation<br>3, Middle button -> Translation |          |               |  |
| Rotate Center X :   | 640.0    | ÷             |  |
| Rotate Center Y :   | 360.0    | ÷             |  |
| Rotate Degree ( -360° ~ 360° ) :  | 0.00     | <u>*</u>      |  |
| Image Scale ( 0.1 ~ 100 ) :   | 1.00     | <b>•</b>      |  |
| Translation X :   | 0.0      | ÷             |  |
| Translation Y :   | 0.0      | ÷             |  |
|   | Re       | set           |  |
|   |          |               |  |

#### Curves





#### Filters

#### Invert

Invert the current image.

#### Contrast

Auto Contrast: Automatically adjust contrast and brightness of the current image.

Change Contrast

 Auto Contrast

 Contrast :

 100 ÷

 Brightness :

 0 ÷

 OK

Contrast: Adjust contrast and brightness of the current image. Brightness:

#### Threshold

#### Do Thresholding on the current image.

"Threshold value" adjusts images by converting all colors and shades of grey to either black or white. use the adjustment to create stark, high-contrast images.

"Thresholded value" decides a value that if

- "Threshold value" is smaller than it, the pixel value will be assigned to 0 (black).
- "Threshold value" is larger than it, the pixel value will be assigned to 255 (white).

Choosing "Binary" to make current image as binary image (black and white); "Invert" is used to invert the current image.

| $\mathbf{O}$ |                     | Change Contrast | ? ×    |
|--------------|---------------------|-----------------|--------|
|              | Threshold value :   |                 |        |
|              |                     |                 | 128 🜩  |
|              | Thresholded Value : |                 |        |
|              | Options             |                 | 255 🜩  |
|              | Binary              | Invert          |        |
|              |                     | OK              | Cancel |

### Gaussian

Blur the current image using a Gaussian filter.

| 0             |                         | Gaussian Blur |    | ? ×    |   |
|---------------|-------------------------|---------------|----|--------|---|
| Gaussian kern | el size ·               |               |    |        |   |
|               |                         |               |    | 3 🜩    |   |
| Gaussian kern | el standard deviation : |               |    | 3 🜩    |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               |    |        |   |
|               |                         |               | ОК | Cancel | ] |

# Sharpen

Sharpen the current image.

# **Edge Detection**

Find edges in the current image using <u>Canny edge detection</u> algorithm.

| 0                         | Edge Detection | ? ×       |
|---------------------------|----------------|-----------|
|                           |                |           |
|                           |                |           |
|                           |                |           |
| Edge linking :            |                |           |
|                           |                |           |
|                           |                |           |
|                           |                |           |
|                           |                | 50 🖨      |
|                           |                |           |
|                           |                |           |
| Edge contrast intensity : |                |           |
|                           |                |           |
|                           |                |           |
|                           |                | 150 🗘     |
|                           |                |           |
|                           |                | OK Cancel |

#### Gamma

Gamma Correction enables user to adjust how an image is displayed on the monitor. Gamma correction only adjusts the dark tones.

| Toolbars | 35 |
|----------|----|
|----------|----|

| 0                     | Gamma Correction | ? ×       |
|-----------------------|------------------|-----------|
|                       |                  | 1.00      |
| Auto Gamma Correction |                  | OK Cancel |

# 4 Inspection

# 4.1 BGA DETECTION

Click on Toolbar "BGA DETECTION", the following toolbar will be shown

| Image                       | Flatten BG   |               |              |             | Find Overlapped Balls |  |  |                  |
|-----------------------------|--------------|---------------|--------------|-------------|-----------------------|--|--|------------------|
| Smoothing : 3 🌲             | Radius: 25 🌲 | O Auto HADI 💌 | Curvature 50 | ) Intensity |                       |  |  | Use Yellow Color |
| Invert Image                |              | ● Fixed 128 ÷ |              |             |                       |  |  |                  |
| BGA DETECTION Toolbar (1/2) |              |               |              |             |                       |  |  |                  |

#### Image

#### Smoothing

Defines the Gaussian smoothing iterations. Default value is 3.

#### **Invert Image**

HADI default will try to find out Black Balls on White Background. In case user has white balls on black image, user needs to check this option.

#### Flatten BG

If the background is inhomogeneous, please check this option.

#### Radius

The radius is usually set as twice as the Ball diameter.

### Thresholding

### Auto

Default Option is "HADI", Which is an adaptive Thresholding algorithm developed by HADI team. It can cover most cases.

User can also try to use "OSTU" adaptive Thresholding in some case.

**Fixed** 

In the very noise image, auto(Adaptive Thresholding) may not work.

User can give a Fixed Thresholding value to do segmentation.

When adjust this parameter, the image will have an overlay to show the segmentation area. If the segmentation roughly OK, click "Find Balls" to find BGA.

## Find Isolated Balls & Find Overlapped Balls

The two slider bars in "Find Isolated Ball" and "Find Overlapped Ball"are designed for finding balls as contour. it defines the balance between ball curvature and intensity.

User doesn't need to change them, and that make sure the value to be 50 is OK.

Please see tutorial "BGA Detection" to get more information.



#### **BGA DETECTION Toolbar (2/2)**

## **Target Ball Sizes**

Set the ball minimum size and maximum size.

Roughly setting the range will bring more accurate result, so setting ball radius limitation is very important.

Default value of Minimum radius and Maximum radius of a ball are 15 pixels and 80 pixels, respectively.

- If ball size is larger than 80, user needs to change "Max Radius" to a proper value.
- User can use <u>Line Tools</u> 98 to measure a Ball size

## Inspection

# In ROIs

- Check "In ROIs"
- Put one or more rectangle, and set it as "<u>Tool3 (BGA Detection)</u>
   Then algorithm will only find balls inside the ROIs.

## **As Contours**

- Check this option, all the balls will be displayed as Polygon [98] (Contour).
- Uncheck this option, all the balls will be displayed as <u>Circle</u> 96.

### **Find Balls**

Click this button to find Balls.

It will first remove all the detected balls, then find out balls with current parameters.

## Clear

Remove all the detected balls by clicking "Clear" button.

### Size+

Increase radius of all the selected balls with value 1.

#### Size-

Decrease radius of all the selected balls with value 1.

#### **Restore Settings**

Restore all the parameter settings as default.

### Template

User can create a Template 57 with current displaying parameters.

Click any Template will apply the parameters inside Template to UI.

See tutorial "Template" to get more information.

# Selected MTs

| nspection | 39 |
|-----------|----|
|-----------|----|

Check "Set as Mask Area", HADI will set all selected ROIs (Rectangle, Polygon, and Circle) as Mask, which means the balls inside the Mask area will be removed automatically.

# 4.2 VOID INSPECTION

Click on Toolbar "MEASURE", the following toolbar will be shown

| MT Usage                    |                             |   |               | Contour Indent | Void Filter  | Inspection    |
|-----------------------------|-----------------------------|---|---------------|----------------|--|---------------|
| Set Entire Area as Mask     | Size: 3 🛟<br>Iteration: 3 🛟 | Kenel Size: 25 ÷<br>Intensity From: 0 ÷ | O Fixed: 15 ÷ | Thickness: 3 🛔 | Max Size: 💌 px <sup>2</sup><br>Min Size: 💌 px <sup>2</sup> | 🗹 - 🖆         |
| Set Segmented Area as Void  | Void is white               | Intensity To: 255 👗                     | Auto: 0.5     |                |  | Inspect Batch |
| VOID INSPECTION Toolbar 1/2 |                             |   |               |                |  |               |

Note: All above parameters are acting on selected <u>closed-shape</u> [95] <u>Measurement Tools</u> [94] with <u>usage</u> <u>"Void Inspection"</u> [87]

## MT Usage

Set the usage of selected Measurement Tool. NOTE: HADI supports <u>MT Usage</u> 85 definition that assign each MT a explicit usage.

To do Void Inspection, the usage for a MT should be <u>Void Inspection Usage</u> 87. By default, any closed-shape MT is assigned as Void Inspection Usage.

### MT ID

Show ID of selected Measurement Tools.

### Set Entire Area as Mask

Set entire area as No Void Area

### Set Entire Area as Void

Set entire area as Void Area

### Set Segmented Area as Void

Set segmented area as Void Area

# **Smooth ROI**

Smooth the ROI with Gaussian smoothing algorithm

#### Size and Iteration:

Defines the Gaussian kernel size and smoothing iteration.

### Void is white

By default, HADI tries to find out Void (air) that is brighter than the

(object).

Uncheck this option If user wants to find out dark object.

## Flatten BG

Flatten Background that helps the foreground segmentation on Inhomogeneous background. See "Background Processing for Void Inspection"

### **Kernel Size**

Defines the maximum Void object radius.

#### **Intensity From**

Defines an the intensity value that background flatten start from. HADI usually ignore the surrounding pixels that intensity value < Intensity From.

#### **Intensity To**

Defines an intensity value that background flatten end to. HADI usually ignore the surrounding pixels that intensity value > Intensity To.

## Threshold

Do the foreground segmentation.

#### **Fixed**

Use fixed Thresholding value to do segmentation.

• If "Flatten BG" is checked. Thresholding will be applied to background processed image.

The Thresholding value is quite different from original image.

After background processing, the background pixels become 0, the foreground pixels starts from

1.

It means user should set value start from 1.

In general, user can set the Thresholding value to 5 ~15 to do the foreground segmentation.

• If "Flatten BG" is not checked. Thresholding will be applied to smoothed image.

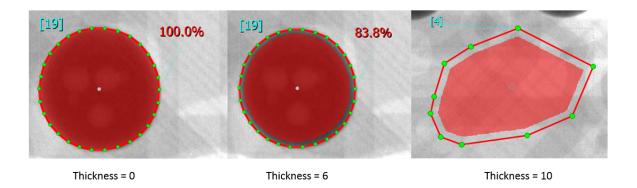
The Thresholding value is almost exactly same with the original intensity value.

### Auto

Use auto Thresholding value to do segmentation. User can use the "Offset" value slightly tuning the Thresholding results.

# **Contour Indent**

Remove the Void pixels that adhere to the inner Measurement Tool shape. The "Thickness" define that how many pixels from the border should be removed.



# Void Filter

If enabled, HADI will only keep the Voids that the area size located in range Min to Max.

### Max Size

defines the maximum void size in the selected MT. If a Void area size larger than this value, it will be removed.

### Min Size

defines the minimum void size in the selected MT. If a Void area size smaller than this value, it will be removed.

## Inspection

Inspect current displaying image.

# Batch

Invoke the <u>Batch Processing Tool</u> 73. It is a simulation tool for inline inspection.



### Clear

### **Clear All**

Clear all Voids in the current displaying image.

### Erase

Click this button, the mouse cursor will be changed to "Cross". Click on any Void to remove it. Click this button again to exist erasing status.

### View

Voids can be evaluated as Defect and Non-Defects according to the Evaluation Settings. .

### **Defects Color**

Define the Defect color for current image.

### **Non-Defects Color**

Defines the Non-Defect color for current image.

### **Sum Info**

Show summary info in the Main window. (will be abandoned)

## **Void Contour**

Show the Voids as contours.

Note: This option is a global option that applied to all displaying Voids.

### **Statistics**

Show Void Statistics Plotting of dock panel.

### Settings

#### **Evaluation**

Show the Void Evaluation Settings Dialog.

- The settings will apply to all selected Measurement Tools
- When creating a new <u>Void Inspection Tool</u> 7, the last Void Evaluation Settings will be applied to it.

### All the settings are defining NG conditions for selected Void Inspection Tool 87.

| 6                              | Void Settings For ROI   | ? ×  |
|--------------------------------|---|--|
| [1] ROI<br>Width<br>Area Dames | HADI Evaluation         1 ROIs selected. Image Calibration is [1px]         ROI is NG if its         I void Width in :       10 $px \sim 10000 \vee px$ I void Height in :       10 $px \sim 10000 \vee px$ Void Height in :       10 $px \sim 10000 \vee px$ Void Area in :       10 $px \sim 10000 \vee px^2$ Void Dia. in :       10 $px \sim 10000 \vee px^2$ Total Voids Count in :       1 $v \sim 100 \vee $ Show Label         I Biggest Void Area Ratio in :       1 $\psi \sim 100 \vee $ Show Label         I Biggest Void Dia. Ratio in :       1 $\psi \sim 500 \vee $ Show Label         I Total Voids Area Ratio in :       8 $\psi \sim 100 \vee $ Show Label         I Total Voids Dia. Ratio in :       10 $\psi \sim 500 \vee $ Show Label | biggest area =<br>biggest dia. =<br>voids area =<br>voids dia. = |
|                                | Reset   | K Cancel Apply   |

## Void Width in

If the width of a Void is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The Void is marked as Defect Color 421.
- The Tool border is marked as <u>Defect Color</u> 42.

### Void height in

If the height of a Void is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The Void is marked as <u>Defect Color</u> 42.
- The Tool border is marked as <u>Defect Color</u> 421.

#### Void Area in

If the area of a Void is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The Void is marked as <u>Defect Color</u> 42.
- The Tool border is marked as <u>Defect Color</u> 42.

### Void Dia. in

If the diameter of a Void is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The Void is marked as <u>Defect Color</u> 42.
- The Tool border is marked as <u>Defect Color</u> 42.

### **Total Voids Count in**

If the total Voids count in selected ROI is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The Tool border is marked as <u>Defect Color</u> 42.

### **Biggest Void Area Ratio in**

If the area ratio of the biggest Void of the Void Inspection Tool is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The biggest Void is marked as Defect Color 42.
- The Tool border is marked as Defect Color 421.

#### **Biggest Void Dia. Ration in**

If the diameter ratio of the biggest Void of the Void Inspection Tool is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The biggest Void is marked as <u>Defect Color</u> 42.
- The Tool border is marked as <u>Defect Color</u> 421.

### **Total Voids Area ratio in**

If the area ratio of the total Voids of the Void Inspection Tool is in the defined range,

- The Image is NG.
- The Void Inspection Tool is NG.
- The Tool border is marked as Defect Color 42.

## Total Voids Dia. ratio in

If the diameter ratio of the total Voids of the Void Inspection Tool is in the defined range,

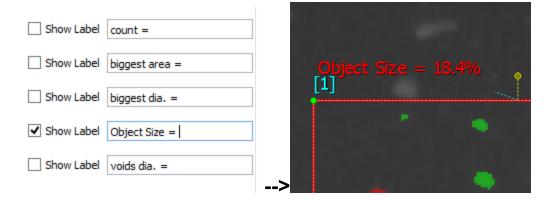
- The Image is NG.
- The Void Inspection Tool is NG.
- The Tool border is marked as <u>Defect Color</u> 42.

### Show Label

Show the annotation prefix on MTs annotation area.

For example .

| Show Label | count =        |   | count = 1<br>biggest ar  |   |   |
|------------|----------------|---|--------------------------|---|---|
| Show Label | biggest area = |   | biggest di               |   |   |
| Show Label | biggest dia. = |   | voids area<br>voids dia. |   |   |
| Show Label | voids area =   |   | [1]                      |   |   |
| Show Label | voids dia. =   | > |                          | P | • |



## **Create Template**

Create a Template 57 with current displaying image.

### Alignment

Show "<u>Image Alignment</u> 62<sup>-</sup>]" dialog. It only shows the Alignment settings for selected Template(s).

### **Restore Parameters**

Restore Void inspection parameters of selected Measurement Tools as default.

## Results

#### Export

Export to CSV(Selected Image)

Export to CSV(All Images)

Export to Excel(Selected Image)

Export to Excel(All Images)

Export Settings

- Export to CSV format (Selected Image)
  - will be abandoned
- Export to CSV format (All Images)
  - will be abandoned
- Export to Excel (Selected Image)
- Export to Excel (All Images)
- Export Settings
  - See "Export Settings 84" in dock "MT Info 82".

# 4.3 PCB INSPECTION

Click on Toolbar "PCB INSPECTION", the following toolbar will be shown

| HADI                   |                  |                          |
|------------------------|------------------|--------------------------|
| Template               | Chip Tools       | Inspection               |
| New Template Alignment | Add Tool O HI CO | Load Image Inspect Batch |

# Template

### **New Template**

- Create a new iBoard Template through loading an image.
- Create a new Template from current displaying image.

### Alignment

Select a Template, then user can set alignment parameters for it. See"<u>Template-based Inspection</u><sup>11</sup>" to get detail parameter description on Image Alignment.

## Chip Tools

### Add Tools

Add <u>Chip Tools</u> 101 to the current displaying image(can be Template).

### **Arrange and Sizes**

Adjust <u>Chip tool</u> ayouts, arrangements and sizes of selected Chip tools.

## Inspection

#### Load Image

• Select a Template first, and then load an image with this button to inspect it.

It will first do the image alignment between the image and Template. The alignment process will do transformations on image to match the template.

- The second process is mapping all ROIs in Template to the image.
- Now the image is ready to do inspection.

### Inspect

Inspect current image with selected Template.

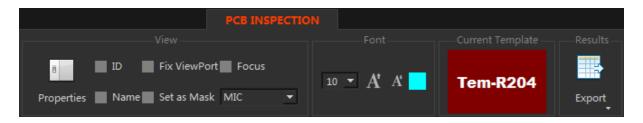
Every time clicked on "Inspection", all the ROIs in the current image will be removed. All the ROIs in Template will be mapped to current image again.

The alignment process doesn't repeat. So if user change Alignment settings, the image needs to be loaded again to perform alignment with new alignment parameters.

#### **Batch**

Invoke the batch processing tool, a tool that can simulate inline inspection.

See more details in "Batch Processing Tool 73".



## View

#### **Properties**

Show "iBoard Tool Properties" window, in which user can adjust the parameters for each selected ROI.

## ID

Show/Hide ID of selected Chip tools.

### NAME

Show/Hide Name of selected Chip tools.

### **Fix Viewport**

Fix the viewport of current image, the incoming new images will have same Translation and Scaling with the current Viewport.

It is a convenient function that focusing on a certain area of an image.

### Set as Mask

Set a selected Measurement tool as Mask.

Put a Measurement Tool on current display image and set it as Mask.

See more details in "Mask Tool".

### **Focus**

During the inspection, the viewport will be focused on a Chip tool. User can select the target Chip type by the dropdown menu.

### **Review**

Enter review mode. The auto inspection process performs in the background, and user can review inspected images.

# **Current Template**

Show the current selected Template name.

# Reults

## Export

User can generate report or export images and Templates. See more details in "Exporting 55".

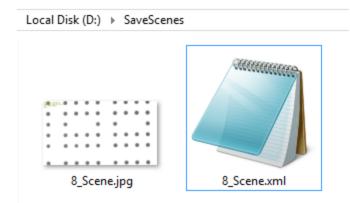
# 5 Get Start

# 5.1 General

## 5.1.1 General - Work With Scenes

When user editing an image in HADI.

The current working scene can be saved as XML file. and the image also saved in the same name.

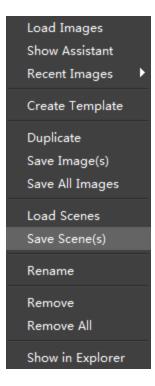


### The XML file contains,

- Measurement Tools (position, color, pen etc.).
- All Parameters belong to the Measurement Tool.
- All Parameters belong to the Image.

## **Save Scenes**

- Click "FILE" -> "Save File" -> "Save Selected Scenes" or
- Click "FILE" -> "Save File" -> "Save All Scenes" or
- Right Click dock panel "Images" -> "Save Scene(s)"



## **Load Scenes**

- Click "FILE" -> "Load File" -> "Load Selected Scenes" or
- Click "FILE" -> "Load File" -> "Load All Scenes" or
- Right Click dock panel "Images" -> "Load Scenes"

|                          | _         | <b>()</b>   |  |  |
|--------------------------|-----------|-------------|--|--|
| Load File                | Save File | Recent<br>+ |  |  |
| Load Images              |           |             |  |  |
| Load Raw Image           |           |             |  |  |
| Load Scenes              |           |             |  |  |
| New Image                |           |             |  |  |
| New Image from Clipboard |           |             |  |  |

# 5.1.2 General - Multi-View Display

HADI support multiple view display, user can see two or more images at the same time.

By default, HADI shows only one view to display image.

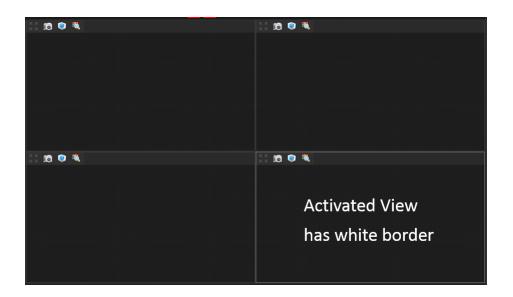
Goto toolbar "VIEW" -> "Display Framework" to set the display framework to multiple view display.

| Display Framework                                      |
|--|
|  |
|  |
| shows one view   |
| shows two vertical views                               |
| shows two horizontal views                             |
| shows one main view and two small views                |
| shows one main view and three small views vertically   |
| shows one main view and three small views horizontally |
| shows 4 views  |

# **Activated View**

The activated view has a white border that different with other views.

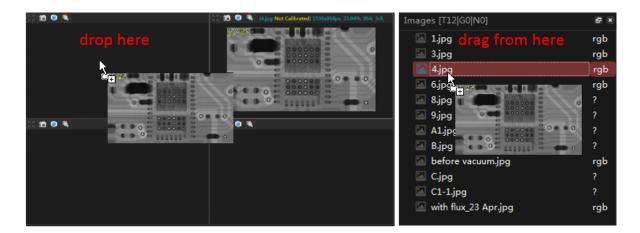
User can click on the view to active it.



# How to show images in multiple view

## Method 1

• User can use Alt + Left Mouse to Drag image from dock panel "Images 79" into a view.



# Method 2

 Active a view by click on the view first, then click on Image name, the image will be displayed to the activated view.



# 5.1.3 General - Image Loading Assistant

When user load images into HADI, an Image Loading Assistant window pop-up.

It shows all image files in that directory, user can

- Cancel : ignore it.
- Load All Other Images : Load all image files in that directory to HADI, no duplicate loading.
- Click on an image name to load image: this loading is duplicate loading.

|                          | Images [T1 G0 N0] | 8 × |
|--------------------------|-------------------|-----|
| Images In Current Folder | 🖾 1.jpg           | rgb |
| Cancel (in 9 secs)       |                   |     |
| Load All Other Images    |                   |     |
| 1.jpg                    |                   |     |
| 3.jpg                    |                   |     |
| 4.jpg                    |                   |     |
| 6.jpg                    |                   |     |
| 8.jpg                    |                   |     |
| 9.jpg                    |                   |     |
| A1.jpg                   |                   |     |
| B.jpg                    |                   |     |
| before vacuum.jpg        |                   |     |
| C.jpg                    |                   |     |
| C1-1.jpg                 |                   |     |
| with flux_23 Apr.jpg     |                   |     |

# 5.1.4 General - Export Results

HADI has following functions

- Save Images 14
- Save Working Scenes 14
- Capture Image 16
- <u>Capture Screen</u>
- Print Images 15
- Export Inspection Results as PDF 16
- Export Inspection Results as CSV/Excel 46

# 5.1.5 General - Supported File Formats

- HADI supports loading PNG, XPM, JPG, BMP GIF, TIFF formats.
- The TIFF file can be <u>16-bit.</u> 23
- HADI also support loading RAW files.
- HADI saves the working scene 50 as XML file. So user can also load XML scene files 50.

### 5.1.6 General - HADI Terminology

| Name                 | Description  |  |  |
|----------------------|--|--|--|
| NG                   | Not Good, used in inspection and evaluation  |  |  |
| GOOD                 | Good, used in inspection and evaluation  |  |  |
| Void Inspection Tool | A Measurement Tool that the usage is <u>Void</u><br>Inspection 87                                |  |  |
| Measurement Tool     | HADI provided all tools are Measurement Tool, user can assign <u>different usage</u> 8히 for MTs. |  |  |
| Closed-Shape MT      | Tools like Circle, Rectangle, Polygon are <u>closed-</u><br>shape MTs 9िटी.                      |  |  |
| Non-Closed-Shape MT  | Tools like Angle, Line, Distance are <u>non-closed-</u><br><u>shape MTs</u> ୭୫.                  |  |  |
| Image Alignment      | Alignment incoming image with specified Template.<br>See " <u>Image Alignment</u> 62"            |  |  |
|                      |  |  |  |

### 5.1.7 General - Improve Performance

User is able improve performance by settings.

### Improve Image Alignment Speed

In "<u>Alignment Settings</u> 46" -> "General" -> "Set Alignment Speed". Choose X4 means the image alignment speed is 4 times faster than original. Choose X16 means the image alignment speed is 16 times faster than original.

In general, X4 is reasonable. Alignment two 1000x1000 image will take about 200 ms in i7 CPU. If user choose X16, the alignment probably lose some accuracy.

### Improve Inspection Speed

- Turn off the "Capture Resulting Image After Inspection" will improve inspection speed. (see below "Improve Memory Usage").
- Choose X16 for the image alignment. (see above "Improve Image Alignment Speed").

### Improve Memory Usage

To generate report with inspected images. HADI keeps inspected image after inspection.

The image is 3 channel RGB image, so it takes huge memory.

User can turn it off by unchecking "Global Settings" -> "General" -> "Memory & Performance".

But, the reporting will no have inspected image, instead, the original image is contained. (This issue will be improved soon).

| HADI Settings   |
|---|
| General UDP Calibration iBoard Enable Functions   |
| Capture Image   |
| Default image capturing quality :   |
| Open image after capturing  |
| Capture Screen  |
| Keyboard Hook   |
| Display   |
| Show Image Status Show the image inspection status on top-left corner. (NG, Good, Alignment Error, No Object etc.)    |
| Memory & Performance  |
| Capture Resulting Image After Inspection  |
| If disabled, the excel/pdf report will only show the original image.<br>If disabled, HADI can load about 1000 images. |
| If enabled, HADI can load and inspect about 400 images.   |
|   |
|   |
| OK Cancel   |

# 5.2 Automated and Template based Inspection

# 5.2.1 Create Template

# Create a Template from an Image File

Method 1. Goto toolbar "VOID INSPECTION" -> "Create Template"
Method 2. Goto toolbar "PCB INSPECTION" -> "Create Template"
Method 3. Goto dock panel "Templates" -> right click to pop-up menu -> "New Template(s)"

# Create a Template from Current Displaying Image

**Method 1.** Goto toolbar "PCB INSPECTION" -> "Create Template" menu -> "From Current Image" **Method 2.** Goto dock panel "Templates" -> right click to pop-up menu -> "New Template(s) From Current"

# 5.2.2 Teach a Template

- Show a Template
- Edit a Template
- Teaching Experience
  - BGA Teaching
  - Void Inspection Tool Teaching
  - iBoard C-Chip Teaching
  - iBoard BGA Teaching

## Show a Template

Double click on a Template item in dock panel "Templates 76" will show that Template.

## **Edit a Template**

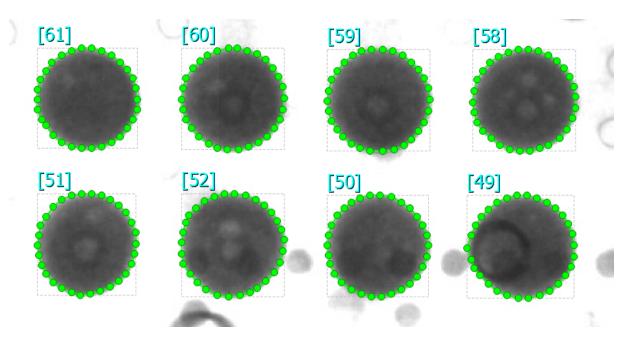
User can put Measurement Tools and tuning parameters directly on the Template.

Each action on the Template will be automatically saved.

# **Teaching Experience**

## **BGA** Teaching

Circles or Polygons should be exatly match the Ball



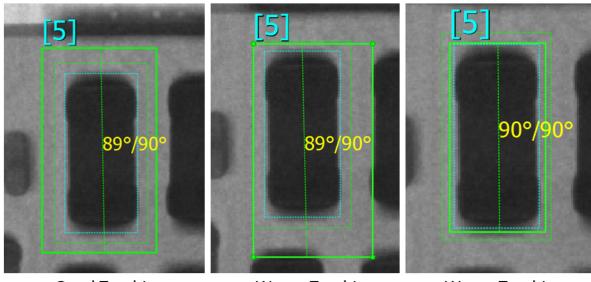
# **Void Inspection Tool Teaching**

Free teaching

# **iBoard C-Chip Teaching**

The MT boundary should larger than the C-Chip itself. And do not touch with other chip-sets. If the MT boundary too small,

- the "Check Boundary" may have problem.
- the Segmentation may have problem.

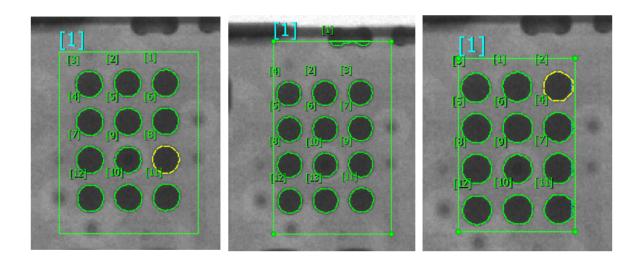


Good Teaching

Wrong Teaching

Wrong Teaching

# iBoard BGA Teaching

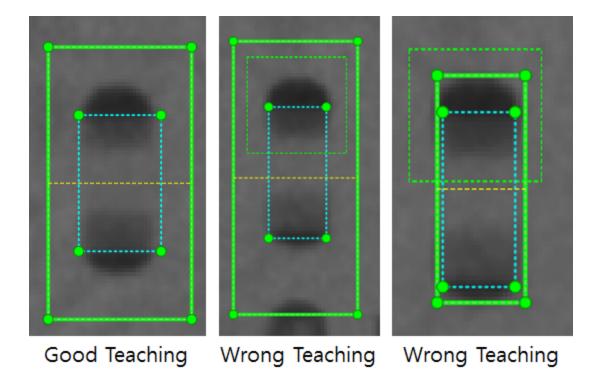


Good Teaching

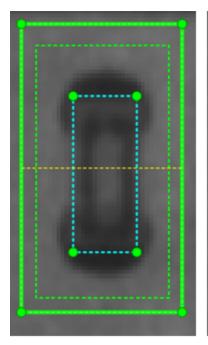
Wrong Teaching

Wrong Teaching

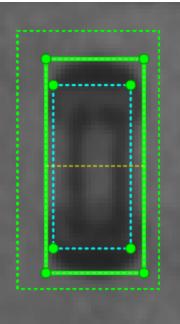
# iBoard R-Chip Teaching



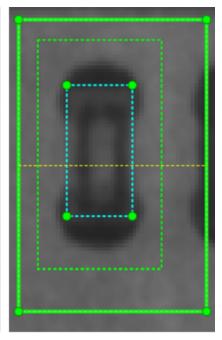
# iBoard L-Chip Teaching



Good Teaching

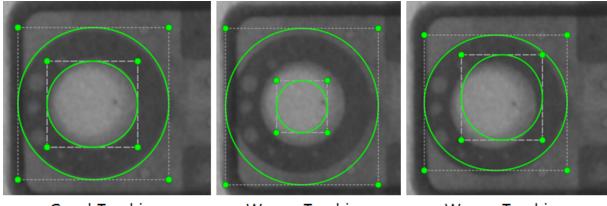


Wrong Teaching



Wrong Teaching

# **iBoard MIC Teaching**



Good Teaching

Wrong Teaching

Wrong Teaching

## 5.2.3 Image Alignment

To do the <u>Template-based Image Inspection</u> 11 or Inline Inspection, image alignment is necessary.

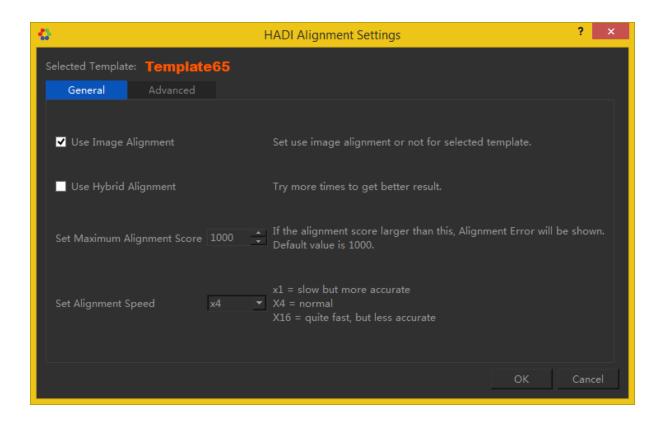
HADI uses full image to do alignment.

### **Open Image Alignment**

Select Template(s) in the dock panel "Templates 76".

- In HADI Inspection Pro, click button "Alignment" in toolbar "VOID INSPECTION".
- In HADI iBoard, or iBoard Pro, click button "Alignment" in toolbar "PCB INSPECTION"

## **General Settings**



### **Use Image Alignment**

User can choose to use the image alignment or not.

#### **Use Hybrid Alignment**

If this option enabled, HADI will try few more times to make sure the alignment works.

#### Set Maximum Alignment Score

For each alignment iteration, a score will be calculated.

After alignment process done, a score which calculates the sum of intensity differences between image and Template is grained.

If the score lower than defined score, the alignment process is succeed, or else, "Image Alignment Error" will be displayed in the main window.

The default score value is 1000. In 1000 x 1000 resolution images, if

- the brightness doesn't change much and
- the translation less than 200 pixels and
- the rotation less than 30 degrees.

The alignment score value is about 500~1000.

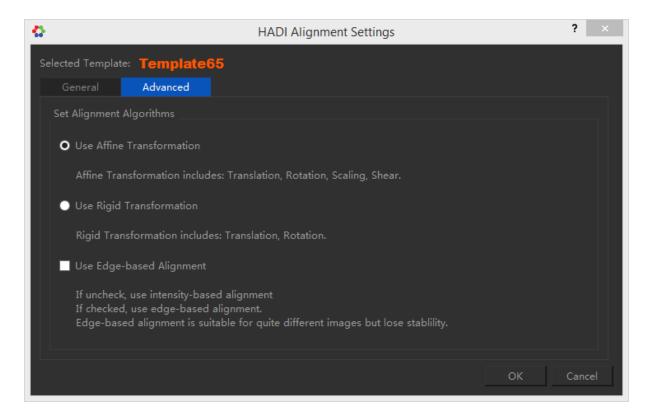
For larger image like 1500 x 1000, the score can over 1000, about 1500.

### **Set Alignment Speed**

Set the alignment speed, default is 4 times faster than normal. Obviously, set higher speed will cause less accuracy.

**See** "<u>Improve Performance</u> <sup>56</sup>" to speed up alignment or inspection

## Advanced Settings



### **Use Affine Transformation**

Use affine transformation to align incoming image and Template(image). The affine transformation supports image translation, image Rotation, image scaling and image shearing.

The image alignment process will consider all the above transformations.

### **Use Rigid Transformation**

The image alignment process will only consider Translation and Rotation between incoming image and Template.

### **Use Edge-based Alignment**

The default image alignment is using image intensities as the major factor.

In some case, the brightness and contrast between incoming image and Template changes a

lot.

Since the alignment score is sum of intensity difference between incoming image and Template, it will become abnormal even the image structure(object layout) are exactly same.

So for the image that have the similar structures with Template but brightness is quite different, use edge-based alignment would be better.

The edge information shows the structure while ignoring the intensity values. The brightness differences can be ignored.

### 5.2.4 Image Calibration

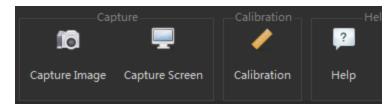
Image Calibration is trying to make connection between Pixel Size and Real World Size.

- Open Calibration Window 64
- <u>Remove Calibration Info</u> 66

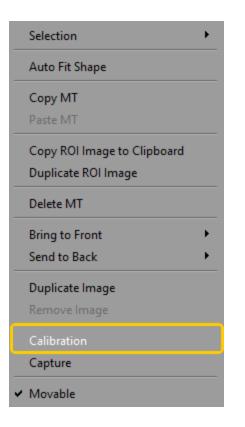
### **Open Calibration Window**

To do calibration for a loaded image user can

Click "Calibration" button on toolbar "FILE"



• Click "Calibration" item on right menu of View.



the calibration window will be pop-up.

| Calibration Dialog ? × |                         |                |  |  |  |  |
|------------------------|-------------------------|----------------|--|--|--|--|
| with flux_23 Apr.jpg   |                         |                |  |  |  |  |
|                        | Image is not calibrated |                |  |  |  |  |
| Image Properties       |                         |                |  |  |  |  |
| Width (pixels)         | 1536                    |                |  |  |  |  |
| Height (pixels)        | 864                     |                |  |  |  |  |
| 1.0000                 | pixels ▼ = 0.6250       | ÷ millimeter ▼ |  |  |  |  |
|                        | ок                      | Cancel         |  |  |  |  |

- If user right click on Image, the calibration window shows the image properties.
- If user right click on Measurement Tool, the calibration window shows the MT properties.

User can edit how many pixels = how many mm etc. HADI support

- centimeter
- millimeter
- micrometer
- nanometer.

## **Remove Calibration Info**

Set 1 pixel = 1 pixel, will remove the calibration information of an image. or just set pixel = pixel is OK.

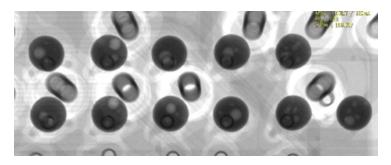
# 5.2.5 Automated BGA Detection

To find out BGA in a Image, user need to switch to toolbar "BGA DETECTION 36".

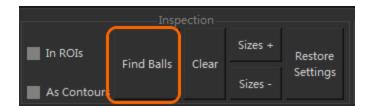
- General BGA Detection Procedure 66
- <u>If Failed...</u> 67
- Ball Representations
- Advanced BGA Detection 69
- Find Overlapped Balls
   69
- Set Mask Area 70

### **General BGA Detection Procedure**

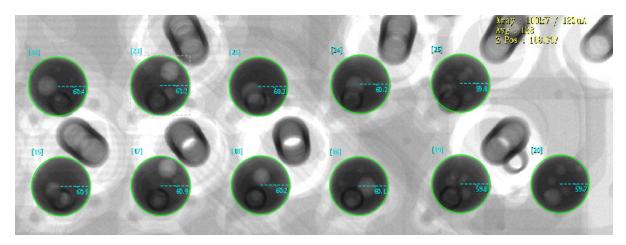
1. Load a BGA Image.



2. Click on "Find Balls" button.



In general, BGAs in the image will be detected and shows like following image. Balls are shown as Circle MT, the ball radius is shown as a label.



# If Failed...

Try following methods.

#### Reset Parameter

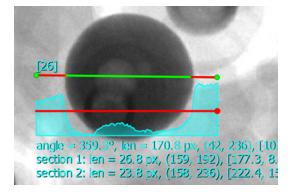
Reset the BGA detection parameters, click "Restore Settings", and then "Find Balls" again.

### Change Target Ball Sizes

If the Ball sizes are not located in the defined default range (15px ~ 80px), HADI will ignore the

Ball.

So defining a suitable Ball radius is very important. User can measure the Ball radius by Line Tools



#### • If the Ball is White

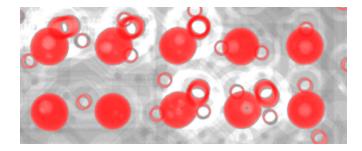
HADI tries to find out dark Balls by default, in some cases, the Balls is white. User needs to check the "Invert Image" option is the ball is white

## • Use Fixed Threshold

HADI uses auto (adaptive) Thresholding segmentation to segment the Balls by default. If the background is very complex, the auto Thresholding probably doesn't work.

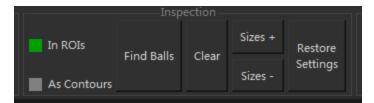
User need to adjust the fixed Thresholding value to show the segmentation overlay to make sure the segmentation is correct.

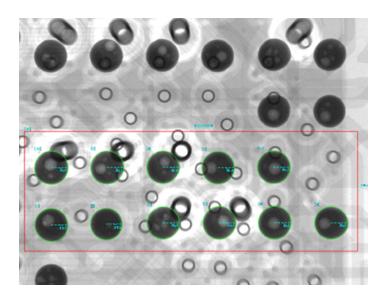
When tuning the Thresholding value, HADI shows the segmentation overlay.



### • Try find Balls in ROIs

Put a Rectangle Tool, and set the usage as "<u>Tool3 (BGA Detection)</u>[87]". HADI will find out Balls only inside the ROI. User can put more ROIs to find Balls.



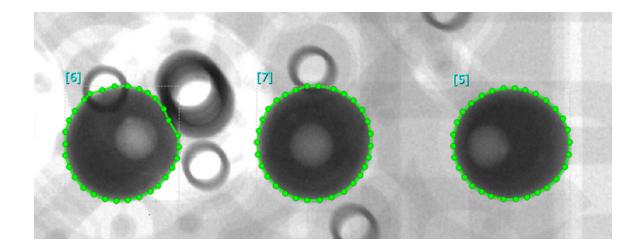


# **Ball Representations**

HADI can display Balls by Circle Tool or by Polygon Tool.

If "As Contours" is checked. HADI will shows the Balls by Polygon Tool.

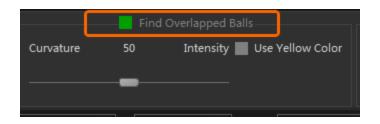
| Inspection  |                 |       |         |          |  |
|-------------|-----------------|-------|---------|----------|--|
| In ROIs     | Find Balls Clea | 01    | Sizes + | Restore  |  |
|             |                 | Clear |         | Settings |  |
| As Contours |                 |       | Sizes - |          |  |

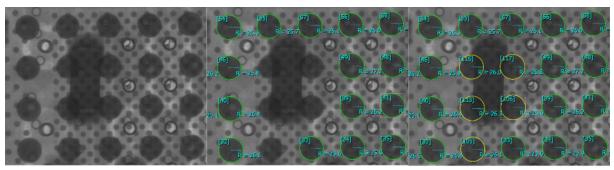


# **Advanced BGA Detection**

# Find Overlapped Balls

Check the option "Find Overlapped Balls", HADI will try to find overlapped Balls.

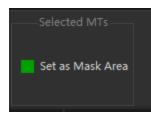


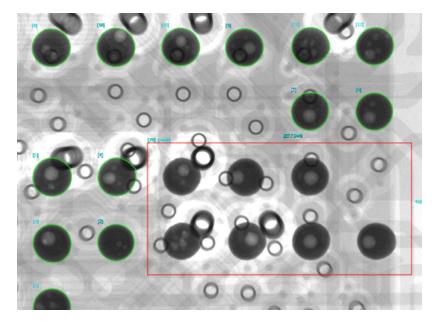


- 1. Original Image
- 2. Find Isolated Balls
- 3. Find Isolated and Overlapped Balls

# Set Mask Area

Put a Rectangle tool and set as Mask Area. HADI will not find Balls inside the mask area.



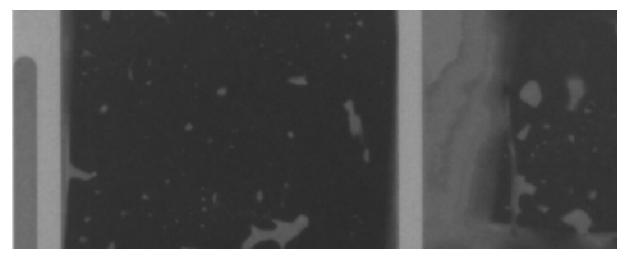


# 5.2.6 Automated Void Inspection

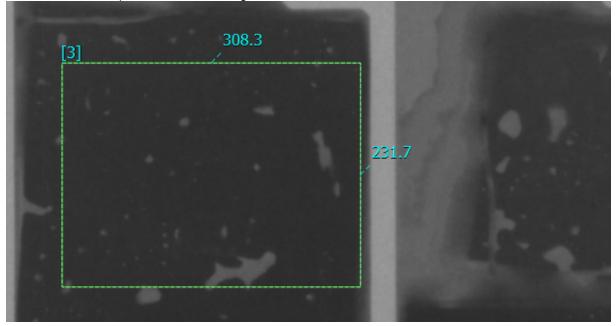
To do Void Inspection in a image, user needs to switch to "VOID INSPECTION 39"

# **General Void Inspection Procedure**

1. Load an Image



2. Put a <u>closed-shape</u> 95 MT on the Image



3. Click button Inspection

| Void Filter                | Inspection    | Clear —       |
|----------------------------|---------------|---------------|
| ▼ px²                      | 🗾 🤝 📶         | <u>k</u>      |
| 1 <b>v</b> px <sup>2</sup> | Inspect Batch | Clear All Era |
|                            |               |               |

### If Failed...

First, make sure you are adjusting parameters with SELECTED Measurement Tools.

- 1. Check the tool is <u>closed-shape</u> [95] or <u>non-closed shape</u> [98]. HADI can only do Void Inspection in closed-shape MTs.
- 2. Check the tool's usage in dock panel "<u>MT Usage</u> 8하" HADI can only do Void Inspection in tool with usage "<u>Tool2 (Void Inspection )</u> [카"
- 3. Check the Void Color

If the Voids are white color comparing to background, make sure "Void is white" is checked. If the Voids are dark color comparing to background, make sure "Void is white" is unchecked.

- 4. Check the "<u>Flatten BG</u> 40" parameters. See "Background Processing" to know more about Flatten BG.
- 5. Check the "<u>Thresholding</u> 40" parameters.
- 6. Check the "Void Filter"

Void filters are <u>calibration</u> enabled. So if the image is calibrated, make sure the Void filter doesn't remove everything.

## Show Voids as Contour

Check the "<u>Void Contour</u> [42]" option.

## **Void Evaluation**

To decide a Void is defect or not, user needs to set the Evaluation parameters.

Click on "<u>Evaluation</u> 43" to show the evaluation settings for selected MTs.

## Create a Template with Current Image

If all the inspection works well, the current image is ready to make a Template.

User can create a Template 57 by click on "Create Template 45".

## **Export Results**

User can

- 1. Export PDF results by click "<u>Report</u> 16" button on toolbar "<u>FILE</u> 12".
- 2. Export Excel results by click "Export 46" menu on toolbar "VOID INSPECTION 39"

## 5.2.7 Inspection - Batch Processing Tool

HADI supports Batch Processing Tool to simulate X-Ray inline inspection. From an image data-set, user can conveniently do batch processing in HADI.

To do batch inspection, user needs to

- 1. Open Batch Processing Tool
- 2. Create a Configuration File
- 3. Match the image name with Template Name
- 4. Click Inspection.

# **Open Batch Processing Tool**

#### • In HADI - Inspection Pro

Click button "Batch" in toolbar "VOID INSPECTION"

#### • In HADI - iBoard

Click button "Batch" in toolbar "PCB INSPECTION"

| Image           | Found configure file 🗌 Use Local Templa  | tes Clear HADI | AutoConf Insp                    | ect Stop                             | Fran | e0 V Apply: Template6 | 5 🔻 Reset 🗌 Cleari | HADI UpdateM     | Ts Inspect | Save | Set N |
|-----------------|--|----------------|----------------------------------|--------------------------------------|------|-----------------------|--------------------|------------------|------------|------|-------|
|                 | Name   | Size           | Type Da                          | te Modified                          |      | Image                 | Template           | Match            | Creation   | Time | Nam   |
|                 | 4 👝 D:   |                | Drive 12                         | /10/2015 2:33 PM                     | 1    | 1.bmp Area 2          | Template95         | Match            | 11:45:16   |      |       |
|                 | 4 🎍 3DII 🗛   |                |                                  | /2/2015 10:34 AM                     | 2    | 10.bmp                | Template95         | Match            | 11:51:42   |      |       |
|                 | XavisData  |                |                                  | 23/2014 3:22 PM                      | 3    | 2.bmp                 | Template95         | Match            | 11:46:12   |      |       |
|                 | 4 🕌 iBoardDatabase   |                |                                  | /2/2015 10:31 AM                     | 4    | 3.bmp                 | Template95         | Match            | 11:47:32   |      |       |
|                 | <ul> <li>InspectionPro</li> <li>20151211-sec</li> </ul>                            |                |                                  | /11/2015 9:32 AM<br>/11/2015 9:32 AM | 5    | 4.bmp                 | Template95         | Match            | 11:48:16   |      |       |
|                 | 4 🕌 4분할  |                |                                  | /11/2015 9:42 AM                     | 6    | 5.bmp                 | Template95         |                  | 11:48:46   |      |       |
|                 |  |                |                                  | /5/2015 11:45 AM                     |      | 6.bmp                 | Template95         |                  | 11:50:06   |      |       |
|                 | 🛋 10.bmp   |                |                                  | /5/2015 11:51 AM                     |      | 7.bmp                 | Template95         |                  | 11:50:46   |      |       |
|                 | 🙇 2.bmp  |                |                                  | /5/2015 11:46 AM                     |      | 8.bmp                 | Template95         |                  | 11:51:04   |      |       |
| Update Template | 🛃 3.bmp  |                |                                  | /5/2015 11:47 AM                     | 10   | 9.bmp                 | Template95         | Match            | 11:51:26   |      |       |
|                 | 🙇 4.bmp  |                |                                  | /5/2015 11:48 AM                     |      |                       |                    |                  |            |      |       |
|                 | 5.bmp  | 1.6 MB         | bmp File 11,                     | /5/2015 11:48 AM 🗸                   |      |                       |                    |                  |            |      | ۲.    |
|                 | Remove   |                | Select A                         | ll                                   |      | On TOP                | 0                  | only Show Commer | nts Editor |      |       |
|                 |  |                |                                  |                                      |      | Inspection Status Com |                    |                  |            |      |       |
| Sec. March 1    | Inspected Folder   | Accuracy       | Final Date                       | Inspection n                         | î    | Inspection Status Com | ients              |                  |            |      |       |
|                 | 1 D:\3DII\iBoardDatabase\20150401-Unior<br>2 D:\3DII\iBoardDatabase\20150401-Unior | -              | 2015-07-02T09:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 2 D:\3DII\iBoardDatabase\20150401-Unior<br>3 D:\3DII\iBoardDatabase\20150401-Unior |                | 2015-06-12T18:<br>2015-06-12T17: |                                      |      |                       |                    |                  |            |      |       |
| Templete 75     | 4 D:\3DII\iBoardDatabase\20150614\ 0614  |                | 2015-06-12117:                   |                                      |      |                       |                    |                  |            |      |       |
| Temphonos       | 5 D:\3DII\iBoardDatabase\20130614_0614   |                | 2015-06-14T16:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 6 D:\3DII\iBoardDatabase\20150619-SONY   |                | 2015-06-23T12:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 7 D:\3DII\iBoardDatabase\ Casting\Secon  |                | 2015-10-06T10:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 8 D:\3DII\iBoardDatabase\ InspectionPro\   |                | 2015-07-01T16:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 9 D:\3DII\iBoardDatabase\ InspectionPro\   |                | 2015-10-14T13:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 10 D:\3DII\iBoardDatabase\ InspectionPro\  |                | 2015-10-14T13:                   |                                      |      |                       |                    |                  |            |      |       |
|                 | 11 D:\3DII\iBoardDatabase\ InspectionPro\  |                | 2015-11-27T12:                   |                                      |      |                       |                    |                  |            |      |       |

## **Create a Configuration File**

Suppose that user has created Template(s) to inspect a folder.

Right click on that folder, a context menu pop-up.

| Open          |
|---------------|
| Open Config   |
| New Config    |
| Remove Config |
| Inspect       |

- **Open:** open the folder or image
- Open Config: the configuration file (the zoo.ini file in that folder)
- New Config: create a configuration file that match image name with Template name.
- Remove Config: remove the configuration file.
- Inspect: inspect the folder.

User needs to create a new config first to inspect the folder.

The configuration file saved in that folder and named as **zoo.ini**.

The configuration file contains a match relationship between image name and Template name. When start inspection, HADI will load an image and find the right Template to do inspection.

The following figure shows

- the image 1.bmp will be inspected with Template95.
- the image 10.bmp will be inspected with Template95.
- the image 12.bmp will be inspected with Template95.

```
[1.bmp]
Template=Template95
Path=D:/3DII/iBoardDatabase/_InspectionPro/20151211-sec/4\xbd84\xd560
Chips=
[10.bmp]
Template=Template95
Path=D:/3DII/iBoardDatabase/_InspectionPro/20151211-sec/4\xbd84\xd560
Chips=
[2.bmp]
Template=Template95
Path=D:/3DII/iBoardDatabase/_InspectionPro/20151211-sec/4\xbd84\xd560
Chips=
```

Configuration file that matches image name and Template name.

## Match the image name with Template Name

• User can manually select images in "Area 2" of Batch Processing Tool, and click the drop-down menu to set Templates.

|    | Imag   | Template66                 |    | Template  | 1   | Match | C    | reation | Time |
|----|--------|----------------------------|----|-----------|-----|-------|------|---------|------|
| 1  | 1.bmp  | Template67<br>Template68   |    | :mplate95 | Mat | ch    | 11:4 | 5:16    |      |
| 2  | 10.bmp | Template69<br>Template70   |    | :mplate95 | Mat | ch    | 11:5 | 1:42    |      |
| 3  | 2.bmp  | Template70                 |    | :mplate95 | Mat | ch    | 11:4 | 6:12    |      |
| 4  | 3.bmp  | Template 75<br>Template 77 |    | :mplate95 | Mat | ch    | 11:4 | 7:32    |      |
| 5  | 4.bmp  | Template79                 | ¥  | :mplate95 | Mat | ch    | 11:4 | 8:16    |      |
| 6  | 5.bmp  |                            | Te | emplate95 | Mat | ch    | 11:4 | 8:46    |      |
| 7  | 6.bmp  |                            | Te | emplate95 | Mat | ch    | 11:5 | 0:06    |      |
| 8  | 7.bmp  |                            | Te | emplate95 | Mat | ch    | 11:5 | 0:46    |      |
| 9  | 8.bmp  |                            | Te | emplate95 | Mat | ch    | 11:5 | 1:04    |      |
| 10 | 9.bmp  |                            | Te | emplate95 | Mat | ch    | 11:5 | 1:26    |      |

• User can also use Auto Configuration method that automatically find out the match between image and Template.

If you have many Templates loaded in HADI, this process will be very slow.

So please try to unload non-necessary Templates when do Auto Configuration.

| Found configure file 🗌 Use Local Template  | S Clear HADI | AutoConf  | Inspect  | Stop   |   |
|--|--------------|---|--|--|---|
| Name   | Size         | Туре  | Date Mod   | ified  | ^ |
| <ul> <li>D:</li> <li>3DII</li> <li>XavisData</li> <li>iBoardDatabase</li> <li>InspectionPro</li> </ul> |              | Drive<br>File Folder<br>File Folder<br>File Folder<br>File Folder | 12/2/2015<br>7/23/2014<br>12/2/2015<br>12/11/201 | 10:31 AM<br>5 9:32 AM                          |   |
| ▲ <u>↓</u> 20151211-sec<br>▲ <u>↓</u> 4분할<br>1.bmp<br>10.bmp   | 1.6 MB       | File Folder<br>File Folder<br>bmp File<br>bmp File                | 12/11/201<br>11/5/2015<br>11/5/2015              | 5 9:32 AM<br>5 9:42 AM<br>11:45 AM<br>11:51 AM |   |

## Click Inspection.

If the matching process between image name and Template name is complete.

- User can click "Inspect" in Area 1 to do inspection in whole folder.
- User can also click "Inspect" in Area 2 to do inspection with selected image items.

# Others

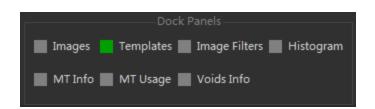
5.3 Dock Panels

5.3.1 Templates

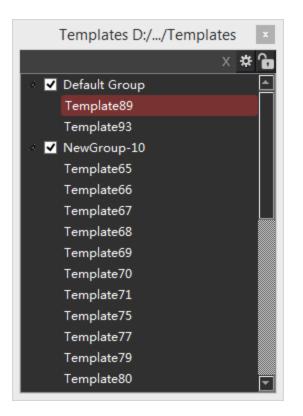
. . .

# Show Templates Dock Panel

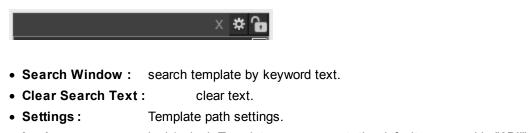
To display the Templates dock panel, user needs to check the item "Templates" on Toolbar "VIEW".



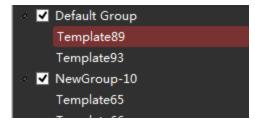
By default, the Templates dock panel appears on the bottom-right corner of HADI window.



# **UI Elements and Mouse Behavious**



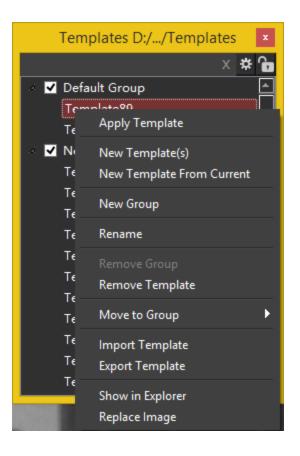
• Lock : lock/unlock Template management, the default password is "3DII".



- Grouping checked :
- HADI will load all Templates in that group after restart.
- Grouping unchecked : HADI will not load Templates in that group after restart.
- Mouse on Template : Single click to select a Template, Double click to display a Template.

## **Context Menu**

Right click on Templates dock panel, the context menu appears.



## • Apply Template

Apply Template to current display Image.

Note: Do not apply Template to itself, or else, you will have duplicated MTs.

## • New Template

Create a Template by loading a new image from disk.

## • New Template From Current

Create a Template from current displaying image, all the MTs and parameters will be copied.

## • New Group

Create a new group.

#### Rename

Rename a group or a Template

## • Remove Template

Remove selected Template(s), or remove selected group.

## • Move to Group

Move selected Template(s) to other group.

#### • Import Template

Import Template(s) (XML file) into HADI. The Template will be copied to current Template directory.

#### • Export Template

Export Template(s) into disk.

## Show in Explorer

Show the Template in window explorer.

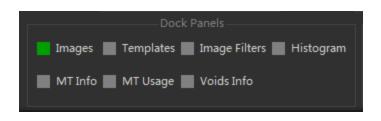
## Replace Image

Replace Template image with new loading image.

## 5.3.2 Images

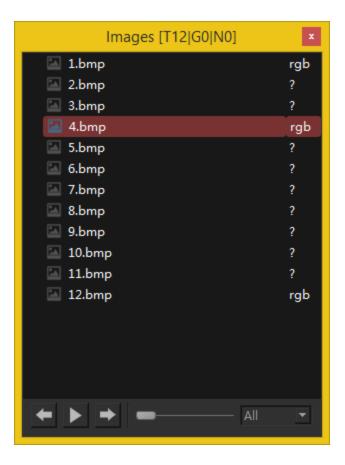
## Show Images Dock Panel

To display the Images dock panel, user needs to check the item "Images" on Toolbar "VIEW".



If an image is loaded but never showed, HADI will not initialize it to save memory 561.

- For the uninitialized images, HADI shows the format as "?" in the second column of Images dock pane.
- For the initialized images, HADI shows the image format [55] like "rgb", "rgba", "8u" etc.



# **UI Elements and Mouse Behaviors**

- Title : T = Total Image Count, G = Good Image Count, N = NG Image Count
- **Red Item :** shows selected Item. Single click on image item, the image will be displayed in the main view.
- First Column : shows the image display name.
- Second Column : shows the image format 55 ].
- Click-Drag : multiple selection.
- Alt + Click-Drag : drag image into different view 51.
- Ctrl + Click : select multiple images.
- Shift + Click : select multiple images.

## **Bottom Toolbar**



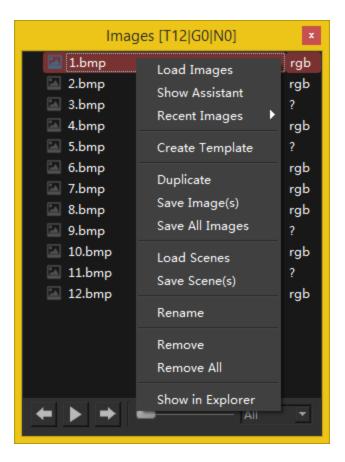
- 1. Click to show previous image.
- 2. Click to play image, the slider bar represents the interval time.
- 3. Click to show next image.
- 4. Set the interval time when playing image.
- 5. Set play "All Images", or "Good Images", or "NG Images".

## **Context Menu**

Right click on Images dock panel, the context menu will be pop-up.

- Load Images : load images.
- Show Assistant : show the image loading assistant 54.
- Recent Images : load recent images or directories.
- Create Template : <u>create a Template</u> 57 from selected image.
- Duplicate : make a copy of selected image(s).
- Save Image(s) : save selected image(s).
- Save All Images : save all images.
- Load Scenes : load a <u>working scene</u> 50<sup>1</sup>.
- Save Scene(s): save selected images as scenes 50, individually.
- **Rename :** rename current displaying name.
- Remove : remove selected image(s) from HADI.

- Remove All : remove all images from HADI.
- Show in Explorer : show disk path of selected image.



## 5.3.3 MT Info

# Show MT Info Dock Panel

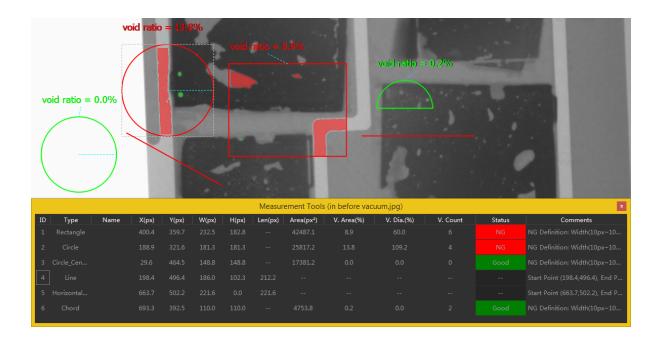
To display the MT Info dock panel, user needs to check the item "MT Info" on Toolbar "VIEW".

| Dock Panels                                      |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
| 📕 Images 📕 Templates 📕 Image Filters 📕 Histogram |  |  |  |  |  |  |  |  |  |
| 📕 MT Info 📕 MT Usage 📕 Voids Info                |  |  |  |  |  |  |  |  |  |

The MT Info shows the information and properties of <u>Measurement Tools</u> [94] in the current displaying image of <u>main view</u> [51],

The column,

- ID : shows the Measurement Tool ID.
- Type : shows the Measurement Tool Type.
- Usage : shows the <u>usage of a Measurement Tool</u> 85.
- Name : shows the name of a Measurement Tool.
- X : shows the left position of a Measurement Tool on the image.
- Y: shows the top position of a Measurement Tool on the image.
- W : shows the width of a Measurement Tool.
- **H** : shows the height of a Measurement Tool.
- Len : shows the length of a non-closed-shape Measurement Tool.
- Area : shows the area of a closed-shape Measurement Tool
- V. Area : shows the total void area ratio 72 of a MT (Measurement Tool).
- <u>V. Dia</u> 71. : shows the <u>total diameter ratio</u> 72 of a MT.
- V. Count : shows the void count of a MT.
- Status: shows the <u>evaluation status</u> 72 of a MT (Good = "Good", NG = "NG", Pending = "Not Inspected", -- = "Not Inspectable").
- **Comments :** shows additional comments (or properties) of a MT. (e.g. Starting point and Ending point of a Line Tool)



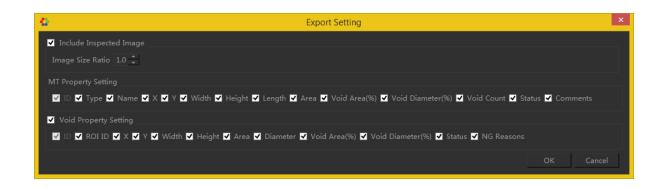
# **Export Settings**

Right click on MT Info dock panel, the export settings pop-up.

| 321.6 | 181.3 | 181.3     |        | 25817. |
|-------|-------|-----------|--------|--------|
| 464.5 | 148.8 | Export Se | etting | 17381. |
| 496.4 | 186.0 | 102.3     | 212.2  |        |

The Export Settings has following options:

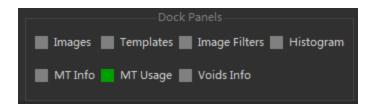
- Include Inspected Image : include the inspected image screenshot in the exporting file [55]
- **MT Property Settings :** check/uncheck to show/hide columns of MT Info.
- Void Property Settings : check/uncheck to show/hide columns of Void Info 89.

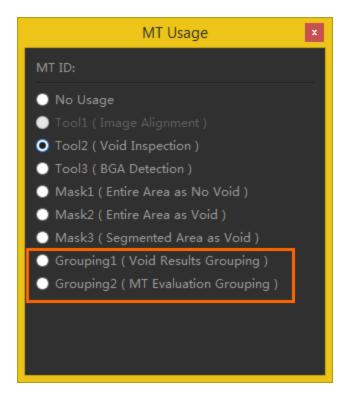


# 5.3.4 MT Usage

# Show MT Usage Dock Panel

To display the MT Usage dock panel, user needs to check the item "MT Usage" on Toolbar "VIEW".





When create a MT 94 from Measurement Tool panel, by default it is

- "Void Inspection Tool 71" for closed-shape MT 951.
- "No Usage" for non-closed-shape MT 98.

## **MT Usages**

HADI support various MT usages for different products 6,

• No Usage

No usage assigned to MT. Most non-closed-shape MT has no usage. User can also set closed-shape MT as no usage.

## • Tool1 (Image Alignment)

Set selected MT as image alignment tool.

By default, HADI usage whole image information when doing the <u>image alignment</u> 621. It takes about 300ms for the image resolution size 1000x1000.

In some cases, if the image resolution is pretty high, user probably want to only use a certain area as alignment area to <u>improve performance</u> [56].

Therefore, user can set a <u>Rectangle Tool</u> as an alignment tool for a Template.

#### Notice that,

- The tool size should not be too small. it needs as much information to do image alignment.
- One image can only has one image alignment tool. If you create more, the image alignment result is unexpected.

## • Tool2 (Void Inspection)

Set selected MT as Void Inspection 71 tool, the MT should be <u>closed-shape</u> 95 MT.

#### • Tool3 (BGA Detection)

Set selected MT as BGA Detection tool, the MT should be <u>closed-shape</u> 951 MT.

## • Mask1 (Entire Area as No Void)

Set entire area of selected MT as No Void area. see Mask Tools.

#### Mask2 (Entire Area as Void)

Set entire area of selected MT as Void area. see Mask Tools.

#### • Mask3 (Segmented Area as Void )

Set segmented area of selected MT as Void area. see Mask Tools.

#### • Mask4 (X-Ray Attenuation Mask)

Set selected MT as X-Ray Attenuation Mask. see Mask Tools.

#### • Grouping1 (Void Results Grouping)

Set selected MT as Void Results grouping tool. see MT Grouping.

#### Grouping2 (MT Evaluation Grouping)

Set selected MT as MT Evaluation grouping tool. see MT Grouping.

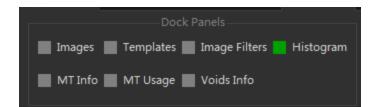
#### • Grouping3 (PCB Evaluation Grouping)

Set selected MT as PCB Evaluation grouping tool. see MT Grouping.

## 5.3.5 Histogram

## Show Histogram Dock Panel

To display the Histogram dock panel, user needs to check the item "Histogram" on Toolbar "VIEW".



## **Histogram and Profile**

The Histogram appears in the bottom-right corner of HADI main window.

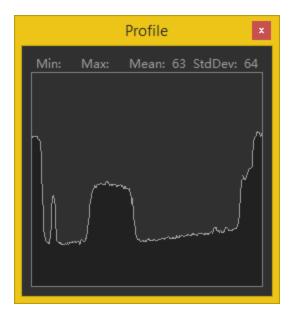
The Histogram dock panel shows the histogram of

- current selected ROI if it is closed shape.
- current image if there is no ROI selected.

The upper label shows the minimum value, maximum value, mean value and standard deviation of current image area of ROI.

| Histogram |      |       |    |         |    |  |  |
|-----------|------|-------|----|---------|----|--|--|
| Min:      | Max: | Mean: | 72 | StdDev: | 17 |  |  |
|           |      | J     |    |         |    |  |  |

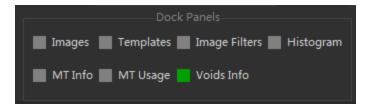
For non-closed-shape MTs like Line, Vertical Line, Horizontal Line etc., it shows the profile of it.



## 5.3.6 Voids

## Show Voids Dock Panel

To display the Voids dock panel, user needs to check the item "Voids" on Toolbar "VIEW".



The Voids dock panel shows the properties of Voids in selected Measurement Tool 941 (ROI).

Dock Panel Title: the title shows the selected ROI ID and the Evaluation Definition 72 of the ROI

- ID : shows the ID of a Void.
- **ROI ID** : shows the ID of ROI which a Void belong to.
- X : shows the left position of a Void.

- Y : shows the top position of a Void.
- W : shows width of a Void.
- **H** : shows the height of a Void.
- Area : shows the Void Area.
- Dia. : shows the <u>Void Diameter</u> 71.
- V.Area : shows the Void Area Ratio.
- V.Dia : shows the Void Diameter Ratio.
- **Status:** shows the Void evaluation status after inspection.
- NG Reasons: shows the NG reasons if its evaluation is NG.

| Void | ls in ROI | [ID:1, T | otal:22] V | Vidth(10~ | -10000)p | k  ) Height(10 | )~10000)px | Area(100~  | 100000)px² | MaxRatio(1 | %~100%)   TotalRatio(8%~10 🗴 |
|------|-----------|----------|------------|-----------|----------|----------------|------------|------------|------------|------------|------------------------------|
| ID   | ROI ID    | X(px)    | Y(px)      | W(px)     | H(px)    | Area(px²)      | Dia.(px)   | V. Area(%) | V. Dia.(%) | Status     | NG Reasons 📃                 |
| 1    |           | 533.0    | 191.5      | 24.0      | 27.0     | 312.0          | 35.0       | 0.3        |            |            | Width Height Area            |
| 2    |           | 369.5    | 207.0      | 5.0       | 6.0      | 22.0           | 6.0        |            |            |            | Good                         |
| 3    |           | 596.5    |            | 1.0       |          |                |            |            | 0.4        |            | Good                         |
| 4    |           | 599.5    | 212.0      |           | 4.0      | 8.0            | 4.0        |            | 0.8        |            | Good                         |
|      |           | 608.5    | 244.0      | 21.0      | 58.0     | 661.0          | 61.0       | 0.6        | 12.3       |            | Width Height Area            |
| 6    |           | 595.0    | 219.0      | 6.0       | 6.0      | 21.0           | 6.0        |            | 1.2        | Good       | Good                         |

## **Mouse Selection**

• Mouse click on any cell, the row will be selected, and the Void on displaying image will also be selected.

|      |          |          |             |            | ox²,v:2.0 | %  |            |            |                        |            |                            |
|------|----------|----------|-------------|------------|-----------|--|------------|------------|------------------------|------------|----------------------------|
| /oid | s in ROI | [ID:1, ] | Fotal:22] \ | /Vidth(10~ | 10000)p>  | () Height(10                             | )~10000)px | Area(100~  | 100000)px <sup>2</sup> | MaxRatio(1 | %~100%)   TotalRatio(8%~10 |
| ID   | ROI ID   | X(px)    | Y(px)       | W(px)      | H(px)     | Area(px <sup>2</sup> )                   | Dia.(px)   | V. Area(%) | V. Dia.(%)             | Status     | NG Reasons                 |
|      |          | 544.0    |             | 16.0       | 17.0      | 175.0                                    |            | 0.2        | 4.0                    |            | Width Height Area          |
|      |          | 611.5    | 355.0       | 1.0        |           |  |            |            | 0.4                    |            | Good                       |
| 17   | 1        | 405.5    | 382.5       | 99.0       | 49.0      | 2381.0                                   | 105.0      | 2.0        | 21.2                   | NG         | Width Height Area MaxVoid  |
| 18   | 1        | 303.0    | 379.5       | 6.0        | 7.0       | 38.0                                     | 7.0        | 0.0        | 1.4                    | Good       | Good                       |
|      |          |          | 383.5       | 16.0       |           | 77.0                                     | 16.0       | 0.1        | 3.2                    |            | Width                      |
|      |          | 588.0    | 391.0       |            |           |  |            |            | 0.4                    |            | Good                       |
|      |          |          |             |            |           | (1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)( |            |            |                        |            |                            |

- If mouse click on any Void on displaying image, the row in Voids dock panel will also be selected.
- a:2306px<sup>2</sup>,v:2.0% a:2381px<sup>2</sup>,v:2.0% a:175px<sup>2</sup>,v:0.2% x<sup>2</sup> voids in ROF [10:1, Total:22] Width(10-1000)px ] Height(10-10000)px | Area(100-10000)px<sup>2</sup> | MaxRatio(1%-100%) | TotalRatio(8%-10...\* Voids in ROF [10:1, Total:22] Width(10-1000)px ] Height(10-10000)px | Area(100-10000)px<sup>2</sup> | MaxRatio(1%-100%) | TotalRatio(8%-10...\* Voids in ROF [10:1, Total:22] Width(10-1000)px ] Height(10-10000)px | Area(100-10000)px<sup>2</sup> | MaxRatio(1%-100%) | TotalRatio(8%-10...\* Voids in ROF [10:1, Total:22] Width(10-10000)px ] Height(10-10000)px | Area(9%) V.Dia.(%) Status NoR Reasons Nor Reason
- it also supports multiple selection.

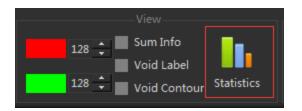
## **Export Settings**

See "Export Settings 84" in dock "MT Info 82".

## 5.3.7 Void Statistics

## Show Void Statistics Plotting Dock Panel

To display the Void Statistics Plotting dock panel, user needs to click button "Statistics" on Toolbar "VOID INSPECTION".



## The Void Statistics Plotting dock panel will be shown as following



It supports various plotting graphs:

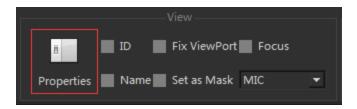
# Void Area Ratio Bar Plot (ROI Based)

- This option will plot the Void area ratio for each ROI
- X-Axis shows the ROI ID
- Y-Axis shows the void ratio
  - Void ratio using red bar area.
  - Non-Void ratio using the green bar area.
  - Void ratio + Non-Void ratio = 100%

# 5.3.8 iBoard Tool Properties

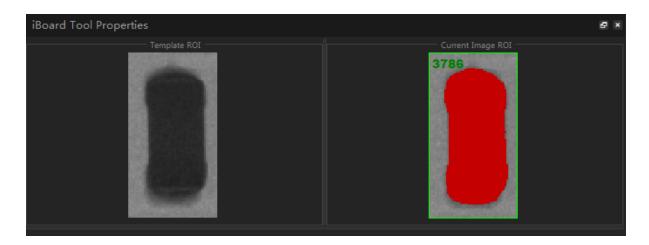
# Show iBoard Tool Properties Dock Panel

To display the iBoard Tool Properties dock panel, user needs to check the Button "Properties" on Toolbar "PCB INSPECTION".



# Image and Template Preview Window

- Template ROI (left window) : shows the Template ROI image.
- Current Image ROI (right window) : shows the Current Image ROI.
- Mouse moving on the item will display the pixel value.
- Double click on the preview window, a bigger window will be pop-up.



# **Parameter Window**

Click on any Chip Tools, the parameter window will be displayed.

## Table

The table shows the summary information of Chip Tools.

|    | Table |               |        |       |
|----|-------|---------------|--------|-------|
| ID | NAME  | ТҮРЕ          | RESULT | NOTES |
| 1  |       | BGA/Pins      | Good   | GOOD  |
| 3  |       | General(Rect) | Good   | GOOD  |
| 2  |       | General(Rect) | Good   | GOOD  |
| 4  |       | General(Rect) | Good   | GOOD  |
| 5  |       | General(Rect) | Good   | GOOD  |
| 6  |       | General(Rect) | Good   | GOOD  |
| 7  |       | General(Rect) | Good   | GOOD  |
| 8  |       | General(Rect) | Good   | GOOD  |
| 9  |       | General(Rect) | Good   | GOOD  |
| 10 |       | General(Rect) | Good   | GOOD  |
| 11 |       | General(Rect) | Good   | GOOD  |
| 12 |       | General(Rect) | Good   | GOOD  |
| 13 |       | General(Rect) | Good   | GOOD  |

# 5.4 Measurements

# 5.4.1 Measurement Tools

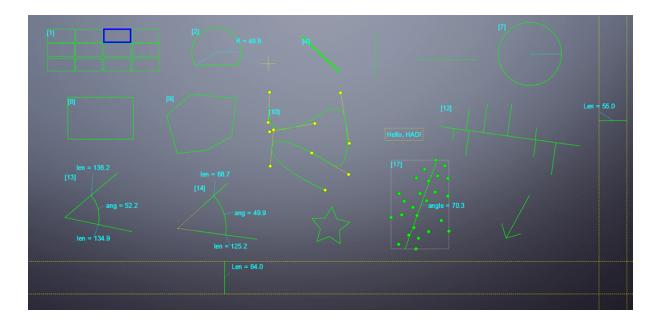
HADI provides a series of Measurement Tools (MT).

Clicking on the MT panel, user can draw MTs on the current displaying image.

User can also measure the calibrated images.

| 1. Grid    | 2. Chod           | 3.Lins        | 4. Rectangle       |
|------------|-------------------|---------------|--------------------|
| 5. Angle   | 6. Text           | 7. Star       | 8. Arrow           |
| 9. Polygon | 10. Spline        | 11. Circles   | 12. Parallel Lines |
| 13. Point  | 14. Perpendicular | 15. Curvature | 16. Lasso tool     |

| Lines |  |
|-------|--|
|       |  |



# 5.4.2 Closed Shapes

# Chord

Ĉ

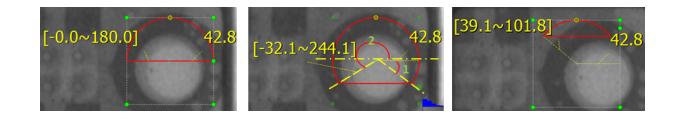
# Usage

Usually used to inspect void.

## Annotation

Radius: 42.8

In this sample, 42.8 shows the radius of the potential circle. Angle: $[-32.1^{2}44.1]$ In this sample, angle 1 = -32.1, angle = 244.1



# Circle

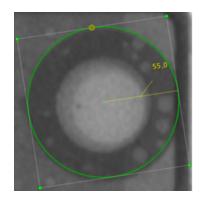
# Usage

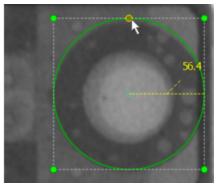
Usually used to inspect void.

## Annotation

Radius: 56.4

In this sample, 56.4 shows the radius of the circle.





# **Circle to Circle**



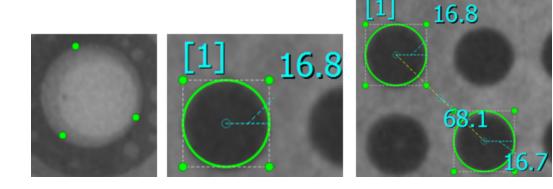
## Usage

Usually used to inspect void.

## Annotation

Radius: In this sample, 16.8 and 16.7 show the radii of the two circles.

Distance: In this sample, 68.1 shows the distance between two circles(center to center).



## Ellipse



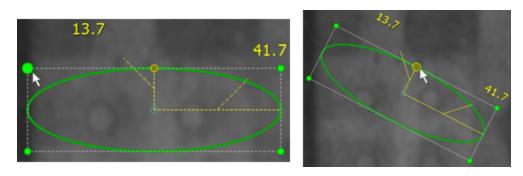
# Usage

Usually used to inspect void.

## Annotation

Major Radius & Short Radius:

In this sample, 41.7 and 13.7 shows the major radius and short radius of the ellipse, respectively.



# Rectangle

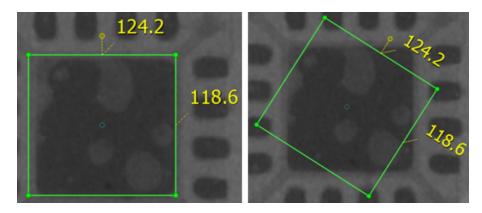


# Usage

Usually used to inspect void.

## Annotation

Length: In this sample, 124.2 shows the length of the rectangle. Width: In this sample, 118.6 shows the width of the rectangle.

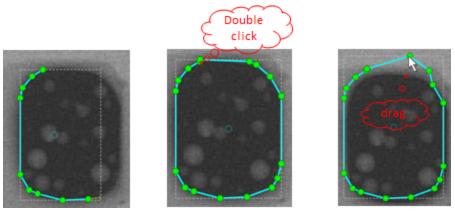


# Polygon

# $\bigotimes$

Usage

Usually used to inspect void in irregular shapes.



# 5.4.3 Non-Closed Shapes

## Line Tools

Usage

Usually used to measure length or height.

## NOTE:

HADI uses **RED** color and **Green** color to separate the line into interval sections according to the profile Threshold. If user cannot see the different sections, please try to use other color (not red) as Measurement Tool border color.

## Annotation

1. Angle: the degree between horizontal line and the free line(counter-clockwise direction)

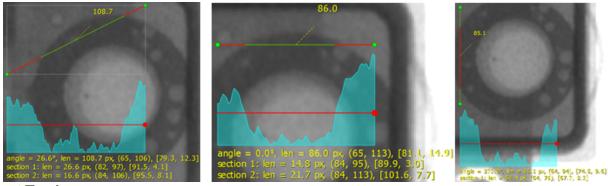
2. Length: calculated as pixels

3. Intensity Value: (65,106) and [79.3, 12.3] are the (min, max) and [mean, variance] intensity value of the line.

4. Section: length and intensity value of the red part.

NOTE:

- 1. Double clicking changes the measure part(shown as red color)
- 2. Only measure(red part) information is shown in annotation.



Text Tool



# Usage

Usually used to insert some information about Measurement Tools.



# Ratio Tool

**Distance Tool** 

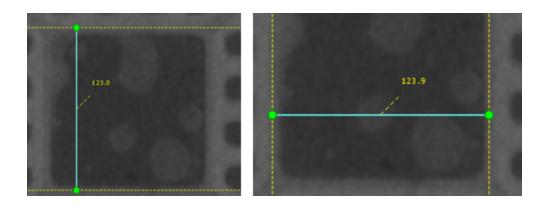
# j ---

## Usage

Usually used to measure length or width of a chip.

## Annotation

Length: HADI will measure the length from the start to the end of the ruler and calculated as pixels.



# Angle Tools

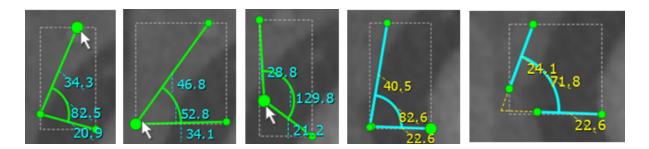
L.d.

Usage

Usually used to measure length or width of a chip.

## Annotation

Length: HADI will measure the length from the start to the end of the ruler and calculated as pixels.



Others

# 5.4.4 MT - PCB

HADI - iBoard has provided a series of Chip tools to help inspecting PCB chips. Now it supports various standard chips and their variations, such as C-Chip, R-Chip, L-Chip, QFP/QFN, BGA, Mic etc.

# **General Tool**

| Usage |  |
|-------|--|
| tab.  | Usually used to inspect C-Chip. Click icon to add a General Tool from "PCB INSPECTION" |
|       |  |

Also can be used to check some important features of other unknown chips. For example, to check the boundary, angle, object count, length and roundness of some unknown chips.

| -                          |        | Parameters |           |          | -        |                     |          |
|----------------------------|--------|------------|-----------|----------|----------|---------------------|----------|
| • Auto Threshold :         |        |            |           |          | sigma =  |                     |          |
| Fixed Threshold :          |        |            | from :    | 0        | 🔹 to     | : 50                | T        |
|                            | Morph: | None       | •         | size =   |          | 1                   | *        |
|                            |        | Inspection |           |          |          |                     |          |
| ✓ Check Solder Area (2D) : |        |            |           | check    | area by  | Ratio               | -        |
|                            |        |            |           | 🔤 base   | area =   | 920 px <sup>2</sup> |          |
|                            |        |            |           | minir    | mum =    | 50%                 |          |
|                            |        |            |           | maxi     | mum =    | 200%                | <b>•</b> |
| Check Solder Volume (3D) : |        |            |           | check vo | lume by  |                     | -        |
|                            |        |            |           | base vo  | lume =   | 1px³                | *        |
|                            |        |            |           | minir    | mum =    | 50%                 | <b></b>  |
|                            |        |            |           | maxi     | mum =    | 200%                | -        |
| Check Count :              |        |            |           | valid (  | count =  |                     | -        |
|                            |        |            |           | object   | size >=  | 10px <sup>2</sup>   | -        |
| ✓ Check Boundary           |        |            |           | of       | fset <=  | 6 рх                | <b>+</b> |
| ✓ Check Side Overhang :    |        |            |           | of       | fset <=  | брх                 | -        |
| ✓ Check End Overhang :     |        |            |           | of       | fset <=  | брх                 | -        |
| ✓ Check Length:            |        |            | ma        | iximum o | offset = | брх                 | -        |
|                            |        |            | mi        | inimum d | offset = | -брх                | <b>+</b> |
|                            |        |            |           | base le  | ength =  | 49 px               | -        |
| ✓ Check Direction (angle)  |        |            |           | of       | fset <=  | 4°                  | -        |
|                            |        |            |           | base a   | angle =  | 89°                 |          |
| Check Roundness :          |        |            |           |          | iess >=  |                     |          |
| Check Wrong Part:          |        |            | set max s | older he | eight =  | 16 px               |          |
|                            |        |            |           |          |          |                     |          |

## **Parameter Settings**

#### Auto Threshold

Segment the target object automatically by sigma value. The sigma value controls the segmentation area of target object. The sigma also represents the coherence of the target object. Default value is 6. It is similar with the "Standard Deviation of Object Intensity Values", so if the object has homogeneous intensity values, the Sigma can use smaller value. While the object has inhomogeneous intensity values, its standard deviation can be larger, the Sigma should be larger.

#### **Fixed Threshold**

Using fixed threshold to segment the target object. The target object's intensity value is set from "from value" to "to value". For example, if we use  $30 \sim 50$ , it means the segmentation intensity values of the object are between  $30 \sim 50$ .

#### Morph

Apply morphology after segmentation. There are 4 morphology operations with kernel size.

## **Inspection Items**

## **Check Solder Area**

Check the solder area size. The area size is just the segmented RED area shows in the preview window "Current Image ROI"



- The red area is the solder area size. The number 1003 shows the area size, and if checked "Check Solder Volume" option, the volume size will be shown as (vol=#).
- User can also define the Base size.
- Base Value: Base value tries to replace the unstable Template value when calculating the Ratio.
- Check solder area by Ratio
  - ➢ If base size checked, Ratio = area size in target image / base size.
  - If base size unchecked, Ratio = area size in target image / area size in Template image. NG DEFINITION: Ratio < minimum or Ratio > maximum.
- Check solder area by Pixel count

NG DEFINITION: Pixel Count < minimum or Pixel Count > maximum

## **Check Solder Volume**

Same as solder area calculation. The difference is that the value is defined from the internal Volume calculation algorithm.

#### **Check Count**

Check that how many objects inside the General Tool. Objects size (pixel area size) that less than defined size will be ignored.

NG DEFINITION: Count in image is not equal to defined count.

#### **Check Boundary**

Check that there is no object attached to the boundary border. The boundary offset defines the area that larger than the object size from TOP, LEFT, RIGHT, BOTTOM direction.

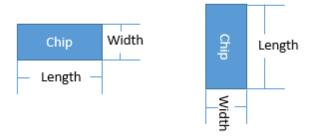
NG DEFINITION: Any object that attached to the boundary border.



#### Check Side Overhang

Check the side overhang. Side overhang evaluates the chip's movement along the width direction. An offset define the maximum allowed movement pixel value.

NG DEFINITION: Overhang > Defined Offset



#### Check End Overhang

Check the end overhang. End overhang evaluates the chip's movement along the length direction. An offset define the maximum allowed movement pixel value.

NG DEFINITION: Overhang > Defined Offset

#### **Check Length**

Check the length offset of a chip in target image comparing to the chip length in Template or defined base length.

NG DEFINITION:

- Use base: Chip length in Image Base length < minimum offset or
- Use base: Chip length in Image Base length > maximum offset or
- Not Use base: Chip length in Image Chip length in Template < minimum offset or
- Not Use base: Chip length in Image Chip length in Template > maximum offset

#### Check Direction(angle)

Check the center line direction of a chip. NG DEFINITION: Angle Offset > Defined Offset

#### **Check Roundness**

Check the roundness of the boundary of a chip. NG DEFINITION: Roundness < Defined Roundness

## **Check Wrong Part**

Check whether there is another kind of chip mounted in this position. Now supports wrong mount among R-Chip, L-Chip and C-Chip.

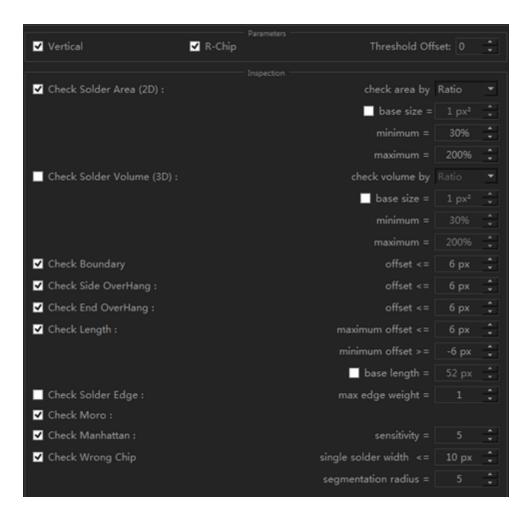
NG DEFINITION: R-Chip or L-Chip mounted in this position.

## R/L Chip



Usually is designed to inspect both R-Chip and L-Chip.

Click icon 🖳 to add R/L Chip Tool from "PCB INSPECTION" tab.



## **Parameter Settings**

#### Vertical

Use this check box to define the layout of R-Chip or L-Chip. The direction can be automatically determined by algorithm. In case the direction is wrong, user need to use the checkbox to modify it.

#### **R-Chip**

Use this checkbox to define the target chip is R-Chip or L-Chip. The chip type can be automatically determined.

- Unchecked status: Chip is L-Chip.
- Checked status: Chip is R-Chip.

#### **Threshold Offset**

The segmentation for the target chip is automated. The "Threshold Offset" will be added to the automatically determined Threshold value.

## **Inspection Items**

#### Check Solder Area

Check the solder area size. User can define the base size. (See the Discussion on solder area and base in "General Tool")

- Check solder area by Ratio
  - > If base size checked, Ratio = area size in target image / base size.
  - If base size unchecked, Ratio = area size in target image / area size in Template image. NG DEFINITION: Ratio < minimum or Ratio > maximum.
  - Check solder area by Pixel count
    - NG DEFINITION: Pixel Count < minimum or Pixel Count > maximum

#### **Check Solder Volume**

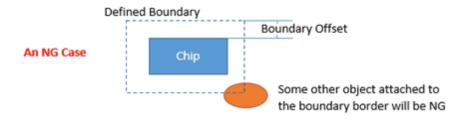
Same as solder area calculation. The difference is that the value is defined from the internal Volume calculation algorithm.

#### **Check Boundary**

Check that there is no object attached to the boundary border.

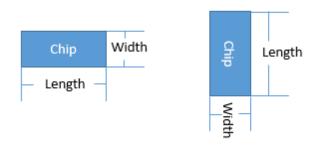
The boundary offset defines the area that larger than the object size from TOP, LEFT, RIGHT, BOTTOM direction.

#### **NG DEFINITION:** Any object that attached to the boundary border.



#### Check Side Overhang

Check the side overhang. Side overhang evaluates the chip's movement along the width direction. An offset define the maximum allowed movement pixel value. NG DEFINITION: Overhang > Defined Offset



#### **Check End Overhang**

Check the end overhang. End overhang evaluates the chip's movement along the length direction. An offset define the maximum allowed movement pixel value.

NG DEFINITION: Overhang > Defined Offset

#### **Check Length**

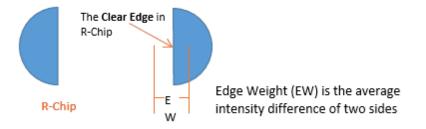
Check the length offset of a chip in target image comparing to the chip length in Template or defined base length.

## NG DEFINITION:

- Use base: Chip length in Image Base length < minimum offset or
- Use base: Chip length in Image Base length > maximum offset or
- Not Use base: Chip length in Image Chip length in Template < minimum offset or
- Not Use base: Chip length in Image Chip length in Template > maximum offset

#### **Check Solder Edge**

This option is for R-Chip. It tries to check the intensity value between the Clear Edge.



#### **Check Moro**

Check the Moro of a chip. Fully automatic.

## **Check Manhattan**

Check the Manhattan error of a chip. A sensitivity value controls the inspection accuracy. Default value is 5

#### **Check Wrong Chip**

Check whether there is another kind of chip mounted in this position. Now supports wrong mount among R-Chip, L-Chip and C-Chip.

NG DEFINITION: Wrong chips mounted in this position.

## Ring Tool



## Usage

Usually is designed to inspect Mic. Click on Oto add Ring Tool from "PCB INSPECTION"

tab.

| Reset Parameters    |             |       |          |
|---------------------|-------------|-------|----------|
| Set Division Degree | degree =    | 3     | *<br>*   |
| Pixel Classify      | size =      | 0     | *<br>•   |
| Median Smoothing:   | iteration = | 0     | *<br>•   |
| Ring Thickness:     | value =     | 120px | 🔺 🗹 Auto |
| Remove Fragments:   | value =     |       | 🔺 🗹 Auto |
| Fine offset:        | value =     | 0.00  | *<br>*   |
| Check Solder Ball:  | min size =  | 16px² | +        |

## **Parameter Settings**

#### **Reset Parameters**

Reset all parameters to default.

#### **Set Division Degree**

The inspection algorithm divide the Ring into a certain blocks. Here the division degree defined how many blocks will be divided. Divided Blocks = 360 / Division Degree.

Default value is 3, the Ring is divided into 120 blocks.

NG DEFINITION: If any block contains no segmented pixel, recognized as Disconnected NG.

#### **Pixel Classify**

Deprecated.

#### **Median Smoothing**

Deprecated.

#### **Ring Thickness**

For the Mic segmentation, please use"Auto".

#### **Remove Fragments**

For the Mic segmentation, please use"Auto".

#### Find Offset

Slightly tuning the mic segmentation result.

- The higher value, the segmentation will be more strictly.
- The lower value, the segmentation will be more loosely

#### **Check Solder Ball**

Check the Solder Ball. User need to define the minimum solder ball size.

# QFP/QFN Tool



Usually can be used to inspect QFP-lick Chip. Click icon to add a QFP/QFN Tool from "PCB INSPECTION" tab.

| Use Central Mask          |         |          |         |      |   | Reset Pins |      |        |
|---------------------------|---------|----------|---------|------|---|------------|------|--------|
| Use 2-Section Pin         |         |          |         |      |   |            |      |        |
| ✓ Show Information        |         |          |         |      |   |            |      |        |
| Auto Thresholding Offset: |         |          | 0       |      |   |            |      | *<br>* |
|                           |         | Inspe    | ction - |      |   |            |      |        |
|                           |         |          |         |      |   |            |      |        |
| Check Solder Area:        | Ratio 🔻 | mi       | in = [  | 30%  | ÷ | min =      | 30%  | ×      |
|                           |         | m        | ax = [  | 300% |   | max =      | 300% | *<br>* |
|                           |         |          |         |      |   |            |      |        |
| Check Solder Volume:      | Ratio 🔻 | mi       | in = [  | 30%  |   |            | 30%  |        |
|                           |         | m        | ax = [  | 300% |   |            | 300% |        |
| ✓ Check Short             |         | Check    | Void    |      |   |            |      |        |
| Check Boundary            |         | bounding |         |      |   | 5 px       |      | *<br>* |

## **Parameter Settings**

#### Use Central Mask

Use central mask to remove objects inside the central mask ROI. The ROI is using Yellow Dashed rectangle.

Generally, the algorithm will automatically remove the center object of a QFP.

#### **Reset Pins**

Reset the Pin shape.

## **Use 2-Section Pins**

In Checked status, each Pin will be divided into two parts. And the evaluation of Area size and Volume size will be separated into inner pin and outer pin.

#### **Show Information**

Show the Area and Volume information of each Pin.

#### Auto Thresholding Offset

QFP tool use full adaptive Thresholding technique. If user set the Thresholding offset, the final thresholding value = Adaptive Thresholding value + Thresholding offset.

## **Inspection Items**

#### Check Solder Area

Check the solder area size. User can define the base size.

- Check solder area by Ratio
  - Ratio = area size in target image / area size in Template image. NG DEFINITION: Ratio < minimum or Ratio > maximum.
- Check solder area by Pixel count
   NG DEFINITION: Pixel Count < minimum or Pixel Count > maximum

#### **Check Solder Volume**

Same as solder area calculation. The difference is that the value is defined from the internal Volume calculation algorithm.

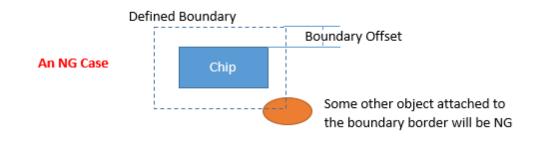
## **Check Short**

Check short among Pins. NG DEFINITION: Any two pins are connected

#### **Check Boundary**

Check that there is no object attached to the boundary border. The boundary offset defines the area that larger than the object size from TOP, LEFT, RIGHT, BOTTOM direction.

NG DEFINITION: Any object that attached to the boundary border.



## **BGA/Pins Tool**



Usually designed to inspect BGA, QFP and any other chip that contains pins. It is a kind of General tool to inspect chips with pins.

| View                           |                       | Pin Inspec      | ction             |                   |          |
|--------------------------------|-----------------------|-----------------|-------------------|-------------------|----------|
| Pin Shape: Contour 🔻           | Reset Paras R         | eset Pins       | Edit ID           | Edit Pins         | 5        |
| ✓ Show Pin ID                  |                       | Check Solder    | r Area (2D) :     |                   |          |
| Show Area/Volume Info          | 🔲 base size = 🛛 1 px² |                 | method =          | Ratio             | -        |
| ✓ Show Pins of Target Image    | min = 50%             | -               | max =             | 200%              |          |
| Show Pins of Template Image    |                       |                 |                   | 20070             | <b>_</b> |
| Smoothing                      |                       | Height & Volume |                   |                   |          |
| ✓ Use Smoothing:               | height offset =       | 0               | height Ref. = Ave | erage             |          |
|                                | 🔲 height base=        | 0               |                   |                   |          |
|                                | Check Height          | (3D)            | Check Solder V    | olume (3D) –      |          |
| smoothing iteration = 3 📫      |                       |                 |                   |                   | •        |
|                                |                       | Median 🔻        |                   | 50%               |          |
| Pin Segmentation               |                       | 0               |                   |                   |          |
| • Auto Global Thresholding:    |                       | 0               |                   | 200%              | Ŧ        |
| intensity range from 0 ~ 200 🔹 |                       |                 | 📃 sigma =         |                   |          |
| thresholding offset = 0        |                       |                 |                   |                   |          |
| remove background = 8 🛓        | Check Void            | void ratio bas  | sed on = Image P  |                   | -        |
| on partial board               | Check Short           |                 |                   |                   |          |
| Auto Local Thresholding:       | 🔲 Check Boundary      |                 | Width =           | 7 рх              |          |
| radius = 50 🗘                  |                       |                 | height =          | 7 рх              |          |
| fine offset = 0.0              | Check Side Overhan    | a               | min offset =      | 8 px              |          |
| Pin Filter                     | Check End Overhang    |                 | min offset =      | 8 px              |          |
|                                |                       | 9               | min onset =       | o px              | •        |
| Remove Pins on edge            |                       |                 |                   |                   |          |
|                                | Check Solder Ball:    |                 | min size =        | 16px <sup>2</sup> |          |
|                                | 📃 Use Maxima          |                 | tolerance =       | 15                |          |
|                                |                       |                 |                   |                   |          |

## View

#### **Show Pin ID**

Show Pin ID inside ROI.

### Show Area/Volume Info

Show Area/Volume information of a Pin inside ROI.

## Show Pins of Target Image

Show Pin Contour of Target image, its color is same with ROI border color.

## Show Pins of Template Image

Show Pin Contour of Template image, its color is Cyan.

# Smoothing

## **Use Smoothing**

Check to use Gaussian smoothing. Gaussian Kernel and iteration can be defined.

## **Pin Segmentation**

#### Auto Global Thresholding

Check to use adaptive global thresholding.

The adaptive thresholding algorithm will choose a suitable Threshold value between the defined intensity ranges. Now only the maximum value of the range can be defined. For example, default value is 200. It means the adaptive thresholding algorithm will choose a value between 0~200 to separate the background and foreground (object).

The "remove background" option will slightly remove the background.

If the BGA is located on the partial board. Use can check the "on partial board" to make the segmentation more accurate.

#### Auto Local Thresholding

User can also choose the auto local thresholding to do the segmentation. The radius defines that for each pixel, how many surrounded pixels need to be evaluated. And find offset can tuning the segmentation result slightly.

#### **Pin Filter**

#### **Remove Pins on Edge**

Check this option to remove any pins that attached on the Tool border.

### **Pin Inspection**

#### **Reset Paras**

Reset all parameters as default.

#### **Reset Pins**

Reset all pin shapes according to current parameters.

#### Edit ID

Each Pin ID can be edited by this button.

- Click this button, the ROI goes into Pin-Editing state. User can click each Pin one by one to assign ID from 1.
- Click it again will end Pin-Editing state.

#### **Edit Pins**

Click this button, the Pin Editor will appear. Double click each cell, use can edit its value. User can set different Base value, Size restraint and Name etc.

|   | ID | Name | Area     | Area[min] | Area[max] |
|---|----|------|----------|-----------|-----------|
|   | 1  |      | 100.00 % | 50.0 %    | 200.0 %   |
| 2 |    |      |          |           |           |
|   |    |      |          |           |           |

#### **Check Solder Area**

Check the solder area size. User can define the base size.

Check solder area by Ratio

- $\succ$  If base size checked, Ratio = area size in target image / base size.
- If base size unchecked, Ratio = area size in target image / area size in Template image.

NG DEFINITION: Ratio < minimum or Ratio > maximum.

• Check solder area by Pixel count

NG DEFINITION: Pixel Count < minimum or Pixel Count > maximum

#### **Height & Volume Inspection**

## **Check Short**

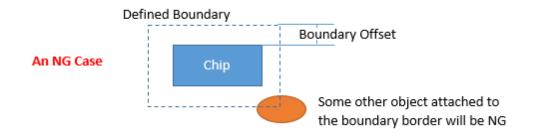
Check short among Pins. NG DEFINITION: Any two pins are connected

#### **Check Boundary**

Check that there is no object attached to the boundary border.

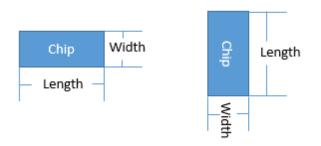
The boundary offset defines the area that larger than the object size from TOP, LEFT, RIGHT, BOTTOM direction.

NG DEFINITION: Any object that attached to the boundary border.



#### **Check Side Overhang**

Check the side overhang. Side overhang evaluates the chip's movement along the width direction. An offset define the maximum allowed movement pixel value.



#### **Check End Overhang**

Check the end overhang. End overhang evaluates the chip's movement along the length direction. An offset define the maximum allowed movement pixel value.

#### Check Solder Ball

Check the Solder Ball. User need to define the minimum solder ball size.

# 5.5 Inline Inspection

# 5.5.1 Inline Introduction

- Inline Inspection Features
- Inline Inspection Approaches
- Inline Inspection Conditions
- Inline Inspection Performance 115

## **Inline Inspection Features**

HADI supports inline inspection. It has following features

- Support image based intuitive ROI teaching, no need Geber files.
- Support powerful X-Ray attenuation mask tools to do compensation.
- Support various inline inspection approaches.
- Support super fast image alignment function.

## **Inline Inspection Approaches**

Teaching a Template, then user can do inspection for incoming images by

- UDP Communication 121
- Watch Folder Tool 116

## **Inline Inspection Conditions**

For now, HADI only support 8-bit image inspection.

#### **Image Quality Conditions**

To make sure the inspection accuracy, user need to provide the same conditions for Template image and Incoming images.

- Take images in same voltage and current
- Take images with same averaging count
- Convert images with same Histogram condition.

## **Image Alignment Conditions**

To guarantee the image alignment works well. user need to make sure that,

- The image rotation should less than 30 degree comparing to Template image.
- The image translation should less than 300 pixels comparing to Template image.
- The image scaling should between 0.9 ~ 1.1 comparing to Template image.

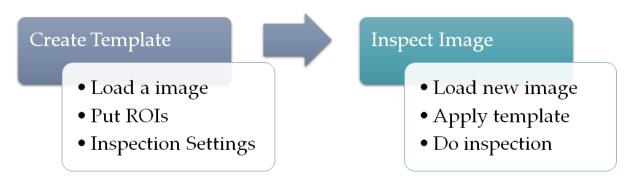
# Inline Inspection Performance

- Image loading : > 500 images in 32-bit system. (support 64-bit program)
- Image Alignment < 300 ms for 1000x1000 images.
- Image Inspection < 100 ms for average 7 ROIs.
- Reporting. (Incoming)

# 5.5.2 Void Inspection Procedure

We support Inline Inspection in HADI-InspectionPro, HADI-iBoard, and HADI-iBoardPro.

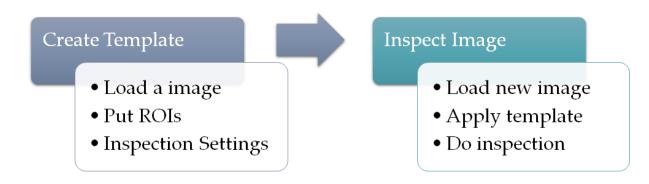
- <u>Create a template</u> 57
- Create ROIs
- Load images into HADI.
- Automatically fit the right template and inspect images.



# 5.5.3 PCB Inspection Procedure

We support Inline Inspection in HADI-InspectionPro, HADI-iBoard, and HADI-iBoardPro.

- Create a template 57
- <u>Teach a template</u> 58
- Load images into HADI.
- Automatically fit the right template and inspect images.



# 5.5.4 Auto Inspection Assistant

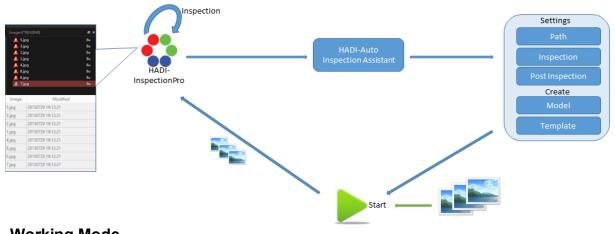
HADI supports a Watch Folder Tool -- Auto Inspection Assistant to automatically inspect images in target folder.

# **Start Auto Inspection Assistant**

Auto Inspection Assistant can only be used when HADI is activated. Using "Ctrl+F2" to activate Auto Inspection Assistant.

|   | HADI - Auto Inspection Assistant | ×   |
|---|----------------------------------|---|
| ໍ 🏦 Inspection Mode 📲                       | View Mode Start                  |   |
| Clear HADI Clear Images in Path Path : D:/i | Hatcher                          | v   |
| New Model Delete Duplicate                  | New Template Delete              | Save  |
| Model Name                                  | Template Images                  | Turn to Post Inspection After Inspected 10 Images |
| 1   |                                  |   |
| 2   | 1                                | V Image Settings                                  |
| 3   |                                  | Calbrate Each Image                               |
| Model0                                      |                                  | 1 pixel(s) = 5.0000 C nanometer *                 |
| Model1                                      |                                  | ☑ Inspection Settings                             |
|   |                                  | Capture Inspected Image                           |
|   |                                  | □ Capture NG Image                                |
|   |                                  | Saving Path: D:,DirectoryWatcher/capture image    |
|   |                                  |   |
|   |                                  | Post Inspection Settings                          |
|   |                                  | Generate Report                                   |
| Image Modified                              |                                  | Saving Path: D:,DirectoryWatcher/report           |
|   |                                  | File Name: dhenxind + 🗹 DateTime + csv 💌          |
|   |                                  | Clear Operation                                   |
|   |                                  | Delete Al Images In Folder                        |
|   |                                  | (C) shows the analysis and show                   |
|   |                                  |   |
|   |                                  |   |
|   |                                  |   |
|   |                                  |   |
|   |                                  |   |
|   |                                  |   |
| 1   | л                                |   |

## **Working Procedure**



# Working Mode

Auto Inspection Assistant includes two modes

## **View Mode**

- Inspect the images in the target folder according to the inspection settings.
- Images in target folder will be sent to HADI to do inspection.

## **Inspection Mode**

- Images in target folder will be sent to HADI without inspection, only to view.
- View Mode is usually used when user hasn't created the corresponding template yet.

## Path and Model

## Path

Set the path, HADI supports multiple language of the directory name.(e.g., English, Korean, Chinese, etc.)

HADI will inspect images in the folder that user selected.

| Clear HADI | Clear Images in Path | Path : | D:/watcher | ~ |  | ] |
|------------|----------------------|--------|------------|---|--|---|
|------------|----------------------|--------|------------|---|--|---|

## Model

| New Model De | ete Duplicate   | New M    | 1odel      | Delete    | Duplicate |
|--------------|-----------------|----------|------------|-----------|-----------|
| Model        | Name            |          | M          | odel Name |           |
| Mo           | del0            |          |            | Model0    |           |
|              |                 |          |            | Model1    |           |
|              |                 |          |            | Model2    |           |
|              |                 |          |            |           |           |
|              |                 |          |            |           |           |
|              |                 |          |            |           |           |
|              |                 |          |            |           |           |
|              |                 |          |            |           |           |
|              |                 |          |            |           |           |
|              |                 |          |            |           |           |
|              |                 |          |            | -         |           |
| New Model De | elete Duplicate |          | mplate     | De        |           |
| Mode         | el Name         | Templat  |            |           |           |
| M            | odel0           | Template | e0 sample1 | jpg;      |           |
|              |                 | test2    | 1.jpg;2.jp | og;       |           |
|              |                 |          |            |           |           |
| New Model D  | elete Duplicate | New Te   | molate     | Dr        |           |

| New Model | Delete     | Duplicate | New Temp  | olate De     |
|-----------|------------|-----------|-----------|--------------|
|           | Model Name |           | Template  |              |
| Model0    |            |           | Template0 | sample1.jpg; |
|           | Model1     |           | test2     | 1.jpg;2.jpg; |
|           |            |           |           |              |

- 1. Create a model by clicking "New Model"
- 2. Click "Delete" to delete the selected model.

3. select a model and click "Duplicate", the selected model and all the templates it included will be copied to a new model.

# Template

Create multiple templates in a model to inspect a series of images.

# New Template

| New Template Delete |        |
|---------------------|--------|
| Template            | Images |
|                     |        |
|                     |        |
|                     |        |
| New Template Delete |        |
| Template            | Images |
| Template0           |        |
|                     |        |

Click "New Template" to create one or more templates in selected model, and click the template name to edit it.

## **Delete Template**

| New Temp  | late Dele | ete |  |        |
|-----------|-----------|-----|--|--------|
| Template  |           |     |  | Images |
| Template0 | 1.jpg;    |     |  |        |
| Template1 |           |     |  |        |

Select a template and click "Delete", the template and all the images included in the template will be deleted.

# Add images Template

| New Template     | Delete |      |        |
|------------------|--------|------|--------|
| Template         |        |      | Images |
| Template0 1.jpg; |        |      |        |
| New Template     | Delete |      |        |
| Template         |        |      | Images |
| Template0 1.jpg; |        | 1000 |        |
|                  | 0      | ana. |        |
|                  |        | Copy |        |

Two methods to add images to the corresponding template:

- manually input images' name(with extensions) by user.
- select a template first, then drag images directly to the selected template.

# **Inspection Settings**

| Save  |
|---|
| Turn to Post Inspection After Inspected 10 Images |
| ✓ Image Settings                                  |
| ✓ Calibrate Each Image                            |
| 1 pixel(s) = 5.0000 🗘 nanometer 🔻                 |
| ✓ Inspection Settings                             |
| ✓ Capture Inspected Image                         |
| Capture NG Image Capture Good Image               |
| Saving Path: D:/DirectoryWatcher/capture image    |
| ✓ Post Inspection Settings                        |
| Generate Report                                   |
| Saving Path: D:/DirectoryWatcher/report           |
| File Name: chenxind + 🗹 DateTime + csv 🔻          |
| Clear Operation                                   |
| ✓ Delete All Images In Folder                     |

#### Save

Save the current models, templates and inspection settings.

#### How many images to inspect each time

In this sample, after every 10 images, HADI turns to Post Inspection state.

## Calibration

Only works in View Mode.

## **Inspection Settings**

Only works in Inspection Mode.

Choose to capture the inspected images or not. If captures, select the path to save the captured images(NG Images, Good Images or both of them).

## Note: Capture images affects inspection speed.

## **Post Inspection Settings**

Only works after every 10(in this sample) images in Inspection Mode.

Choose to generate report or not. If generates, select the path to save the report. It's able to edit file name and add date and time to the report.

HADI now supports two formats: \*.csv, \*.xls.

User can find out the reports in the selected path.

▶ This PC ▶ Local Disk (D:) ▶ DirectoryWatcher ▶ report
▲ Chenxind20151127\_153422.csv 2015-11-27 오후 3:34 M

## **Clear Operation**

Choose to clear the inspection folder or not. If choose, HADI will delete all the images in the inspection folder every 10(in this sample) images.

## Inspection

## Start Inspection

Finishing all the settings, click "Start" to inspect images.

Note: Template name in HADI and image name in folder should be consistent with that in Auto Inspection Assistant.

| 🔆 🔝 Inspection Mode                               | 🔋 View M  | ode Start   |  |  |  |
|---|-----------|---|--|--|--|
| Clear HADI Clear Images in Path Path : D:/watcher |           |   |  |  |  |
| New Model Delete Duplicate New Template Delete    |           |   |  |  |  |
| Model Name  | Template  | Images  |  |  |  |
| Model0  | Template0 | 1.jpg:6.jpg:7.jpg:8.jpg:9.jpg:10.jpg:11.jpg:12.jpg:13.jpg:14.jpg:15.jpg:16.jpg:17.jpg:18.jpg:19.jpg:20.jpg:2.jpg:3.jpg:4.jpg:5.jpg: |  |  |  |
| Model1  | 1         |   |  |  |  |

## **Inspection Results**

Inspected images are displayed on the left panel of Auto Inspection Assistant.

| Images[T8 G0 N8] | 8 × |
|------------------|-----|
| 🛕 5.jpg          | 8u  |
| 🛕 3.јрд          | 8u  |
| 🛕 2.jpg          | 8u  |
| 🛕 1.jpg          | 8u  |
| 🔔 4.jpg          | 8u  |
| 🛕 8.јрд          | 8u  |
| 🔔 б.јрд          | 8u  |
| /♪ 7.jpg         | 8u  |
|                  |     |
|                  |     |

| 5.jpg | 20150729 19:12:21 |
|-------|-------------------|
| 3.jpg | 20150729 19:12:21 |
| 2.jpg | 20150729 19:12:21 |
| 1.jpg | 20150729 19:12:21 |
| 4.jpg | 20150729 19:12:21 |
| 8.jpg | 20150729 19:12:21 |
| 6.jpg | 20150729 19:12:21 |
| 7.jpg | 20150729 19:12:21 |
|       |                   |

# 5.5.5 UDP Communication

HADI supports UDP Communication to help user easily control HADI and cooperate with other software.

HADI has an internal server that can receive various UDP commands.

# Description

Each command will have a return message to show the execution result, some simple command only have SUCCESS and FAILURE with few text description. While some of them have detail information. **For example** 

If client sends command HADI\_UDP\_GET\_ROILIST, client need to processed received detail messages.

Since UDP doesn't have acknowledgment info, we implement ACK in higher level protocol. ACK is a integer number that make client to know the return message came from which command. For example, if client has sent ACK = 5, ACK = 6, ACK = 7 three commands, later client will only receive ACK = 5, ACK = 7. If client didn't receive ACK=6 for a long time, client probably need to send message again. This is rarely case, but happens.

## **UDP Communication Protocol**

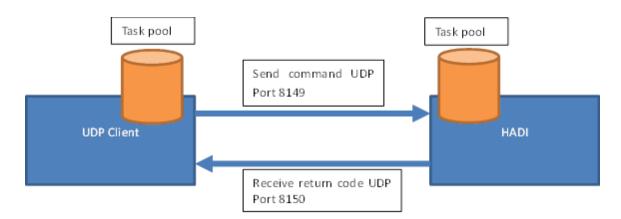
#### **UDP Port**

sending 8149, receiving 8150

## **UDP Protocol Format**

| 2 Bytes2 Bytes          | ACK | Command     | Par | ameter Length | Paramet | ters(using ":" as delimiter) |
|-------------------------|-----|-------------|-----|---------------|---------|------------------------------|
| 8 Bytes 2 Bytes 4 Bytes |     |             |     |               |         |                              |
| Byte                    |     | Туре        |     | Usag          | 5       | Detail                       |
| 0~7                     |     | string      |     | Magic Nu      | mber    | "HADI"                       |
| 8,9                     | ur  | signed shor | t   | ACK Nun       | nber    | 1, 2, 3, 4loop               |
| 10,11                   | ur  | signed shor | t   | Comma         | nds     | See below table              |
| 12~15                   |     | int         |     | Parameter     | Length  | See below table              |

## **Deployment diagram**



# **UDP Client Implement guide**

- 1. Create a Task Pool to save each task, ACK as unique ID
- 2. Create a Thread to receive return package from HADI
- 3. Create a Thread to check each task, if timeout, clean the task

# **UDP Command**

| Com<br>mand<br>Type                | Command                      | Sending<br>Parameters  | Return Error<br>code<br>(using<br>'command' field)             | Return Parameter  |
|------------------------------------|------------------------------|--|--|---|
| Client<br>To HADI<br>(Passiv<br>e) | #define VUDP_ADDIMAGE<br>100 | [string, image<br>path];<br>[string, image<br>path];<br>,<br>[string, image<br>path] | #define<br>VUDP_RET_SUCCESS 0<br>#define<br>VUDP_RET_FAILURE 1 | [string, image uuid];<br>[string, image uuid];<br><br>[string, image uuid]        |
|                                    | #define                      | [string, image<br>path];<br>[string, template<br>name]                               | #define<br>VUDP_ERR_PARAMETE<br>R 2<br>#define                 | [string, image id];<br>[string, "NG", "GOOD",<br>"AlignmentError",<br>"NoObject"] |

| Com<br>mand<br>Type | Command   | Sending<br>Parameters  | Return Error<br>code<br>(using<br>'command' field)  | Return Parameter  |
|---------------------|---|--|---|---|
|                     | #define<br>VUDP_REMOVEIMAGE 102<br>#define<br>VUDP_REMOVEALLIMAGE<br>103<br>#define<br>VUDP_INSPECTIMAGE 104<br>#define<br>VUDP_CALIBRATION 105<br>#define<br>VUDP_SHOWINDOW 106<br>#define<br>VUDP_HIDEWINDOW 107<br>#define<br>VUDP_SHOWIMAGE 108<br>#define<br>VUDP_GENERATEREPORT<br>109<br>#define<br>VUDP_CAPTUREIMAGE 110<br>#define | nmandParameters(using<br>'command' fielOVEIMAGE 102[string, uuid]OVEALLIMAGE[string, image<br>uuid];<br>[string, template<br>name];PECTIMAGE 104[string, image<br>uuid];<br>[string, x pitch];<br>[string, y pitch]BRATION 105[string, image<br>uuid];<br>[string, y pitch]WWINDOW 106VUDP_ERR_MEMOR<br>uuid]WWINDOW 107#define<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, report<br>filename]ERATEREPORT[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid];<br>[string, image<br>uuid]; | (using<br>'command' field)<br>VUDP_ERR_MEMORY 3<br>#define<br>VUDP_ERR_NO_IMAGE<br>4<br>#define<br>VUDP_ERR_CMD_NOT | Return Parameter  |
|                     | VUDP_ADDIMAGE_WITHCA<br>LIBRATION 112   |  | VUDP_ERR_NOT_INSP<br>ECTED 6  |   |
|                     | #define<br>VUDP GET VERSION 200<br>#define<br>VUDP_GET_ALLTEMPLATEN<br>AMES 202   |  | #define<br>VUDP_ERR_NO_TEMPL<br>ATE 7   | [string]<br>[string, template name];<br>[string, template name];<br><br>[string, template name];  |
|                     | V/1111D (3E1 11EEE( 11NE()  | [string, image<br>uuid]  |   | [string, "NG" or "GOOD"]  |
|                     |   | [string, image<br>uuid]  |   | [id: name: defect ratio:<br>max defect ratio];<br>[id: name: defect ratio:<br>max defect ratio];<br><br>[id: name: defect ratio:<br>max defect ratio] |
|                     | #define<br>VUDP_GET_ALLIMAEGEIDS<br>205   |  |   | [string, image uuid];<br>[string, image uuid];<br><br>[string, image uuid]  |
|                     | #define   | [string, image uuid,   |   |   |

| Com<br>mand<br>Type | Command                                      | Sending<br>Parameters                     | Return Error<br>code<br>(using<br>'command' field) | Return Parameter |
|---------------------|--|---|--|------------------|
|                     | VUDP_FEEDBACK_CHANGEI<br>NSPECTIONRESULT 900 | image name];<br>[string, "GOOD",<br>"NG"] |  |                  |
|                     | #define<br>AUTOINSPECTION_START<br>500       |   |  |                  |
|                     | #define<br>AUTOINSPECTION_STOP<br>599        |   |  |                  |

# VUDP\_GENERATEREPORT examples:

- 1. Image\_id;c:\3DII\Report1.csv
- 2. Image\_id;c:\3DII\Report2.xls
- 3. all;c:\3DII\Report3.csv
- 4. all;c:\3DII\Report4.xls
- 5. selected;c:\3DII\Report5.csv
- 6. Image\_id;c:\3DII\Report6.pdf