VIDEO PLAYBACK INDICATOR

for the TA.XTplus Texture Analyser

Figure 1. The Video Playback Indicator is set up in the frame view of the test sample on the TA.XT plus Texture Analyser,

Figure 2. Screen capture, showing Texture Exponent software, showing a Force/Time curve of breakfast cereal compression and the corresponding video frame captured at the cursor position.

MAKING USE OF VIDEO PLAYBACK

Some Texture Analysis tests either occur very quickly or there are transient events during the test that are easily missed. Such characteristics are either due to the brittle or 'crunchy' nature of the product or to the test protocol, such as the rapid probe withdrawal during the adhesive 'tack' test.

Due to the speed of events, visually the test features may almost be missed and, therefore, video capture of the test that allows for replay will almost certainly be of interest. This is even more relevant when the captured video information can be played- back in frame synchronisation with the cursor movement of the force/time Texture Analysis recording.

Video playback may also be used to identify anomalies in the result when retesting at a later date may not be possible due to sample availability or the limitation of time. A replayed test may also provide evidence of a 'one-off rogue' event which may not be identified by viewing the force/ time recording alone. Such erroneous data may then be eliminated.
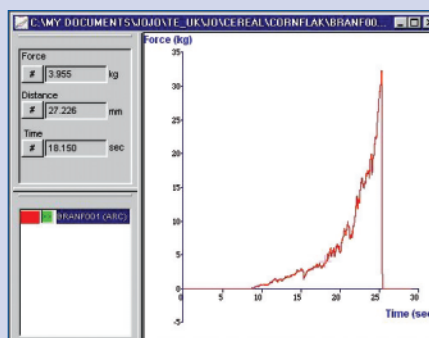
HOW THE PLAYBACK INDICATOR WORKS

Stable Micro Systems' Video Playback Indicator attaches to a TA.XTPlus Texture Analyser. At the start of data collection, a signal is transferred to the playback indicator that initiates an LED light source. The display of this light is captured on the video that is already recording the test of the sample.

Video post-test synchronisation identifies the arrival of this light as the beginning of data transfer (time = 0s) and the video frame at this point is synchronised as Time = 0 of the force/time curve.

The accompanying video capture file (.avi) can be associated with its texture test file (.arc) and loaded into Texture Exponent 32 software. A simple manual synchronisation procedure is then performed and thereafter the video clip frames are displayed in synchronisation with the force/time data.

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