

CamMonitor.ocx

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long.

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OverlayMode : 0 2, .

CamMenuOptions

CamMenuOptions : long

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#define MENU_ENABLE_OPTION 0x00000001	.. BUTTON_MENU_ENABLE_OPTION
#define MENU_ARM_ENABLE_OPTION 0x00000002	
#define MENU_REC_ENABLE_OPTION 0x00000004	
#define MENU_CAMS_ENABLE_OPTION 0x00000008	
#define MENU_TITLES_ENABLE_OPTION 0x00000010	
#define MENU_PROCESSING_ENABLE_OPTION 0x00000020	
#define MENU_EXPORT_ENABLE_OPTION 0x00000040	

CamMenuProcessingOptions

CamMenuProcessingOptions : long

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#define MENU_PROCESSING_DEINTERLACE_ENABLE_OPTION 0x00000001	
#define MENU_PROCESSING_ZOOM_ENABLE_OPTION 0x00000002	. . ->, .
#define MENU_PROCESSING_CONTRAST_ENABLE_OPTION 0x00000004	
#define MENU_PROCESSING_MASK_ENABLE_OPTION 0x00000008	
#define MENU_PROCESSING_SHARP_ENABLE_OPTION 0x00000010	

CamButtonsOptions

CamButtonsOptions : long

CamMonitor.
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#define BUTTON_MODE_ENABLE_OPTION 0x00000100	
#define BUTTON_TIME_ENABLE_OPTION 0x00000002	
#define BUTTON_NAME_ENABLE_OPTION 0x00000004	
#define BUTTON_MENU_ENABLE_OPTION 0x00000008	
#define BUTTON_RAYS_ENABLE_OPTION 0x00000010	
#define BUTTON_MICS_ENABLE_OPTION 0x00000020	

MainPanelOptions

MainPanelOptions : long

CamMonitor.
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#define MAIN_PANEL_ENABLE_OPTION 0x00000001	

KeysOptions

KeysOptions : long

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#define KEYS_ENABLE_OPTION 0x00000001	CamMonitor , (.).
#define TELEMETRY_DISABLE_OPTION 0x00000002	CamMonitor (.)

OverlayMode

OverlayMode : long

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0	Overlay
1	Overlay 1
2	Overlay 2

```
DWORD options = CamMonitor1->CamMenuOptions;

options = options^MENU_CAMS_ENABLE_OPTION^MENU_ARM_ENABLE_OPTION^MENU_REC_ENABLE_OPTION;

CamMonitor1->CamMenuOptions = options;

CamMonitor1->CamMenuProcessingOptions ^= MENU_PROCESSING_MASK_ENABLE_OPTION;
```