

"Capture Video"

• first we need to create the VideoCapture object.

③ ~~cap~~ `cap = cv2.VideoCapture(x)` ⁺, where $x = -1, 0, 1, 2, \dots$

depending on the ~~camer~~ number of cameras you have installed.

Then, inside a loop, you can:

`ret, frame = cap.read()` # Capture frame-by-frame.

the frames are saved inside the 2nd return value.

the first read value (`ret`) is either true or false.

in case the capture didn't work.

~~`cv2.imshow("window",`~~

`cv2.imshow("window", frame)`

When everything is done, release the capture.

`cap.release()`

`cv2.destroyAllWindows()`

④ Sometimes `cap` may not have initialized the capture. You can check this using `cap.isOpened()`. If it's true, OK. Otherwise open it using `cap.open()`

You can also access some of the features of this video using `cap.get(propId)` method. Full details: ~~`cv.VideoCapture`~~
`cv::VideoCapture::get()`