



Camera interface C++ library

v2.0.0

Table of contents

- [Overview](#)
- [Versions](#)
- [Camera interface class description](#)
 - [Class declaration](#)
 - [getVersion method](#)
 - [openCamera method](#)
 - [initCamera method](#)
 - [closeCamera method](#)
 - [isCameraOpen method](#)
 - [isCameraConnected method](#)
 - [setParam method](#)
 - [getParam method](#)
 - [getParams method](#)
 - [executeCommand method](#)
 - [encodeSetParamCommand method](#)
 - [encodeCommand method](#)
 - [decodeCommand method](#)
- [Data structures](#)
 - [CameraCommand enum](#)
 - [CameraParam enum](#)
- [CameraParams class description](#)
 - [Class declaration](#)
 - [Serialize camera params](#)
 - [Deserialize camera params](#)
 - [Read params from JSON file and write to JSON file](#)
- [Build and connect to your project](#)

Overview

Camera C++ library provides standard interface as well defines data structures and rules for different camera controllers. **Camera** interface class doesn't do anything, just provides interface. Different camera controller classes inherit from **Camera** C++ class. **Camera.h** file contains list of data structures (**CameraCommand** enum, **CameraParam** enum and **CameraParams** class) and **Camera** class declaration. **CameraCommand** enum contains IDs of commands supported by **Camera** class. **CameraParam** enum contains IDs of params supported by **Camera** class. All camera controllers should include params and commands listed in **Camera.h** file. Camera interface class depends on **ConfigReader** library (provides methods to read/write JSON config files).

Versions

Table 1 - Library versions.

| Version | Release date | What's new |
|---------|--------------|--|
| 1.0.0 | 05.05.2023 | First version |
| 1.1.0 | 08.05.2023 | - Added new parameter. |
| 1.2.0 | 10.05.2023 | - Parameters list changed. |
| 2.0.0 | 30.06.2023 | - Added new parameters. - Added new methods to encode/decode commands. - Added new class CameraParams to store camera parameters. - Added license. - Repository made public. |

Camera interface class description

Class declaration

Camera interface class declared in **Camera.h** file. Class declaration:

```
class Camera
{
public:
    /**
     * @brief Get Camera class version.
     * @return String of current class version.
     */
    static std::string getVersion();
    /**
     * @brief open camera controller.
     * @param initString Init string. Format depends on camera controller.
```

```

    * @return TRUE if the camera controller is init or FALSE.
    */
    virtual bool openCamera(std::string initString) = 0;
    /**
    * @brief Init camera controller by structure. Can be used instead
    * openCamera(...) method.
    * @param initString Init string. Format depends on camera controller.
    * @return TRUE if the camera controller init or FALSE if not.
    */
    virtual bool initCamera(CameraParams& params) = 0;
    /**
    * @brief Close camera connection.
    */
    virtual void closeCamera() = 0;
    /**
    * @brief Get camera open status.
    * @return TRUE if the camera is open or FALSE.
    */
    virtual bool isCameraOpen() = 0;
    /**
    * @brief Get camera open status.
    * @return TRUE if the camera is open or FALSE.
    */
    virtual bool isCameraConnected() = 0;
    /**
    * @brief Set the camers controller param.
    * @param id Param ID.
    * @param value Param value.
    * @return TRUE if the property set or FALSE.
    */
    virtual bool setParam(CameraParam id, float value) = 0;
    /**
    * @brief Get the camera controller param.
    * @param id Param ID.
    * @return int Param value or -1 of the param not exists.
    */
    virtual float getParam(CameraParam id) = 0;
    /**
    * @brief Get the camera controller params.
    * @param id Param ID.
    * @return Camera params structure.
    */
    virtual CameraParams getParams() = 0;
    /**
    * @brief Execute camera controller command.
    * @param id Command ID.
    * @return TRUE if the command executed or FALSE.
    */
    virtual bool executeCommand(CameraCommand id) = 0;
    /**
    * @brief Encode set param command.
    * @param data Pointer to data buffer. Must have size >= 11.
    * @param size Size of encoded data.
    * @param id Camera parameter id.
    * @param value Camera parameter value.
    */

```

```

static void encodeSetParamCommand(
    uint8_t* data, int& size, CameraParam id, float value);
/**
 * @brief Encode command.
 * @param data Pointer to data buffer. Must have size >= 11.
 * @param size Size of encoded data.
 * @param id Camera command ID.
 */
static void encodeCommand(
    uint8_t* data, int& size, CameraCommand id);
/**
 * @brief Decode command.
 * @param data Pointer to command data.
 * @param size Size of data.
 * @param paramId Output command ID.
 * @param commandId Output command ID.
 * @param value Param or command value.
 * @return 0 - command decoded, 1 - set param command decoded, -1 - error.
 */
static int decodeCommand(uint8_t* data,
                        int size,
                        CameraParam& paramId,
                        CameraCommand& commandId,
                        float& value);
};

```

getVersion method

getVersion() method return string of current class version. Particular camera controller can have it's own **getVersion()** method. Method declaration:

```
static std::string getVersion();
```

Method can be used without **Camera** class instance:

```
cout << "Camera class version: " << Camera::getVersion() << endl;
```

Console output:

```
Camera class version: 2.0.0
```

openCamera method

openCamera(...) method designed to initialize camera controller. This method can be used instead of **initCamera(...)** method. Method declaration:

```
virtual bool openCamera(std::string initString) = 0;
```

| Parameter | Value |
|------------|---|
| initString | Initialization string. Particular camera controller can have unique init string format. But it is recommended to use ';' symbol to divide part of initialization string. Recommended camera controller initialization string for controllers which uses serial port: "/dev/ttyUSB0;9600;100" ("/dev/ttyUSB0" - serial port name, "9600" - baudrate, "100" - serial port read timeout). |

Returns: TRUE if the camera controller initialized or FALSE if not.

initCamera method

initCamera(...) method designed to initialize camera controller by list of parameters. This method can be used instead of **openCamera(...)** method (**CameraParams** class includes **initString**) when you need initialize camera controller with not default parameters values. Method declaration:

```
virtual bool initCamera(CameraParams& params) = 0;
```

| Parameter | Value |
|-----------|---|
| params | Parameters (CameraParams class). CameraParams class includes initString wich used in openCamera(...) method. See description of CameraParams class. |

Returns: TRUE if the camera controller initialized or FALSE if not.

closeCamera method

closeCamera() method designed to close connection to camera. Method declaration:

```
virtual void closeCamera() = 0;
```

isCameraOpen method

isCameraOpen() method designed to obtain camera initialization status. Open status shows if the camera controller initialized but doesn't show if camera controller has communication with camera equipment. For example, if camera has serial port camera controller connects to serial port (opens serial port file in OS) but camera can be not active (no power). In this case open status just shows that camera controller has opened serial port. Method declaration:

```
virtual bool isCameraOpen() = 0;
```

Returns: TRUE if the camera controller initialized or FALSE if not.

isCameraConnected method

isCameraConnected() method designed to obtain camera connection status. Connection status shows if the camera controller has data exchange with camera equipment. For example, if camera has serial port camera controller connects to serial port (opens serial port file in OS) but camera can be not active (no power). In this case connection status shows that camera controller doesn't have data exchange with camera equipment (method will return FALSE). If camera controller has data exchange with camera equipment the method will return TRUE. If camera controller not initialize the connection status always FALSE. Method declaration:

```
virtual bool isCameraConnected() = 0;
```

Returns: TRUE if the camera controller has data exchange with camera equipment or FALSE if not.

setParam method

setParam(...) method designed to set new camera controller parameters value. Method declaration:

```
virtual bool setParam(CameraParam id, float value) = 0;
```

| Parameter | Description |
|-----------|--|
| id | Camera controller parameter ID according to CameraParam enum (see description of CameraParam enum). |
| value | Camera controller parameter value. Value depends on parameter ID (see description of CameraParam enum). |

Returns: TRUE if the parameter was set or FALSE if not.

getParam method

getParam(...) method designed to obtain camera controller parameter value. Method declaration:

```
virtual float getParam(CameraParam id) = 0;
```

| Parameter | Description |
|-----------|--|
| id | Camera controller parameter ID according to CameraParam enum (see description of CameraParam enum). |

Returns: parameter value or -1 if the parameters doesn't exist in particular camera controller.

getParams method

getParams(...) method designed to obtain camera parameters. Method declaration:

```
virtual CameraParams getParams() = 0;
```

Returns: **CameraParams** class which contains all current camera params.

executeCommand method

executeCommand(...) method designed to execute camera controller command. Method declaration:

```
virtual bool executeCommand(CameraCommand id) = 0;
```

| Parameter | Description |
|-----------|--|
| id | Camera controller command ID according to CameraCommand enum (see description of CameraCommand enum). |

Returns: TRUE if the command was executed or FALSE if not.

encodeSetParamCommand method

encodeSetParamCommand(...) static method designed to encode command to change any camera parameter value for remote camera controller. To control a camera remotely, the developer has to design his own protocol and according to it encode the command and deliver it over the communication channel. To simplify this, the **Camera** class contains static methods for encoding the control command. The **Camera** class provides two types of commands: a parameter change command (SET_PARAM) and an action command (COMMAND).

encodeSetParamCommand(...) designed to encode SET_PARAM command. Method declaration:

```
static void encodeSetParamCommand(uint8_t* data, int& size, CameraParam id, float value);
```

| Parameter | Description |
|-----------|---|
| data | Pointer to data buffer for encoded command. Must have size >= 11. |
| size | Size of encoded data. Will be 11 bytes. |
| id | Parameter ID according to CameraParam enum. |
| value | Parameter value. |

SET_PARAM command format:

| Byte | Value | Description |
|------|-------|---|
| 0 | 0x01 | SET_PARAM command header value. |
| 1 | 0x02 | Major version of Camera class. |
| 2 | 0x00 | Minor version of Camera class. |
| 3 | id | Parameter ID int32_t in Little-endian format. |
| 4 | id | Parameter ID int32_t in Little-endian format. |
| 5 | id | Parameter ID int32_t in Little-endian format. |
| 6 | id | Parameter ID int32_t in Little-endian format. |
| 7 | value | Parameter value float in Little-endian format. |
| 8 | value | Parameter value float in Little-endian format. |
| 9 | value | Parameter value float in Little-endian format. |
| 10 | value | Parameter value float in Little-endian format. |

encodeSetParamCommand(...) is static and used without **Camera** class instance. This method used on client side (control system). Command encoding example:

```
// Buffer for encoded data.
uint8_t data[11];
// Size of encoded data.
int size = 0;
// Random parameter value.
float outValue = (float)(rand() % 20);
// Encode command.
Camera::encodeSetParamCommand(data, size, CameraParam::ROI_X0, outValue);
```

encodeCommand method

encodeCommand(...) static method designed to encode command for camera remote control. To control a camera remotely, the developer has to design his own protocol and according to it encode the command and deliver it over the communication channel. To simplify this, the **Camera** interface class contains static methods for encoding the control command. The **Camera** class provides two types of commands: a parameter change command (SET_PARAM) and an action command (COMMAND). **encodeCommand(...)** designed to encode COMMAND command (action command). Method declaration:

```
static void encodeCommand(uint8_t* data, int& size, CameraCommand id);
```

| Parameter | Description |
|-----------|---|
| data | Pointer to data buffer for encoded command. Must have size >= 11. |
| size | Size of encoded data. Will be 11 bytes. |

| Parameter | Description |
|-----------|--|
| id | Command ID according to CameraParam enum. |

COMMAND format:

| Byte | Value | Description |
|------|-------|--|
| 0 | 0x00 | COMMAND header value. |
| 1 | 0x02 | Major version of Camera class. |
| 2 | 0x00 | Minor version of Camera class. |
| 3 | id | Command ID int32_t in Little-endian format. |
| 4 | id | Command ID int32_t in Little-endian format. |
| 5 | id | Command ID int32_t in Little-endian format. |
| 6 | id | Command ID int32_t in Little-endian format. |

encodeCommand(...) is static and used without **Camera** class instance. This method used on client side (control system). Command encoding example:

```
// Buffer for encoded data.
uint8_t data[11];
// Size of encoded data.
int size = 0;
// Encode command.
Camera::encodeCommand(data, size, CameraCommand::NUC);
```

decodeCommand method

decodeCommand(...) static method designed to decode command on camera controller side. Method declaration:

```
static int decodeCommand(uint8_t* data, int size, CameraParam& paramId,
CameraCommand& commandId, float& value);
```

| Parameter | Description |
|-----------|---|
| data | Pointer to input command. |
| size | Size of command. Should be 11 bytes. |
| paramId | Camera parameter ID according to CameraParam enum. After decoding SET_PARAM command the method will return parameter ID. |
| commandId | Camera command ID according to CameraCommand enum. After decoding COMMAND the method will return command ID. |

| Parameter | Description |
|-----------|--|
| value | Camera parameter value (after decoding SET_PARAM command). |

Returns: **0** - in case decoding COMMAND, **1** - in case decoding SET_PARAM command or **-1** in case errors.

Data structures

Camera.h file defines IDs for parameters (**CameraParam** enum) and IDs for commands (**CameraCommand** enum). **CameraParam** enum and **CameraCommand** enum declared in **Camera.h** file.

CameraCommand enum

Enum declaration:

```
enum class CameraCommand
{
    /// Restart camera controller.
    RESTART = 1,
    /// Do NUC.
    NUC,
    /// Apply settings.
    APPLY_PARAMS,
    /// Save params.
    SAVE_PARAMS,
    /// Menu on.
    MENU_ON,
    /// Menu off.
    MENU_OFF,
    /// Menu set.
    MENU_SET,
    /// Menu up.
    MENU_UP,
    /// Menu down.
    MENU_DOWN,
    /// Menu left.
    MENU_LEFT,
    /// Menu right.
    MENU_RIGHT,
    /// Freeze, Argument: time msec.
    FREEZE,
    /// Disable freeze.
    DEFREEZE
};
```

Table 2 - Camera commands description. Some commands may be unsupported by particular camera controller.

| Command | Description |
|--------------|--|
| RESTART | Restart camera controller. |
| NUC | Do NUC (Calibration). For thermal cameras. |
| APPLY_PARAMS | Apply settings. |
| SAVE_PARAMS | Save params in camera memory. |
| MENU_ON | Menu on. |
| MENU_OFF | Menu off. |
| MENU_SET | Menu set. |
| MENU_UP | Menu move up. |
| MENU_DOWN | Menu move down. |
| MENU_LEFT | Menu move left. |
| MENU_RIGHT | Menu move right. |
| FREEZE | Freeze image. |
| DEFREEZE | Defreeze image. |

CameraParam enum

Enum declaration:

```
enum class CameraParam
{
    /// video frame width. value from 0 to 16384.
    WIDTH = 1,
    /// video frame height value from 0 to 16384.
    HEIGHT,
    /// Display menu mode. value depends on implementation but it is recommended
    /// to keep default values: 0 - Off. 1 - On.
    DISPLAY_MODE,
    /// video output type. value depends on implementation.
    VIDEO_OUTPUT,
    /// Logging mode. values: 0 - Disable, 1 - Only file,
    /// 2 - Only terminal (console), 3 - File and terminal.
    LOG_MODE,
    /// Exposure mode. value depends on implementation but it is recommended to
    /// keep default values: 0 - Manual, 1 - Auto (default),
    /// 2 - Shutter priority, 3 - Aperture priority.
    EXPOSURE_MODE,
    /// Exposure time of the camera sensor. The exposure time is limited by the
    /// frame interval. Camera controller should interpret the values as 100 µs
    /// units, where the value 1 stands for 1/10000th of a second, 10000 for
    /// 1 second and 100000 for 10 seconds.
    EXPOSURE_TIME,
```

```
/// white balance mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Manual, 1 - Auto.
WHITE_BALANCE_MODE,
/// white balance area. Value depends on implementation.
WHITE_BALANCE_AREA,
/// white dynamic range mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - On.
WIDE_DYNAMIC_RANGE_MODE,
/// Image stabilization mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - On.
STABILIZATION_MODE,
/// ISO sensitivity. Value depends on implementation.
ISO_SENSITIVITY,
/// Scene mode. Value depends on implementation.
SCENE_MODE,
/// FPS.
FPS,
/// Brightness mode. Value depends on implementation but it is recommended
/// to keep default values: 0 - Manual, 1 - Auto.
BRIGHTNESS_MODE,
/// Brightness. Value 0 - 100%.
BRIGHTNESS,
/// Contrast. Value 1 - 100%.
CONTRAST,
/// Gain mode. Value depends on implementation but it is recommended to keep
/// default values: 0 - Manual, 1 - Auto.
GAIN_MODE,
/// Gain. Value 1 - 100%.
GAIN,
/// Sharpening mode. Value depends on implementation but it is recommended
/// to keep default values: 0 - Manual, 1 - Auto.
SHARPENING_MODE,
/// Sharpening. Value 1 - 100%.
SHARPENING,
/// Palette. Value depends on implementation but it is recommended to keep
/// default values for thermal cameras: 0 - white hot, 1 - Black hot.
PALETTE,
/// Analog gain control mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Manual, 1 - Auto.
AGC_MODE,
/// Shutter mode. Value depends on implementation but it is recommended to
/// keep default values: 0 - Manual, 1 - Auto.
SHUTTER_MODE,
/// Shutter position. 0 (full close) - 65535 (full open).
SHUTTER_POSITION,
/// Shutter speed. Value: 0 - 100%.
SHUTTER_SPEED,
/// Digital zoom mode. Value depends on implementation but it is recommended
/// to keep default values: 0 - Off, 1 - On.
DIGITAL_ZOOM_MODE,
/// Digital zoom. Value 1.0 (x1) - 20.0 (x20).
DIGITAL_ZOOM,
/// Exposure compensation mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - off, 1 - On.
EXPOSURE_COMPENSATION_MODE,
/// Exposure compensation position. Value depends on particular camera
```

```
/// controller.
EXPOSURE_COMPENSATION_POSITION,
/// Defog mode. Value depends on implementation but it is recommended to
/// keep default values: 0 - Off, 1 - On.
DEFOG_MODE,
/// Dehaze mode. Value depends on implementation but it is recommended to
/// keep default values: 0 - Off, 1 - On.
DEHAZE_MODE,
/// Noise reduction mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - 2D, 3 - 3D.
NOISE_REDUCTION_MODE,
/// Black and white filter mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - On.
BLACK_WHITE_FILTER_MODE,
/// Filter mode. Value depends on implementation.
FILTER_MODE,
/// NUC mode for thermal cameras. Value depends on implementation but it is
/// recommended to keep default values: 0 - Manual, 1 - Auto.
NUC_MODE,
/// Auto NUC interval for thermal cameras. Value in milliseconds
/// from 0 (Off) to 100000.
AUTO_NUC_INTERVAL_MSEC,
/// Image flip mode. Value depends on implementation but it is recommended
/// to keep default values: 0 - Off, 1 - Horizontal, 2 - Vertical,
/// 3 - Horizontal and vertical.
IMAGE_FLIP,
/// DDE mode. Value depends on implementation but it is recommended to keep
/// default values: 0 - Off, 1 - On.
DDE_MODE,
/// DDE level. Value depends on implementation.
DDE_LEVEL,
/// ROI top-left horizontal position, pixels.
ROI_X0,
/// ROI top-left vertical position, pixels.
ROI_Y0,
/// ROI bottom-right horizontal position, pixels.
ROI_X1,
/// ROI bottom-right vertical position, pixels.
ROI_Y1,
/// Camera temperature, degree.
TEMPERATURE,
/// ALC gate. Value depends on implementation.
ALC_GATE,
/// Sensor sensitivity. Value depends on implementation.
SENSITIVITY,
/// Changing mode (day / night). Value depends on implementation.
CHANGING_MODE,
/// Changing level (day / night). Value depends on implementation.
CHANGING_LEVEL,
/// Chroma level. Values: 0 - 100%.
CHROMA_LEVEL,
/// Details, enhancement. Values: 0 - 100%.
DETAIL,
/// Camera settings profile. Value depends on implementation.
PROFILE,
/// Connection status (read only). Shows if we have response from camera.
```

```

    /// Value: 0 - not connected, 2 - connected.
    IS_CONNECTED,
    /// Open status (read only):
    /// 1 - camera control port open, 0 - not open.
    IS_OPEN,
    /// Camera type. Value depends on implementation.
    TYPE,
    /// Camera custom param. Value depends on implementation.
    CUSTOM_1,
    /// Camera custom param. Value depends on implementation.
    CUSTOM_2,
    /// Camera custom param. Value depends on implementation.
    CUSTOM_3
};

```

Table 3 - Camera params description. Some params may be unsupported by particular camera controller.

| Parameter | Access | Description |
|---------------|--------------|---|
| WIDTH | read / write | Video frame width. Value from 0 to 16384. |
| HEIGHT | read / write | Video frame height Value from 0 to 16384. |
| DISPLAY_MODE | read / write | Display menu mode. Value depends on implementation but it is recommended to keep default values: 0 - Off. 1 - On. |
| VIDEO_OUTPUT | read / write | Video output type. Value depends on implementation. |
| LOG_MODE | read / write | Logging mode. Values: 0 - Disable, 1 - Only file, 2 - Only terminal (console), 3 - File and terminal. |
| EXPOSURE_MODE | read / write | Exposure mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto (default), 2 - Shutter priority, 3 - Aperture priority. |
| EXPOSURE_TIME | read / write | Exposure time of the camera sensor. The exposure time is limited by the frame interval. Camera controller should interpret the values as 100 μ s units, where the value 1 stands for 1/10000th of a second, 10000 for 1 second and 100000 for 10 seconds. |

| Parameter | Access | Description |
|--------------------------|--------------|--|
| WHITE_BALANCE_MODE | read / write | White balance mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| WHITE_BALANCE_AREA | read / write | White balance area. Value depends on implementation. |
| WHITE_DINAMIC_RANGE_MODE | read / write | White dynamic range mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| STABILIZATION_MODE | read / write | Image stabilization mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| ISO_SENSITIVITY | read / write | ISO sensitivity. Value depends on implementation. |
| SCENE_MODE | read / write | Scene mode. Value depends on implementation. |
| FPS | read / write | FPS. |
| BRIGHTNESS_MODE | read / write | Brightness mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| BRIGHTNESS | read / write | Brightness. Value 0 - 100%. |
| CONTRAST | read / write | Contrast. Value 1 - 100%. |
| GAIN_MODE | read / write | Gain mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| GAIN | read / write | Gain. Value 0 - 100%. |
| SHARPENING_MODE | read / write | Sharpening mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| SHARPENING | read / write | Sharpening. Value 1 - 100%. |

| Parameter | Access | Description |
|--------------------------------|--------------|--|
| PALETTE | read / write | Palette. Value depends on implementation but it is recommended to keep default values for thermal cameras: 0 - White hot, 1 - Black hot. |
| AGC_MODE | read / write | Analog gain control mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| SHUTTER_MODE | read / write | Shutter mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| SHUTTER_POSITION | read / write | Shutter position. 0 (full close) - 65535 (full open). |
| SHUTTER_SPEED | read / write | Shutter speed. Value: 0 - 100%. |
| DIGITAL_ZOOM_MODE | read / write | Digital zoom mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| DIGITAL_ZOOM | read only | Digital zoom. Value 1.0 (x1) - 20.0 (x20). |
| EXPOSURE_COMPENSATION_MODE | read only | Exposure compensation mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| EXPOSURE_COMPENSATION_POSITION | read / write | Exposure compensation position. Value depends on particular camera controller. |
| DEFOG_MODE | read / write | Defog mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| DEHAZE_MODE | | Dehaze mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |

| Parameter | Access | Description |
|-------------------------|--------------|--|
| NOISE_REDUCTION_MODE | read / write | Noise reduction mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - 2D, 3 - 3D. |
| BLACK_WHITE_FILTER_MODE | read only | Black and white filter mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| FILTER_MODE | read / write | Filter mode. Value depends on implementation. |
| NUC_MODE | read / write | NUC mode for thermal cameras. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| AUTO_NUC_INTERVAL | read / write | Auto NUC interval for thermal cameras. Value in milliseconds from 0 (Off) to 100000. |
| IMAGE_FLIP | read / write | Image flip mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - Horizontal, 2 - Vertical, 3 - Horizontal and vertical. |
| DDE_MODE | read / write | DDE mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| DDE_LEVEL | read / write | DDE level. Value depends on implementation. |
| ROI_X0 | read / write | ROI top-left horizontal position, pixels. |
| ROI_Y0 | read / write | ROI top-left vertical position, pixels. |
| ROI_X1 | read / write | ROI bottom-right horizontal position, pixels. |
| ROI_Y1 | read / write | ROI bottom-right vertical position, pixels. |
| TEMPERATURE | read only | Camera temperature, degree. |
| ALC_GATE | read / write | ALC gate. Value depends on implementation. |

| Parameter | Access | Description |
|----------------|--------------|--|
| SENSETIVITY | read / write | Sensor sensitivity. Value depends on implementation. |
| CHANGING_MODE | read / write | Changing mode (day / night). Value depends on implementation. |
| CHANGING_LEVEL | read / write | Changing level (day / night). Value depends on implementation. |
| CHROMA_LEVEL | read / write | Chroma level. Values: 0 - 100%. |
| DETAIL | read / write | Details, enhancement. Values: 0 - 100%. |
| PROFILE | read / write | Camera settings profile. Value depends on implementation. |
| IS_CONNECTED | read only | Connection status. Value: 0 - no camera responses, 1 - connected. |
| IS_OPEN | read only | Open status (read only): 1 - camera control port open, 0 - not open. |
| TYPE | read / write | Camera type. Value depends on implementation. |
| CUSTOM_1 | read / write | Camera custom param. Value depends on implementation. |
| CUSTOM_2 | read / write | Camera custom param. Value depends on implementation. |
| CUSTOM_3 | read / write | Camera custom param. Value depends on implementation. |

CameraParams class description

CameraParams class used for camera controller initialization (**initCamera(...)** method) or to get all actual params (**getParams()** method). Also **CameraParams** provide structure to write/read params from JSON files (**JSON_READABLE** macro) and provide methods to encode and decode params.

Class declaration

CameraParams interface class declared in **Camera.h** file. Class declaration:

```
/// Camera params structure.
class CameraParams
```

```

{
public:
    /// Initialization string. Formats depends on implementation.
    std::string initString{"/dev/ttyUSB0;9600;20"};
    /// Video frame width. Value from 0 to 16384.
    int width{0};
    /// Video frame height value from 0 to 16384.
    int height{0};
    /// Display menu mode. Value depends on implementation but it is recommended
    /// to keep default values: 0 - Off. 1 - On.
    int displayMode{0};
    /// Video output type. Value depends on implementation.
    int videoOutput{0};
    /// Logging mode. Values: 0 - Disable, 1 - Only file,
    /// 2 - Only terminal (console), 3 - File and terminal.
    int logMode{0};
    /// Exposure mode. Value depends on implementation but it is recommended to
    /// keep default values: 0 - Manual, 1 - Auto (default),
    /// 2 - Shutter priority, 3 - Aperture priority.
    int exposureMode{1};
    /// Exposure time of the camera sensor. The exposure time is limited by the
    /// frame interval. Camera controller should interpret the values as 100 µs
    /// units, where the value 1 stands for 1/10000th of a second, 10000 for
    /// 1 second and 100000 for 10 seconds.
    int exposureTime{0};
    /// White balance mode. Value depends on implementation but it is
    /// recommended to keep default values: 0 - Manual, 1 - Auto.
    int whiteBalanceMode{1};
    /// White balance area. Value depends on implementation.
    int whiteBalanceArea{0};
    /// White dynamic range mode. Value depends on implementation but it is
    /// recommended to keep default values: 0 - Off, 1 - On.
    int wideDynamicRangeMode{0};
    /// Image stabilization mode. Value depends on implementation but it is
    /// recommended to keep default values: 0 - Off, 1 - On.
    int stabilisationMode{0};
    /// ISO sensitivity. Value depends on implementation.
    int isoSensitivity{0};
    /// Scene mode. Value depends on implementation.
    int sceneMode{0};
    /// FPS.
    float fps{0.0f};
    /// Brightness mode. Value depends on implementation but it is recommended
    /// to keep default values: 0 - Manual, 1 - Auto.
    int brightnessMode{1};
    /// Brightness. Value 0 - 100%.
    int brightness{0};
    /// Contrast. Value 1 - 100%.
    int contrast{0};
    /// Gain mode. Value depends on implementation but it is recommended to keep
    /// default values: 0 - Manual, 1 - Auto.
    int gainMode{1};
    /// Gain. Value 1 - 100%.
    int gain{0};
    /// Sharpening mode. Value depends on implementation but it is recommended
    /// to keep default values: 0 - Manual, 1 - Auto.

```

```
int sharpeningMode{0};
/// Sharpening. Value 1 - 100%.
int sharpening{0};
/// Palette. Value depends on implementation but it is recommended to keep
/// default values for thermal cameras: 0 - White hot, 1 - Black hot.
int palette{0};
/// Analog gain control mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Manual, 1 - Auto.
int agcMode{1};
/// Shutter mode. Value depends on implementation but it is recommended to
/// keep default values: 0 - Manual, 1 - Auto.
int shutterMode{1};
/// Shutter position. 0 (full close) - 65535 (full open).
int shutterPos{0};
/// Shutter speed. Value: 0 - 100%.
int shutterSpeed{0};
/// Digital zoom mode. Value depends on implementation but it is recommended
/// to keep default values: 0 - Off, 1 - On.
int digitalZoomMode{0};
/// Digital zoom. Value 1.0 (x1) - 20.0 (x20).
float digitalZoom{1.0f};
/// Exposure compensation mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - On.
int exposureCompensationMode{0};
/// Exposure compensation position. Value depends on particular camera
/// controller.
int exposureCompensationPosition{0};
/// Defog mode. Value depends on implementation but it is recommended to
/// keep default values: 0 - Off, 1 - On.
int defogMode{0};
/// Dehaze mode. Value depends on implementation but it is recommended to
/// keep default values: 0 - Off, 1 - On.
int dehazeMode{0};
/// Noise reduction mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - 2D, 3 - 3D.
int noiseReductionMode{0};
/// Black and white filter mode. Value depends on implementation but it is
/// recommended to keep default values: 0 - Off, 1 - On.
int blackAndWhiteFilterMode{0};
/// Filter mode. Value depends on implementation.
int filterMode{0};
/// NUC mode for thermal cameras. Value depends on implementation but it is
/// recommended to keep default values: 0 - Manual, 1 - Auto.
int nucMode{0};
/// Auto NUC interval for thermal cameras. Value in milliseconds
/// from 0 (Off) to 100000.
int autoNucIntervalMsec{0};
/// Image flip mode. Value depends on implementation but it is recommended
/// to keep default values: 0 - Off, 1 - Horizontal, 2 - Vertical,
/// 3 - Horizontal and vertical.
int imageFlip{0};
/// DDE mode. Value depends on implementation but it is recommended to keep
/// default values: 0 - Off, 1 - On.
int ddeMode{0};
/// DDE level. Value depends on implementation.
float ddeLevel{0};
```

```

/// ROI top-left horizontal position, pixels.
int roix0{0};
/// ROI top-left vertical position, pixels.
int roiY0{0};
/// ROI bottom-right horizontal position, pixels.
int roix1{0};
/// ROI bottom-right vertical position, pixels.
int roiY1{0};
/// Camera temperature, degree.
float temperature{0.0f};
/// ALC gate. Value depends on implementation.
int alcGate{0};
/// Sensor sensitivity. Value depends on implementation.
float sensitivity{0};
/// Changing mode (day / night). Value depends on implementation.
int changingMode{0};
/// Changing level (day / night). Value depends on implementation.
float changingLevel{0.0f};
/// Chroma level. Values: 0 - 100%.
int chromeLevel{0};
/// Details, enhancement. Values: 0 - 100%.
int detail{0};
/// Camera settings profile. Value depends on implementation.
int profile{0};
/// Connection status (read only). Shows if we have respons from camera.
/// value: false - not connected, true - connected.
bool isConnected{false};
/// Open status (read only):
/// true - camera control port open, false - not open.
bool isOpen{false};
/// Camera type. Value depends on implementation.
int type{0};
/// Camera custom param. Value depends on implementation.
float custom1{0.0f};
/// Camera custom param. Value depends on implementation.
float custom2{0.0f};
/// Camera custom param. Value depends on implementation.
float custom3{0.0f};

```

```

JSON_READABLE(CameraParams, initString, width, height, displayMode,
               videoOutput, logMode, exposureMode, exposureTime,
               whiteBalanceMode, whiteBalanceArea, wideDynamicRangeMode,
               stabilisationMode, isoSensetivity, sceneMode,
               fps, brightnessMode, brightness, contrast, gainMode,
               gain, sharpeningMode, sharpening, palette, agcMode,
               shutterMode, shutterPos, shutterSpeed, digitalZoomMode,
               digitalZoom, exposureCompensationMode,
               exposureCompensationPosition, defogMode, dehazeMode,
               noiseReductionMode, blackAndWhiteFilterMode, filterMode,
               nucMode, autoNucIntervalMsec, imageFlip, ddeMode,
               ddeLevel, roix0, roiY0, roix1, roiY1, alcGate,
               sensitivity, changingMode, changingLevel, chromeLevel,
               detail, profile, type, custom1, custom2, custom3)

```

```

/**
 * @brief operator =

```

```

    * @param src Source object.
    * @return CameraParams object.
    */
    CameraParams& operator= (const CameraParams& src);
    /**
    * @brief Encode params. The method doesn't encode initString.
    * @param data Pointer to data buffer.
    * @param size Size of data.
    */
    void encode(uint8_t* data, int& size);
    /**
    * @brief Decode params. The method doesn't decode initString.
    * @param data Pointer to data.
    * @return TRUE is params decoded or FALSE if not.
    */
    bool decode(uint8_t* data);
};

```

Table 4 - CameraParams class fields description is equivalent to **CameraParam** enum description.

| Field | type | Description |
|--------------|--------|---|
| initString | string | Initialization string. Particular camera controller can have unique init string format. But it is recommended to use ';' symbol to divide part of initialization string. Recommended camera controller initialization string for controllers which uses serial port: "/dev/ttyUSB0;9600;100" ("/dev/ttyUSB0" - serial port name, "9600" - baudrate, "100" - serial port read timeout). |
| width | int | Video frame width. Value from 0 to 16384. |
| height | int | Video frame height Value from 0 to 16384. |
| displayMode | int | Display menu mode. Value depends on implementation but it is recommended to keep default values: 0 - Off. 1 - On. |
| videoOutput | int | Video output type. Value depends on implementation. |
| logMode | int | Logging mode. Values: 0 - Disable, 1 - Only file, 2 - Only terminal (console), 3 - File and terminal. |
| exposureMode | int | Exposure mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto (default), 2 - Shutter priority, 3 - Aperture priority. |

| Field | type | Description |
|----------------------|-------|---|
| exposureTime | int | Exposure time of the camera sensor. The exposure time is limited by the frame interval. Camera controller should interpret the values as 100 μ s units, where the value 1 stands for 1/10000th of a second, 10000 for 1 second and 100000 for 10 seconds. |
| whiteBalanceMode | int | White balance mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| whiteBalanceArea | int | White balance area. Value depends on implementation. |
| wideDynamicRangeMode | int | White dynamic range mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| stabilisationMode | int | Image stabilization mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| isoSensitivity | int | ISO sensitivity. Value depends on implementation. |
| sceneMode | int | Scene mode. Value depends on implementation. |
| fps | float | FPS. |
| brightnessMode | int | Brightness mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| brightness | int | Brightness. Value 0 - 100%. |
| contrast | int | Contrast. Value 1 - 100%. |
| gainMode | int | Gain mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| gain | int | Gain. Value 0 - 100%. |
| sharpeningMode | int | Sharpening mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| sharpening | int | Sharpening. Value 1 - 100%. |
| palette | int | Palette. Value depends on implementation but it is recommended to keep default values for thermal cameras: 0 - White hot, 1 - Black hot. |

| Field | type | Description |
|------------------------------|-------|---|
| agcMode | int | Analog gain control mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| shutterMode | int | Shutter mode. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| shutterPos | int | Shutter position. 0 (full close) - 65535 (full open). |
| shutterSpeed | int | Shutter speed. Value: 0 - 100%. |
| digitalZoomMode | int | Digital zoom mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| digitalZoom | float | Digital zoom. Value 1.0 (x1) - 20.0 (x20). |
| exposureCompensationMode | int | Exposure compensation mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| exposureCompensationPosition | int | Exposure compensation position. Value depends on particular camera controller. |
| defogMode | int | Defog mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| dehazeMode | int | Dehaze mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| noiseReductionMode | int | Noise reduction mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - 2D, 3 - 3D. |
| blackAndWhiteFilterMode | int | Black and white filter mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| filterMode | int | Filter mode. Value depends on implementation. |
| nucMode | int | NUC mode for thermal cameras. Value depends on implementation but it is recommended to keep default values: 0 - Manual, 1 - Auto. |
| autoNucIntervalMsec | int | Auto NUC interval for thermal cameras. Value in milliseconds from 0 (Off) to 100000. |

| Field | type | Description |
|---------------|-------|--|
| imageFlip | int | Image flip mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - Horizontal, 2 - Vertical, 3 - Horizontal and vertical. |
| ddeMode | int | DDE mode. Value depends on implementation but it is recommended to keep default values: 0 - Off, 1 - On. |
| ddeLevel | float | DDE level. Value depends on implementation. |
| roiX0 | int | ROI top-left horizontal position, pixels. |
| roiY0 | int | ROI top-left vertical position, pixels. |
| roiX1 | int | ROI bottom-right horizontal position, pixels. |
| roiY1 | int | ROI bottom-right vertical position, pixels. |
| temperature | int | Camera temperature, degree. |
| alcGate | int | ALC gate. Value depends on implementation. |
| sensitivity | int | Sensor sensitivity. Value depends on implementation. |
| changingMode | int | Changing mode (day / night). Value depends on implementation. |
| changingLevel | int | Changing level (day / night). Value depends on implementation. |
| chromeLevel | float | Chroma level. Values: 0 - 100%. |
| detail | int | Details, enhancement. Values: 0 - 100%. |
| profile | int | Camera settings profile. Value depends on implementation. |
| isConnected | bool | Connection status. Value: false - no camera responses, true - connected. |
| isOpen | bool | Open status (read only): true - camera control port open, false - not open. |
| type | int | Camera type. Value depends on implementation. |
| custom1 | float | Camera custom param. Value depends on implementation. |
| custom2 | float | Camera custom param. Value depends on implementation. |

| Field | type | Description |
|---------|-------|---|
| custom3 | float | Camera custom param. Value depends on implementation. |

None: *CameraParams* class fields listed in Table 4 **must** reflect params set/get by methods *setParam(...)* and *getParam(...)*.

Serialize camera params

CameraParams class provides method **encode(...)** to serialize camera params (fields of *CameraParams* class, see Table 4). Serialization of camera params necessary in case when you need to send camera params via communication channels. Method doesn't encode **initString**. Method declaration:

```
void encode(uint8_t* data, int& size);
```

| Parameter | Value |
|-----------|-------------------------|
| data | Pointer to data buffer. |
| size | Size of encoded data. |

Example:

```
// Encode data.
CameraParams in;
uint8_t data[1024];
int size = 0;
in.encode(data, size);
cout << "Encoded data size: " << size << " bytes" << endl;
```

Deserialize camera params

CameraParams class provides method **decode(...)** to deserialize camera params (fields of *CameraParams* class, see Table 4). Deserialization of camera params necessary in case when you need to receive params via communication channels. Method doesn't decode **initString** field. Method declaration:

```
bool decode(uint8_t* data);
```

| Parameter | Value |
|-----------|-------------------------|
| data | Pointer to data buffer. |

Returns: TRUE if data decoded (deserialized) or FALSE if not.

Example:

```
// Encode data.
CameraParams in;
uint8_t data[1024];
int size = 0;
in.encode(data, size);
cout << "Encoded data size: " << size << " bytes" << endl;

// Decode data.
CameraParams out;
if (!out.decode(data))
    cout << "Can't decode data" << endl;
```

Read params from JSON file and write to JSON file

Camera library depends on **ConfigReader** library which provides method to read params from JSON file and to write params to JSON file. Example of writing and reading params to JSON file:

```
// write params to file.
cr::utils::ConfigReader inConfig;
inConfig.set(in, "cameraParams");
inConfig.writeToFile("TestCameraParams.json");

// Read params from file.
cr::utils::ConfigReader outConfig;
if(!outConfig.readFromFile("TestCameraParams.json"))
{
    cout << "Can't open config file" << endl;
    return false;
}
```

TestCameraParams.json will look like:

```
{
  "cameraParams": {
    "agcMode": 252,
    "alcGate": 125,
    "autoNucIntervalMsec": 47,
    "blackAndWhiteFilterMode": 68,
    "brightness": 67,
    "brightnessMode": 206,
    "changingLevel": 84.0,
    "changingMode": 239,
    "chromeLevel": 137,
    "contrast": 65,
    "custom1": 216.0,
    "custom2": 32.0,
    "custom3": 125.0,
    "ddeLevel": 25,
    "ddeMode": 221,
    "defogMode": 155,
    "dehazeMode": 239,
    "detail": 128,
```

```

    "digitalZoom": 47.0,
    "digitalZoomMode": 157,
    "displayMode": 2,
    "exposureCompensationMode": 213,
    "exposureCompensationPosition": 183,
    "exposureMode": 192,
    "exposureTime": 16,
    "filterMode": 251,
    "fps": 19.0,
    "gain": 111,
    "gainMode": 130,
    "height": 219,
    "imageFlip": 211,
    "initString": "dfhglsjirhuhjfb",
    "isoSensitivity": 32,
    "logMode": 252,
    "noiseReductionMode": 79,
    "nucMode": 228,
    "palette": 115,
    "profile": 108,
    "roiX0": 93,
    "roiX1": 135,
    "roiY0": 98,
    "roiY1": 206,
    "sceneMode": 195,
    "sensitivity": 70.0,
    "sharpening": 196,
    "sharpeningMode": 49,
    "shutterMode": 101,
    "shutterPos": 157,
    "shutterSpeed": 117,
    "stabilisationMode": 170,
    "type": 55,
    "videoOutput": 18,
    "whiteBalanceArea": 236,
    "whiteBalanceMode": 30,
    "wideDynamicRangeMode": 21,
    "width": 150
}
}

```

Build and connect to your project

Typical commands to build **Camera** library:

```

git clone https://github.com/ConstantRobotics-Ltd/Camera.git
cd Camera
git submodule update --init --recursive
mkdir build
cd build
cmake ..
make

```

If you want connect **Camera** library to your CMake project as source code you can make follow.
For example, if your repository has structure:

```
CMakeLists.txt
src
  CMakeList.txt
  yourLib.h
  yourLib.cpp
```

You can add repository **Camera** as submodule by commands:

```
cd <your repository folder>
git submodule add https://github.com/ConstantRobotics-Ltd/Camera.git
3rdparty/Camera
git submodule update --init --recursive
```

In you repository folder will be created folder **3rdparty/Camera** which contains files of **Camera** repository with subrepository **ConfigReader** and **ConfigReader**. New structure of your repository:

```
CMakeLists.txt
src
  CMakeList.txt
  yourLib.h
  yourLib.cpp
3rdparty
  Camera
```

Create CMakeLists.txt file in **3rdparty** folder. CMakeLists.txt should contain:

```
cmake_minimum_required(VERSION 3.13)

#####
## 3RD-PARTY
## dependencies for the project
#####
project(3rdparty LANGUAGES CXX)

#####
## SETTINGS
## basic 3rd-party settings before use
#####
# To inherit the top-level architecture when the project is used as a submodule.
SET(PARENT ${PARENT}_YOUR_PROJECT_3RDPARTY)
# Disable self-overwriting of parameters inside included subdirectories.
SET(${PARENT}_SUBMODULE_CACHE_OVERWRITE OFF CACHE BOOL "" FORCE)

#####
## CONFIGURATION
## 3rd-party submodules configuration
#####
SET(${PARENT}_SUBMODULE_CAMERA ON CACHE BOOL "" FORCE)
if (${PARENT}_SUBMODULE_CAMERA)
  SET(${PARENT}_CAMERA ON CACHE BOOL "" FORCE)
```

```

    SET(${PARENT}_CAMERA_TEST OFF CACHE BOOL "" FORCE)
endif()

#####
## INCLUDING SUBDIRECTORIES
## Adding subdirectories according to the 3rd-party configuration
#####
if (${PARENT}_SUBMODULE_CAMERA)
    add_subdirectory(Camera)
endif()

```

File **3rdparty/CMakeLists.txt** adds folder **Camera** to your project and excludes test application (Camera class test applications) from compiling. Your repository new structure will be:

```

CMakeLists.txt
src
    CMakeList.txt
    yourLib.h
    yourLib.cpp
3rdparty
    CMakeLists.txt
    Camera

```

Next you need include folder 3rdparty in main **CMakeLists.txt** file of your repository. Add string at the end of your main **CMakeLists.txt**:

```
add_subdirectory(3rdparty)
```

Next you have to include **Camera** library in your **src/CMakeLists.txt** file:

```
target_link_libraries(${PROJECT_NAME} Camera)
```

Done!