HawXeye Vision Engine

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Chapter 1

File Index

1.1 File List

Here is a list of all documented files with brief descriptions:

QuickMotionDetector.h
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Chapter 2

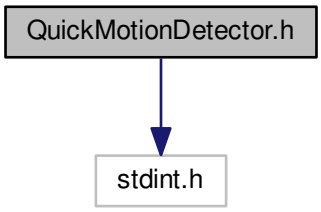
File Documentation

2.1 QuickMotionDetector.h File Reference

Header file for HawXeye's Quick Motion Detection engine.

```
#include <stdint.h>
```

Include dependency graph for QuickMotionDetector.h:



Functions

- int32_t QuickMotionDetectorInitialize (const char *configFileName)

  Initialize Quick Motion Detection engine.
- int32_t QuickMotionDetectorExecute (bool *detected, unsigned char *frame, uint32_t width, uint32_t height)

  Execute the core functionality of Quick Motion Detection.
- int32_t QuickMotionDetectorDestroy ()

  Destroy Quick Motion Detection engine.

2.1.1 Detailed Description

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2.1.2 Function Documentation

2.1.2.1 int32_t QuickMotionDetectorDestroy ( )

Returns

RETURN_SUCCESS upon successful execution, and RETURN_FAILURE upon failure.

2.1.2.2 int32_t QuickMotionDetectorExecute (bool * *detected,* unsigned char * *frame,* uint32_t *width,* uint32_t *height*)

This function performs object detection using the input 8-bit Y-component frame. Once an object is detected, this function will continue to return true.

Parameters

out	*detected*	TRUE if an object was detected.
in	*frame*	Y-component frame to run object detection on.
in	*width*	width of the frame in pixels.
in	*height*	height of the frame in pixels.

Returns

RETURN_SUCCESS upon successful execution, and RETURN_FAILURE upon failure.

2.1.2.3 int32_t QuickMotionDetectorInitialize (const char * *configFileName*)

Parameters

in	*configFileName*	path to client configuration XML file

Returns

RETURN_SUCCESS upon successful execution, and RETURN_FAILURE upon failure.

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