

## WebCam Project

Generated by Doxygen 1.8.4

Wed Mar 19 2014 00:48:55



# Contents

<b>1</b>	<b>Class Index</b>	<b>1</b>
1.1	Class List . . . . .	1
<b>2</b>	<b>File Index</b>	<b>3</b>
2.1	File List . . . . .	3
<b>3</b>	<b>Class Documentation</b>	<b>5</b>
3.1	Buf Struct Reference . . . . .	5
3.2	Cam_conf Struct Reference . . . . .	5
3.2.1	Detailed Description . . . . .	5
3.3	jpg_dst Struct Reference . . . . .	5
<b>4</b>	<b>File Documentation</b>	<b>7</b>
4.1	include/common.h File Reference . . . . .	7
4.1.1	Detailed Description . . . . .	9
4.2	include/huffman.h File Reference . . . . .	9
4.2.1	Detailed Description . . . . .	10
4.3	include/query.h File Reference . . . . .	10
4.3.1	Detailed Description . . . . .	11
4.3.2	Function Documentation . . . . .	11
4.3.2.1	enumerate_ctrl . . . . .	11
4.3.2.2	query_cap . . . . .	11
4.3.2.3	query_fmt . . . . .	11
4.3.2.4	query_fmt2 . . . . .	12
4.3.2.5	query_fps . . . . .	12
4.3.2.6	query_input . . . . .	12
4.3.2.7	query_priority . . . . .	12
4.4	include/sock.h File Reference . . . . .	12
4.4.1	Detailed Description . . . . .	14
4.4.2	Function Documentation . . . . .	14
4.4.2.1	Accept . . . . .	14
4.4.2.2	Client_Info . . . . .	14

4.4.2.3	Open_listenfd . . . . .	14
4.4.2.4	send_picture . . . . .	15
4.5	include/th.h File Reference . . . . .	15
4.5.1	Detailed Description . . . . .	16
4.5.2	Function Documentation . . . . .	16
4.5.2.1	cam_th . . . . .	16
4.5.2.2	cli_th . . . . .	16
4.5.2.3	signal_handler . . . . .	16
4.6	include/webcam.h File Reference . . . . .	17
4.6.1	Detailed Description . . . . .	18
4.6.2	Function Documentation . . . . .	18
4.6.2.1	cam_close . . . . .	18
4.6.2.2	cam_init . . . . .	18
4.6.2.3	cam_open . . . . .	18
4.6.2.4	get_frame . . . . .	18
4.6.2.5	print_picture . . . . .	19
4.6.2.6	process . . . . .	19
4.6.2.7	start_capturing . . . . .	19
4.6.2.8	stop_capturing . . . . .	19
4.7	include/yuv2jpeg.h File Reference . . . . .	20
4.7.1	Detailed Description . . . . .	21
4.8	src/query.c File Reference . . . . .	21
4.8.1	Detailed Description . . . . .	21
4.8.2	Function Documentation . . . . .	22
4.8.2.1	enumerate_ctrl . . . . .	22
4.8.2.2	query_cap . . . . .	22
4.8.2.3	query_fmt . . . . .	22
4.8.2.4	query_fmt2 . . . . .	22
4.8.2.5	query_fps . . . . .	22
4.8.2.6	query_input . . . . .	22
4.8.2.7	query_priority . . . . .	23
4.9	src/sock.c File Reference . . . . .	23
4.9.1	Detailed Description . . . . .	23
4.9.2	Function Documentation . . . . .	24
4.9.2.1	Accept . . . . .	24
4.9.2.2	Client_Info . . . . .	24
4.9.2.3	Open_listenfd . . . . .	24
4.9.2.4	send_picture . . . . .	24
4.10	src/th.c File Reference . . . . .	24
4.10.1	Detailed Description . . . . .	25

4.10.2	Function Documentation . . . . .	25
4.10.2.1	cam_th . . . . .	25
4.10.2.2	cli_th . . . . .	26
4.10.2.3	signal_handler . . . . .	27
4.11	src/webcam.c File Reference . . . . .	27
4.11.1	Detailed Description . . . . .	28
4.11.2	Function Documentation . . . . .	28
4.11.2.1	cam_close . . . . .	28
4.11.2.2	cam_init . . . . .	28
4.11.2.3	cam_open . . . . .	28
4.11.2.4	get_frame . . . . .	28
4.11.2.5	print_picture . . . . .	29
4.11.2.6	process . . . . .	29
4.11.2.7	start_capturing . . . . .	29
4.11.2.8	stop_capturing . . . . .	29
4.12	src/yuv2jpeg.c File Reference . . . . .	29
4.12.1	Detailed Description . . . . .	30



# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<b>Buf</b>	.....	5
<b>Cam_conf</b>	5	
<b>jpg_dst</b>	.....	5





## Chapter 2

# File Index

### 2.1 File List

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

include/ <b>common.h</b>	7	
include/ <b>huffman.h</b>	9	
include/ <b>query.h</b>	10	
include/ <b>sock.h</b>		
Webserverhttp , 1socket 2http/ . . . . .		12
include/ <b>th.h</b>	15	
include/ <b>webcam.h</b>	17	
include/ <b>yuv2jpeg.h</b>		
Yuvjpeg . . . . .		20
src/ <b>query.c</b>	21	
src/ <b>sock.c</b>		
Webserverhttp , 1socket 2http/ . . . . .		23
src/ <b>th.c</b>	24	
src/ <b>webcam.c</b>	27	
src/ <b>yuv2jpeg.c</b>		
Yuvjpeg This file has implements changing YUYV format to JPEG format . . . . .		29



## Chapter 3

# Class Documentation

### 3.1 Buf Struct Reference

#### Public Attributes

- char \* **start**
- int **len**

The documentation for this struct was generated from the following file:

- include/**common.h**

### 3.2 Cam\_conf Struct Reference

```
#include <common.h>
```

#### Public Attributes

- int **cam\_fd**
- fmt\_t **fmt**
- int **width**
- int **height**
- int **fps**
- int **n\_buf**

#### 3.2.1 Detailed Description

The documentation for this struct was generated from the following file:

- include/**common.h**

### 3.3 jpg\_dst Struct Reference

#### Public Attributes

- struct jpeg\_destination\_mgr **jpg\_p**

- JOCTET \* **buffer**
- int **out\_buf\_size**
- int \* **written**
- unsigned char \* **out\_buf\_cur**
- unsigned char \* **out\_buf**

The documentation for this struct was generated from the following file:

- include/yuv2jpeg.h

## Chapter 4

# File Documentation

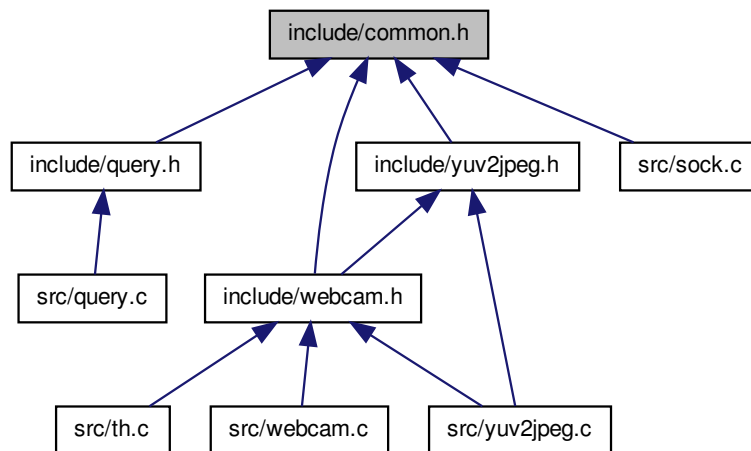
### 4.1 include/common.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <assert.h>
#include <fcntl.h>
#include <unistd.h>
#include <errno.h>
#include <sys/stat.h>
#include <sys/types.h>
#include <sys/time.h>
#include <sys/mman.h>
#include <sys/ioctl.h>
#include <linux/videodev2.h>
#include <jpeglib.h>
```

Include dependency graph for common.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct **Cam\_conf**
- struct **Buf**

## Macros

- `#define DHT_SIZE 432`
- `#define CLEAR(x) memset(&x, 0, sizeof(x))`
- `#define WIDTH 640`
- `#define HEIGHT 480`

## Typedefs

- `typedef struct v4l2_capability Cap`
- `typedef struct v4l2_input Input`
- `typedef struct v4l2_fmtdesc Fmtd`
- `typedef struct v4l2_format Fmt`
- `typedef struct v4l2_streamparm Fps`
- `typedef struct v4l2_requestbuffers ReqBuf`
- `typedef struct v4l2_buffer Vbuf`

## Enumerations

- `enum fmt_t { MJPEG = V4L2_PIX_FMT_MJPEG, YUYV = V4L2_PIX_FMT_YUYV }`

## Variables

- ReqBuf **reqbuf**
- Vbuf **vbuf**
- Buf \* **bufs**
- Buf **tmp\_buf**
- Buf **share\_buf**
- Cam\_conf **conf**

### 4.1.1 Detailed Description

#### Author

Jack Jin - gjinjian@gmail.com

#### Version

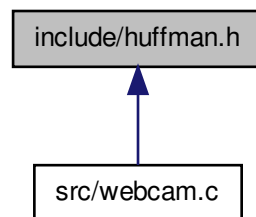
v0.1

#### Date

2013-09-11

## 4.2 include/huffman.h File Reference

This graph shows which files directly or indirectly include this file:



## Macros

- #define **DHT\_SIZE** 432
- #define **JPG\_HUFFMAN\_TABLE\_LENGTH** 0x1A0

## Variables

- const unsigned char **JPEGHuffmanTable** [JPG\_HUFFMAN\_TABLE\_LENGTH]

### 4.2.1 Detailed Description

#### Author

Jack Jin - gjinjian@gmail.com

#### Version

v0.1

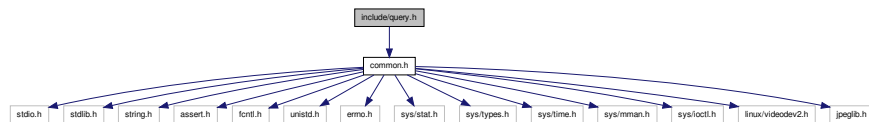
#### Date

2013-09-11

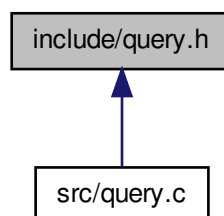
## 4.3 include/query.h File Reference

```
#include "common.h"
```

Include dependency graph for query.h:



This graph shows which files directly or indirectly include this file:



## Functions

- void **query\_cap** (int fd)  
*query\_cap : struct v4l2\_capability*
- void **query\_priority** (int fd)  
*query\_priority enum v4l2\_priority*
- void **query\_input** (int fd)  
*query\_input , G\_INPUTS\_INPUT input struct v4l2\_input*
- void **query\_fps** (int fd)  
*query\_fps VIDIOC\_G\_PARM*



- void **query\_fmt** (int fd)  
*query\_fmt VIDIOC\_G\_FMT*
- void **query\_fmt2** (int fd)  
*query\_fmt2 VIDIOC\_ENUM\_FMT*
- void **enumerate\_ctrl** (int fd)  
*enumerate\_ctrl VIDIOC\_QUERYCTRL*

### 4.3.1 Detailed Description

#### Author

Jack Jin - gjinjian@gmail.com

#### Version

v0.1

#### Date

2013-09-11

### 4.3.2 Function Documentation

#### 4.3.2.1 void enumerate\_ctrl ( int fd )

enumerate\_ctrl VIDIOC\_QUERYCTRL

##### Parameters

<i>fd</i>	
-----------	--

#### 4.3.2.2 void query\_cap ( int fd )

query\_cap :struct v4l2\_capability

##### Parameters

<i>fd</i>	
-----------	--

##### Returns

Cap \*

##### Parameters

<i>fd</i>	
-----------	--

#### 4.3.2.3 void query\_fmt ( int fd )

query\_fmt VIDIOC\_G\_FMT

**Parameters**

<i>fd</i>	
-----------	--

**4.3.2.4 void query\_fmt2 ( int *fd* )**

query\_fmt2 VIDIOC\_ENUM\_FMT

**Parameters**

<i>fd</i>	
-----------	--

**4.3.2.5 void query\_fps ( int *fd* )**

query\_fps VIDIOC\_G\_PARM

**Parameters**

<i>fd</i>	
-----------	--

**4.3.2.6 void query\_input ( int *fd* )**

query\_input ,G\_INPUTS\_INPUTinput struct v4l2\_input

**Parameters**

<i>fd</i>	
-----------	--

**4.3.2.7 void query\_priority ( int *fd* )**

query\_priority enum v4l2\_priority

**Parameters**

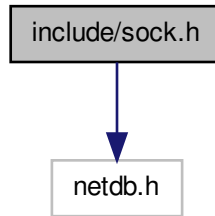
<i>fd</i>	
-----------	--

**4.4 include/sock.h File Reference**

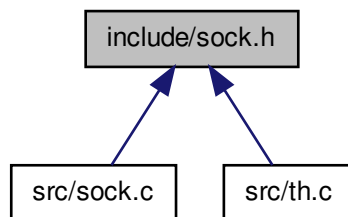
webserverhttp , 1socket 2http/

```
#include <netdb.h>
```

Include dependency graph for sock.h:



This graph shows which files directly or indirectly include this file:



## Macros

- `#define LISTENQ 1024` /\* second argument to listen() \*/
- `#define MAX 1024`

## Typedefs

- `typedef struct sockaddr SA`
- `typedef struct sockaddr_in SA_in`

## Functions

- `int Open_listenfd (int port)`  
*open\_listenfd socketsetsockoptIP*
- `int Accept (int listenfd, SA *addr, socklen_t *addrlen)`  
*Accept*
- `void send_picture (int confd, Cam_conf *conf)`  
*send\_picture 1URL 2http 3 4*
- `void Client_Info (SA_in *client_addr)`  
*Client\_Info IP*

#### 4.4.1 Detailed Description

webserverhttp , 1socket 2http/

##### Author

Jack Jin - gjinjian@gmail.com

##### Version

v0.1

##### Date

2013-09-11

#### 4.4.2 Function Documentation

##### 4.4.2.1 int Accept ( int *listenfd*, SA \* *addr*, socklen\_t \* *addrlen* )

##### Accept

##### Parameters

<i>listenfd</i>	socket
<i>addr</i>	
<i>addrlen</i>	

##### Returns

socket

##### 4.4.2.2 void Client\_Info ( SA\_in \* *client\_addr* )

##### Client\_Info IP

##### Parameters

<i>client_addr</i>	
--------------------	--

##### 4.4.2.3 int Open\_listenfd ( int *port* )

open\_listenfd socketsetsockoptIP

##### Parameters

<i>port</i>	
-------------	--

##### Returns

socket

## Parameters

<i>port</i>	
-------------	--

## Returns

socket-1

4.4.2.4 void send\_picture ( int *confd*, Cam\_conf \* *conf* )

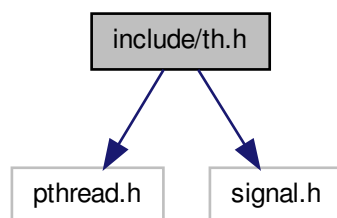
send\_picture 1URL 2http 3 4

## Parameters

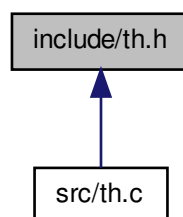
<i>confd</i>	
<i>conf</i>	

## 4.5 include/th.h File Reference

```
#include <pthread.h>
#include <signal.h>
Include dependency graph for th.h:
```



This graph shows which files directly or indirectly include this file:



## Functions

- void \* **cam\_th** (void \*arg)  
*cam\_th*
- void \* **cli\_th** (void \*arg)  
*cli\_th*
- void **signal\_handler** (int signo)  
*signal\_handler SIGINT*

### 4.5.1 Detailed Description

#### Author

Jack Jin - gjinjian@gmail.com

#### Version

v0.1

#### Date

2013-09-11

### 4.5.2 Function Documentation

#### 4.5.2.1 void\* cam\_th ( void \* arg )

cam\_th

##### Parameters

<i>arg</i>	
------------	--

##### Returns

#### 4.5.2.2 void\* cli\_th ( void \* arg )

cli\_th

##### Parameters

<i>arg</i>	
------------	--

##### Returns

#### 4.5.2.3 void signal\_handler ( int signo )

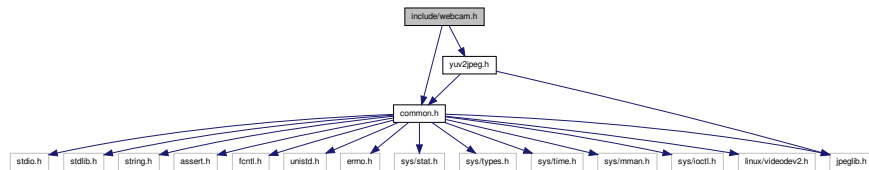
signal\_handler SIGINT

## Parameters

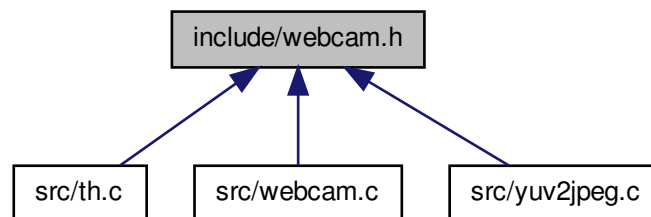
<i>signo</i>	
--------------	--

## 4.6 include/webcam.h File Reference

```
#include "common.h"
#include "yuv2jpeg.h"
Include dependency graph for webcam.h:
```



This graph shows which files directly or indirectly include this file:



## Functions

- int **cam\_open** (int argc, char \*argv[])  
*cam\_open*
- void **cam\_close** (int fd)  
*cam\_close*
- void **cam\_init** (Cam\_conf \*conf)  
*cam\_init* ,
- void **start\_capturing** (int fd)  
*start\_capturing*
- void **stop\_capturing** (int fd)  
*stop\_capturing*
- int **get\_frame** (Cam\_conf \*conf)  
*get\_frame temp\_buf*
- void **process** (Cam\_conf \*conf)  
*process*

- int **print\_picture** (int fd, unsigned char \*buf, int size)  
*print\_picture fd*

#### 4.6.1 Detailed Description

##### Author

Jack Jin - gjinjian@gmail.com

##### Version

v0.1

##### Date

2013-09-11

#### 4.6.2 Function Documentation

##### 4.6.2.1 void cam\_close ( int fd )

cam\_close

##### Parameters

<i>fd</i>	
-----------	--

##### 4.6.2.2 void cam\_init ( Cam\_conf \* conf )

cam\_init ,

##### Parameters

<i>fd</i>	
-----------	--

##### 4.6.2.3 int cam\_open ( int argc, char \* argv[] )

cam\_open

##### Parameters

<i>argc</i>	
<i>argv</i>	

##### Returns

##### 4.6.2.4 int get\_frame ( Cam\_conf \* conf )

get\_frame temp\_buf



## Parameters

<i>conf</i>	
-------------	--

## Returns

0-1

get\_frame temp\_buf

## Parameters

<i>conf</i>	
-------------	--

## Returns

0-1

4.6.2.5 int print\_picture ( int *fd*, unsigned char \* *buf*, int *size* )

print\_picture fd

## Parameters

<i>fd</i>	
<i>buf</i>	
<i>size</i>	

## Returns

4.6.2.6 void process ( Cam\_conf \* *conf* )

process

## Parameters

<i>conf</i>	
-------------	--

4.6.2.7 void start\_capturing ( int *fd* )

start\_capturing

## Parameters

<i>fd</i>	
-----------	--

4.6.2.8 void stop\_capturing ( int *fd* )

stop\_capturing

## Parameters

<i>fd</i>	
-----------	--

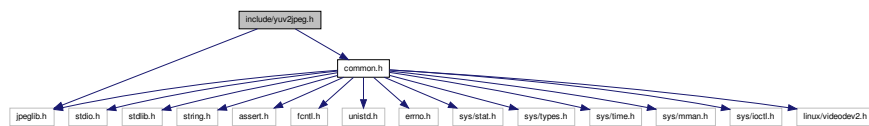
## 4.7 include/yuv2jpeg.h File Reference

yuvjpeg

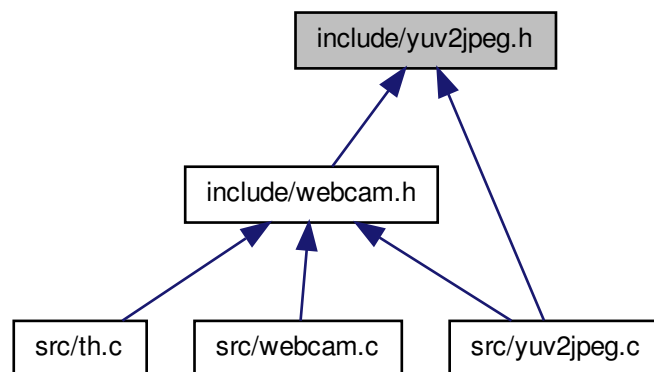
```
#include <jpeglib.h>
```

```
#include "common.h"
```

Include dependency graph for yuv2jpeg.h:



This graph shows which files directly or indirectly include this file:



### Classes

- struct **jpg\_dst**

### Typedefs

- typedef **jpg\_dst** \* **jpg\_ptr**

### Functions

- void **dst\_buffer** (j\_compress\_ptr, unsigned char \*, int, int \*)
- int **yuv\_to\_jpeg** (unsigned char \*, unsigned char \*, int, int)

### 4.7.1 Detailed Description

yuvjpeg

Author

Jack Jin - gjinjian@gmail.com

Version

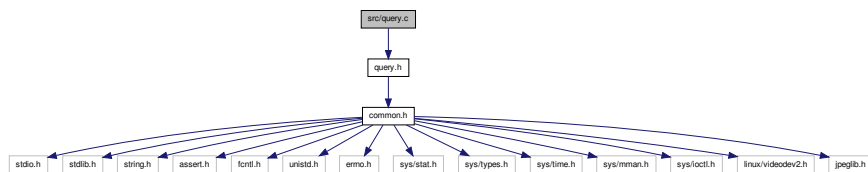
v0.1

Date

2013-09-11

## 4.8 src/query.c File Reference

```
#include "query.h"
Include dependency graph for query.c:
```



### Functions

- void **query\_cap** (int fd)  
*query\_cap : struct v4l2\_capability*
- void **query\_priority** (int fd)  
*query\_priority enum v4l2\_priority*
- void **query\_input** (int fd)  
*query\_input , G\_INPUTS\_INPUT input struct v4l2\_input*
- void **query\_fps** (int fd)  
*query\_fps VIDIOC\_G\_PARM*
- void **query\_fmt** (int fd)  
*query\_fmt VIDIOC\_G\_FMT*
- void **query\_fmt2** (int fd)  
*query\_fmt2 VIDIOC\_ENUM\_FMT*
- void **enumerate\_ctrl** (int fd)  
*enumerate\_ctrl VIDIOC\_QUERYCTRL*

### 4.8.1 Detailed Description

Author

Jack Jin - gjinjian@gmail.com

## Version

v0.1

## Date

2013-09-11

## 4.8.2 Function Documentation

### 4.8.2.1 void enumerate\_ctrl ( int *fd* )

enumerate\_ctrl VIDIOC\_QUERYCTRL

## Parameters

<i>fd</i>	
-----------	--

### 4.8.2.2 void query\_cap ( int *fd* )

query\_cap :struct v4l2\_capability

## Parameters

<i>fd</i>	
-----------	--

### 4.8.2.3 void query\_fmt ( int *fd* )

query\_fmt VIDIOC\_G\_FMT

## Parameters

<i>fd</i>	
-----------	--

### 4.8.2.4 void query\_fmt2 ( int *fd* )

query\_fmt2 VIDIOC\_ENUM\_FMT

## Parameters

<i>fd</i>	
-----------	--

### 4.8.2.5 void query\_fps ( int *fd* )

query\_fps VIDIOC\_G\_PARM

## Parameters

<i>fd</i>	
-----------	--

### 4.8.2.6 void query\_input ( int *fd* )

query\_input ,G\_INPUTS\_INPUTinput struct v4l2\_input

Parameters

<i>fd</i>	
-----------	--

4.8.2.7 void query\_priority ( int fd )

query\_priority enum v4l2\_priority

Parameters

<i>fd</i>	
-----------	--

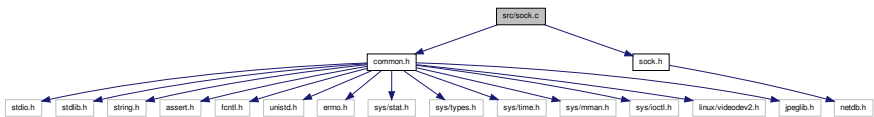
4.9 src/sock.c File Reference

webserverhttp , 1socket 2http/

#include "common.h"

#include "sock.h"

Include dependency graph for sock.c:



Functions

- int **Open\_listenfd** (int port)  
*open\_listenfd socketsetsockoptIP*
- int **Accept** (int listenfd, SA \*addr, socklen\_t \*addrlen)  
*Accept*
- void **send\_picture** (int confd, **Cam\_conf** \*conf)  
*send\_picture 1URL 2http 3 4*
- void **Client\_Info** (SA\_in \*client\_addr)  
*Client\_Info IP*

4.9.1 Detailed Description

webserverhttp , 1socket 2http/

Author

Jack Jin - gjinjian@gmail.com

Version

v0.1

Date

2013-09-11

## 4.9.2 Function Documentation

### 4.9.2.1 `int Accept ( int listenfd, SA * addr, socklen_t * addrlen )`

Accept

Parameters

<i>listenfd</i>	socket
<i>addr</i>	
<i>addrlen</i>	

Returns

socket

### 4.9.2.2 `void Client_Info ( SA_in * client_addr )`

Client\_Info IP

Parameters

<i>client_addr</i>	
--------------------	--

### 4.9.2.3 `int Open_listenfd ( int port )`

open\_listenfd socketsetsockoptIP

Parameters

<i>port</i>	
-------------	--

Returns

socket-1

### 4.9.2.4 `void send_picture ( int confd, Cam_conf * conf )`

send\_picture 1URL 2http 3 4

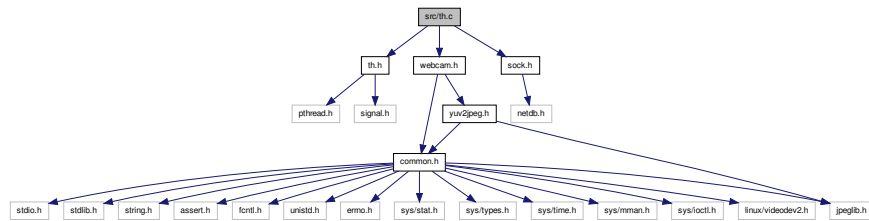
Parameters

<i>confd</i>	
<i>conf</i>	

## 4.10 src/th.c File Reference

```
#include "th.h"
#include "webcam.h"
#include "sock.h"
```

Include dependency graph for th.c:



## Functions

- void \* **cam\_th** (void \*arg)  
*cam\_th*
- void \* **cli\_th** (void \*arg)  
*cli\_th*
- void **signal\_handler** (int signo)  
*signal\_handler SIGINT*

## Variables

- int **cam\_stop** = 0
- pthread\_mutex\_t **\_db** = PTHREAD\_MUTEX\_INITIALIZER
- pthread\_cond\_t **\_db\_update** = PTHREAD\_COND\_INITIALIZER

### 4.10.1 Detailed Description

#### Author

Jack Jin - gjinjian@gmail.com

#### Version

v0.1

#### Date

2013-09-11

### 4.10.2 Function Documentation

#### 4.10.2.1 void\* cam\_th ( void \* arg )

cam\_th

#### Parameters

<i>arg</i>
------------

#### Returns

4.10.2.2 `void* cli_th ( void * arg )`

`cli_th`



## Parameters

<i>arg</i>	
------------	--

## Returns

4.10.2.3 void signal\_handler ( int *signo* )

signal\_handler SIGINT

## Parameters

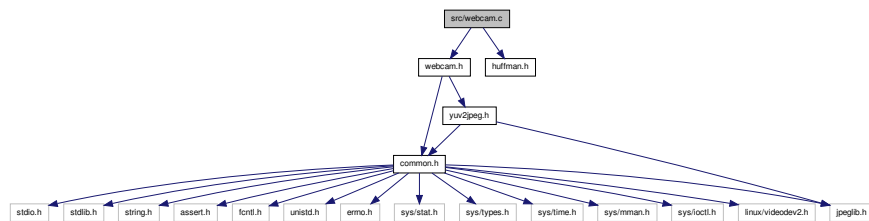
<i>signo</i>	
--------------	--

## 4.11 src/webcam.c File Reference

#include "webcam.h"

#include "huffman.h"

Include dependency graph for webcam.c:



## Macros

- #define **HEADERFREEM** 0xaf

## Functions

- int **cam\_open** (int argc, char \*argv[])  
*cam\_open*
- void **cam\_close** (int fd)  
*cam\_close*
- void **cam\_init** (Cam\_conf \*conf)  
*cam\_init*,
- void **start\_capturing** (int fd)  
*start\_capturing*
- void **stop\_capturing** (int fd)  
*stop\_capturing*
- int **get\_frame** (Cam\_conf \*conf)  
*get\_frame*
- void **process** (Cam\_conf \*Conf)

*process*

- int **print\_picture** (int fd, unsigned char \*buf, int size)

*print\_picture* fd

#### 4.11.1 Detailed Description

##### Author

Jack Jin - gjinjian@gmail.com

##### Version

v0.1

##### Date

2013-09-11

#### 4.11.2 Function Documentation

##### 4.11.2.1 void cam\_close ( int fd )

cam\_close

##### Parameters

<i>fd</i>	
-----------	--

##### 4.11.2.2 void cam\_init ( Cam\_conf \* conf )

cam\_init ,

##### Parameters

<i>fd</i>	
-----------	--

##### 4.11.2.3 int cam\_open ( int argc, char \* argv[] )

cam\_open

##### Parameters

<i>argc</i>	
<i>argv</i>	

##### Returns

##### 4.11.2.4 int get\_frame ( Cam\_conf \* conf )

get\_frame

get\_frame temp\_buf

## Parameters

<i>conf</i>	
-------------	--

## Returns

0-1

4.11.2.5 int print\_picture ( int *fd*, unsigned char \* *buf*, int *size* )print\_picture *fd*

## Parameters

<i>fd</i>	
<i>buf</i>	
<i>size</i>	

## Returns

4.11.2.6 void process ( Cam\_conf \* *conf* )

process

## Parameters

<i>conf</i>	
-------------	--

4.11.2.7 void start\_capturing ( int *fd* )

start\_capturing

## Parameters

<i>fd</i>	
-----------	--

4.11.2.8 void stop\_capturing ( int *fd* )

stop\_capturing

## Parameters

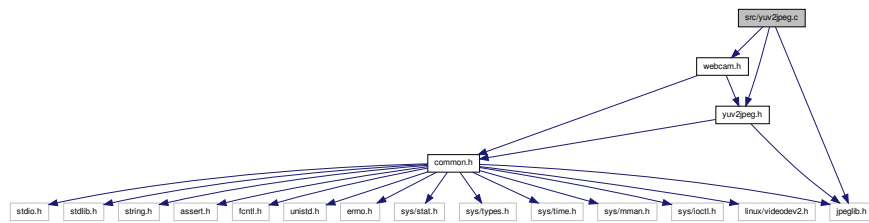
<i>fd</i>	
-----------	--

## 4.12 src/yuv2jpeg.c File Reference

yuvjpeg This file has implements changing YUYV format to JPEG format

```
#include "webcam.h"
#include "yuv2jpeg.h"
#include <jpeglib.h>
```

Include dependency graph for yuv2jpeg.c:



## Macros

- `#define OUTPUT_BUF_SIZE 4096`

## Functions

- **METHODDEF** (METHODDEF() term\_dst(j\_compress\_ptr) void)
- **METHODDEF** (boolean)
- **METHODDEF** (void)
- void **dst\_buffer** (j\_compress\_ptr cinfo, unsigned char \*buffer, int size, int \*written)
- int **yuv\_to\_jpeg** (unsigned char \*buf, unsigned char \*buffer, int size, int quality)

### 4.12.1 Detailed Description

yuvjpeg This file has implements changing YUYV format to JPEG format

#### Author

Jack Jin - gjinjian@gmail.com

#### Version

v0.1

#### Date

2013-09-11