# 获取摄像头数据

1. 打开服务

struct server \*display;

display = server\_open(“video\_server”, “video0”);

参数说明：video0：前摄像头，video1：后视模拟摄像头， video3：后视usb摄像头

1. 打开设备fb3

struct fb\_var\_screeninfo info = {0};

void \*fb = dev\_open(“fb3”, NULL);

// 设置图层大小

info.buf\_xres = info.xres = 640;

info.buf\_yres = info.yres = 480;

dev\_ioctl(fb, FBSET\_VSCREENINFO, (u32)&info);

// 设置显存buf个数

dev\_ioctl(fb, FBIOSET\_FBUFFER\_NUM, 2);

3. 请求输出

union video\_req req = {0};

req.display.fb = “fb3”;

req.display.state = VIDEO\_STATE\_START;

server\_request(display, VIDEO\_REQ\_DISPLAY, &req);

1. 获取数据 (格式为YUV420)

struct fb\_map\_user map;

while (1) {

dev\_ioctl(fb, FBIOGET\_FBUFFER\_INUSED, (u32)&map);

if (map.yaddr != 0) {

/\*

map.yaddr: Y分量数据地址, 长度 width \* height

map.uaddr: U分量数据地址, 长度 width \* height / 4

map.vaddr: V分量数据地址, 长度 width \* height / 4

\*/

dev\_ioctl(fb, FBIOPUT\_FBUFFER\_INUSED, (u32)&map);

}

}

1. 关闭设备
   1. 关闭服务

union video\_req req;

req.display.state = VIDEO\_STATE\_STOP;

server\_request(display, VIDEO\_REQ\_DISPLAY, &req)

server\_close(display);

b) 关闭fb

dev\_ioctl(fb, FBIOSET\_FBUFFER\_NUM, 0);

dev\_close(fb);