#ifndef HTTP\_STREAM\_H

#define HTTP\_STREAM\_H

#include "darknet.h"

#ifdef \_\_cplusplus

extern "C" {

#endif

#include "image.h"

#include <stdint.h>

void send\_json(detection \*dets, int nboxes, int classes, char \*\*names, long long int frame\_id, int port, int timeout);

#ifdef OPENCV

void send\_mjpeg(mat\_cv\* mat, int port, int timeout, int quality);

int send\_http\_post\_request(char \*http\_post\_host, int server\_port, const char \*videosource,

detection \*dets, int nboxes, int classes, char \*\*names, long long int frame\_id, int ext\_output, int timeout);

#endif // OPENCV

typedef void\* custom\_thread\_t;

typedef void\* custom\_attr\_t;

int custom\_create\_thread(custom\_thread\_t \* tid, const custom\_attr\_t \* attr, void \*(\*func) (void \*), void \*arg);

int custom\_join(custom\_thread\_t thread, void \*\*value\_ptr);

int custom\_atomic\_load\_int(volatile int\* obj);

void custom\_atomic\_store\_int(volatile int\* obj, int desr);

void this\_thread\_sleep\_for(int ms\_time);

void this\_thread\_yield();

#ifdef \_\_cplusplus

}

#endif

#endif // HTTP\_STREAM\_H