#include <opencv2/core/core.hpp>

#include <opencv2/highgui/highgui.hpp>

#include "opencv2/opencv.hpp"

#include <iostream>

using namespace cv;

using namespace std;

using std::string;

int main(int argc, char\*\* argv)

{

string filename = "768x576.avi";

VideoCapture capture(filename);

Mat frame;

if (!capture.isOpened())

throw "Error when reading steam\_avi";

// Default resolution of the frame is obtained.The default resolution is system dependent.

int frame\_width = 768;//capture.get(CV\_CAP\_PROP\_FRAME\_WIDTH);

int frame\_height = 576;//capture.get(CV\_CAP\_PROP\_FRAME\_HEIGHT);

//VideoWriter output("outcpp.avi", CV\_FOURCC('M', 'J', 'P', 'G'), 10, Size(frame\_width, frame\_height));

VideoWriter output("outcpp.avi", cv::VideoWriter::fourcc('M', 'J', 'P', 'G'), 10, Size(frame\_width, frame\_height));

namedWindow("w", 1);

for (; ; )

{

capture >> frame;

if (frame.empty())

break;

imshow("w", frame);

//output.write(frame);

output << frame;

waitKey(20); // waits to display frame

// how to exit

}

output.release();

waitKey(0); // key press to close window

// releases and window destroy are automatic in C++ interface

}