JavaScript is disabled on your browser.

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org.opencv.android

## Interface CameraGLSurfaceView.CameraTextureListener

* Enclosing class: [CameraGLSurfaceView](http://docs.google.com/org/opencv/android/CameraGLSurfaceView.html)  
    
  public static interface CameraGLSurfaceView.CameraTextureListener

### Method SummaryMethods

| Modifier and Type | Method and Description |
| --- | --- |
| boolean | [**onCameraTexture**](http://docs.google.com/org/opencv/android/CameraGLSurfaceView.CameraTextureListener.html#onCameraTexture(int,%20int,%20int,%20int))(int texIn, int texOut, int width, int height) This method is invoked when a new preview frame from Camera is ready. |
| void | [**onCameraViewStarted**](http://docs.google.com/org/opencv/android/CameraGLSurfaceView.CameraTextureListener.html#onCameraViewStarted(int,%20int))(int width, int height) This method is invoked when camera preview has started. |
| void | [**onCameraViewStopped**](http://docs.google.com/org/opencv/android/CameraGLSurfaceView.CameraTextureListener.html#onCameraViewStopped())() This method is invoked when camera preview has been stopped for some reason. |

### Method Detail

#### onCameraTexture boolean onCameraTexture(int texIn, int texOut, int width, int height) This method is invoked when a new preview frame from Camera is ready.Parameters:texIn - - the OpenGL texture ID that contains frame in RGBA formattexOut - - the OpenGL texture ID that can be used to store modified frame image t displaywidth - - the width of the frameheight - - the height of the frame Returns:`true` if `texOut` should be displayed, `false` - to show `texIn`

#### onCameraViewStarted void onCameraViewStarted(int width, int height) This method is invoked when camera preview has started. After this method is invoked the frames will start to be delivered to client via the onCameraFrame() callback.Parameters:width - - the width of the frames that will be deliveredheight - - the height of the frames that will be delivered

#### onCameraViewStopped void onCameraViewStopped() This method is invoked when camera preview has been stopped for some reason. No frames will be delivered via onCameraFrame() callback after this method is called.

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