JavaScript is disabled on your browser.

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org.opencv.android

## Class Utils

* java.lang.Object
  + org.opencv.android.Utils
* public class Utils  
  extends java.lang.Object

### Constructor SummaryConstructors

| Constructor and Description |
| --- |
| [**Utils**](http://docs.google.com/org/opencv/android/Utils.html#Utils())() |

### Method SummaryMethods

| Modifier and Type | Method and Description |
| --- | --- |
| static void | [**bitmapToMat**](http://docs.google.com/org/opencv/android/Utils.html#bitmapToMat(android.graphics.Bitmap,%20org.opencv.core.Mat))(android.graphics.Bitmap bmp, [Mat](http://docs.google.com/org/opencv/core/Mat.html) mat) Short form of the bitmapToMat(bmp, mat, unPremultiplyAlpha=false). |
| static void | [**bitmapToMat**](http://docs.google.com/org/opencv/android/Utils.html#bitmapToMat(android.graphics.Bitmap,%20org.opencv.core.Mat,%20boolean))(android.graphics.Bitmap bmp, [Mat](http://docs.google.com/org/opencv/core/Mat.html) mat, boolean unPremultiplyAlpha) Converts Android Bitmap to OpenCV Mat. |
| static java.lang.String | [**exportResource**](http://docs.google.com/org/opencv/android/Utils.html#exportResource(android.content.Context,%20int))(android.content.Context context, int resourceId) |
| static java.lang.String | [**exportResource**](http://docs.google.com/org/opencv/android/Utils.html#exportResource(android.content.Context,%20int,%20java.lang.String))(android.content.Context context, int resourceId, java.lang.String dirname) |
| static [Mat](http://docs.google.com/org/opencv/core/Mat.html) | [**loadResource**](http://docs.google.com/org/opencv/android/Utils.html#loadResource(android.content.Context,%20int))(android.content.Context context, int resourceId) |
| static [Mat](http://docs.google.com/org/opencv/core/Mat.html) | [**loadResource**](http://docs.google.com/org/opencv/android/Utils.html#loadResource(android.content.Context,%20int,%20int))(android.content.Context context, int resourceId, int flags) |
| static void | [**matToBitmap**](http://docs.google.com/org/opencv/android/Utils.html#matToBitmap(org.opencv.core.Mat,%20android.graphics.Bitmap))([Mat](http://docs.google.com/org/opencv/core/Mat.html) mat, android.graphics.Bitmap bmp) Short form of the **matToBitmap(mat, bmp, premultiplyAlpha=false)** |
| static void | [**matToBitmap**](http://docs.google.com/org/opencv/android/Utils.html#matToBitmap(org.opencv.core.Mat,%20android.graphics.Bitmap,%20boolean))([Mat](http://docs.google.com/org/opencv/core/Mat.html) mat, android.graphics.Bitmap bmp, boolean premultiplyAlpha) Converts OpenCV Mat to Android Bitmap. |

### Methods inherited from class java.lang.Objectequals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### Constructor Detail

#### Utils public Utils()

### Method Detail

#### bitmapToMat public static void bitmapToMat(android.graphics.Bitmap bmp, [Mat](http://docs.google.com/org/opencv/core/Mat.html) mat) Short form of the bitmapToMat(bmp, mat, unPremultiplyAlpha=false).Parameters:bmp - is a valid input Bitmap object of the type 'ARGB\_8888' or 'RGB\_565'.mat - is a valid output Mat object, it will be reallocated if needed, so Mat may be empty.

* + - bitmapToMat  
      public static void bitmapToMat(android.graphics.Bitmap bmp,  
       [Mat](http://docs.google.com/org/opencv/core/Mat.html) mat,  
       boolean unPremultiplyAlpha)  
      Converts Android Bitmap to OpenCV Mat.  
      This function converts an Android Bitmap image to the OpenCV Mat.  
      'ARGB\_8888' and 'RGB\_565' input Bitmap formats are supported.  
      The output Mat is always created of the same size as the input Bitmap and of the 'CV\_8UC4' type, it keeps the image in RGBA format.  
      This function throws an exception if the conversion fails.Parameters:bmp - is a valid input Bitmap object of the type 'ARGB\_8888' or 'RGB\_565'.mat - is a valid output Mat object, it will be reallocated if needed, so it may be empty.unPremultiplyAlpha - is a flag, that determines, whether the bitmap needs to be converted from alpha premultiplied format (like Android keeps 'ARGB\_8888' ones) to regular one; this flag is ignored for 'RGB\_565' bitmaps.

#### exportResource public static java.lang.String exportResource(android.content.Context context, int resourceId)

#### exportResource public static java.lang.String exportResource(android.content.Context context, int resourceId, java.lang.String dirname)

#### loadResource public static [Mat](http://docs.google.com/org/opencv/core/Mat.html) loadResource(android.content.Context context, int resourceId) throws java.io.IOExceptionThrows: java.io.IOException

#### loadResource public static [Mat](http://docs.google.com/org/opencv/core/Mat.html) loadResource(android.content.Context context, int resourceId, int flags) throws java.io.IOExceptionThrows: java.io.IOException

#### matToBitmap public static void matToBitmap([Mat](http://docs.google.com/org/opencv/core/Mat.html) mat, android.graphics.Bitmap bmp) Short form of the **matToBitmap(mat, bmp, premultiplyAlpha=false)**Parameters:mat - is a valid input Mat object of the types 'CV\_8UC1', 'CV\_8UC3' or 'CV\_8UC4'.bmp - is a valid Bitmap object of the same size as the Mat and of type 'ARGB\_8888' or 'RGB\_565'.

* + - matToBitmap  
      public static void matToBitmap([Mat](http://docs.google.com/org/opencv/core/Mat.html) mat,  
       android.graphics.Bitmap bmp,  
       boolean premultiplyAlpha)  
      Converts OpenCV Mat to Android Bitmap.  
        
      This function converts an image in the OpenCV Mat representation to the Android Bitmap.  
      The input Mat object has to be of the types 'CV\_8UC1' (gray-scale), 'CV\_8UC3' (RGB) or 'CV\_8UC4' (RGBA).  
      The output Bitmap object has to be of the same size as the input Mat and of the types 'ARGB\_8888' or 'RGB\_565'.  
      This function throws an exception if the conversion fails.Parameters:mat - is a valid input Mat object of types 'CV\_8UC1', 'CV\_8UC3' or 'CV\_8UC4'.bmp - is a valid Bitmap object of the same size as the Mat and of type 'ARGB\_8888' or 'RGB\_565'.premultiplyAlpha - is a flag, that determines, whether the Mat needs to be converted to alpha premultiplied format (like Android keeps 'ARGB\_8888' bitmaps); the flag is ignored for 'RGB\_565' bitmaps.

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