

CODE FOR CAMERS MODULE

```
void handleJpgLo()
{
    if (!esp32cam:: Camera.changeResolution(loRes)) {
        Serial.println("SET-LO-RES FAIL");
    }
    serveJpg();
}

void handleJpgHi()
{
    if (!esp32cam:: Camera.changeResolution(hiRes)) {
        Serial.println("SET-HI-RES FAIL");
    }
    serveJpg();
}

void handleJpgMid()
{
    if (!esp32cam::Camera.changeResolution(midRes)) {
        Serial.println("SET-MID-RES FAIL");
    }
    serveJpg();
}
```

```
void setup(){
  Serial.begin(115200);
  Serial.println();
  {
    using namespace esp32cam;
    Config cfg;
    cfg.setPins(pins::AiThinker);
    cfg.setResolution(hiRes);
    cfg.setBufferCount(2);
    cfg.setJpeg(80);

    bool ok = Camera.begin(cfg);
    Serial.println(ok ? " CAMERA OK" : " CAMERA FAIL");
  }
  WiFi.persistent(false);
  WiFi.mode(WIFI_STA);
  WiFi.begin(WIFI_SSID, WIFI_PASS);
  while (WiFi.status() != WL_CONNECTED) {
    delay(500);
  }
  Serial.print("http://");
  Serial.println(WiFi.localIP());
  Serial.println(" /cam-lo.jpg");
  Serial.println(" /cam-hi.jpg");
  Serial.println(" /cam-mid.jpg");

  server.on("/cam-lo.jpg", handleJpgLo);
  server.on("/cam-hi.jpg", handleJpgHi);
  server.on("/cam-mid.jpg", handleJpgMid);

  server.begin();
}
```

```
#include <WebServer.h>
#include <WiFi.h>
#include <esp32cam.h>

const char* WIFI_SSID = "motorola edge 50 pro_3420";
const char* WIFI_PASS = "password";

WebServer server(80);

static auto loRes = esp32cam::Resolution::find(320, 240);
static auto midRes = esp32cam::Resolution::find(350, 530);
static auto hiRes = esp32cam::Resolution::find(800, 600);
void serveJpg()
{
    auto frame = esp32cam::capture();
    if (frame == nullptr) {
        Serial.println("CAPTURE FAIL");
        server.send(503, "", "");
        return;
    }
    Serial.printf("CAPTURE OK %dx%d %db\n", frame->getWidth(), frame->getHeight(),
        static_cast<int>(frame->size()));

    server.setContentLength(frame->size());
    server.send(200, "image/jpeg");
    WiFiClient client = server.client();
    frame->writeTo(client);
}
```

