// 画轮廓

if(filterContours.size()>0)

{

count++;

lastImgHasHand=true;

drawContours(dst, filterContours, -1, Scalar(255,0,255), 3/\*, 8, hierarchy\*/);

for (size\_t j=0; j<filterContours.size(); j++)

{

convexHull(Mat(filterContours[j]), hull, true);

int hullcount = (int)hull.size();

for (int i=0; i<hullcount-1; i++)

{

line(dst, hull[i+1], hull[i], Scalar(255,255,255), 2, CV\_AA);

printf("num%d:x=%d\ty=%d\t\n",i,hull[i].x,hull[i].y);

if(hull[i].x>maxX)

maxX=hull[i].x;

if(hull[i].x<minX)

minX=hull[i].x;

if(hull[i].y>maxY)

maxY=hull[i].y;

if(hull[i].y<minY)

minY=hull[i].y;

printf("miniX=%d\tminiY=%d\tmaxX=%d\tmaxY=%d\t\n",minX,minY,maxX,maxY);

}

line(dst, hull[hullcount-1], hull[0], Scalar(0,255,0), 2, CV\_AA);//绿色，最后一条

if(count==1)//第一个轮廓的中心位置存在全局变量中，到最后一个再跟它比。

{

previousX=(minX+maxX)/2;

printf("previousX=%d\n",previousX);

previousY=(minY+maxY)/2;

printf("previousY=%d\n",previousY);

}

else

{

presentX=(minX+maxY)/2;

presentY=(minY+maxY)/2;

}

}

}

else

{

if(lastImgHasHand==true)

{

if((previousX-presentX)<0)//中文的大括号和英文的大括号用肉眼看不出来，坑啊

{

printf("<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<left\n");//镜像，没有flip过来，所以这里注意点。

}

if((previousX-presentX)>0)

{

printf(">>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>right\n");

}

if((previousY-presentY)<0)

{

printf("downVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV\n");

}

if((previousY-presentY)>0)

{

printf("upAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAa\n");

}

count=0;

lastImgHasHand=false;

}

}