

# Local save camera images

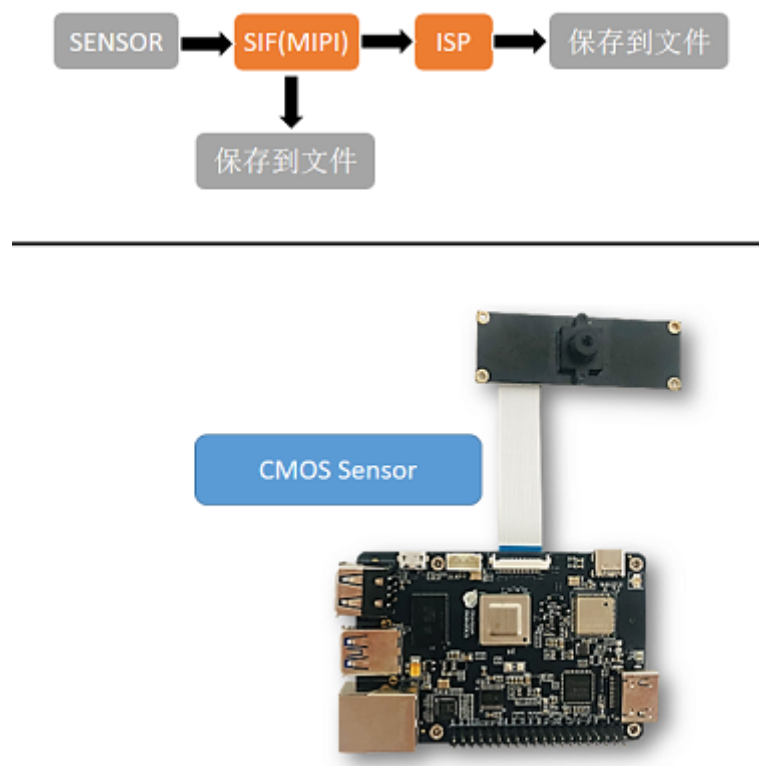
## Local save camera images

1. Experimental preparation
2. How to run
3. Expected results

## 1. Experimental preparation

This example `vio_capture` implements the function of capturing images from `MIPI` cameras and saving images in two formats, `RAW` and `YUV`, locally.

The example flow chart is as follows.



- When the development board is powered off, connect the MIPI camera to the development board (with the black side facing the HDMI interface).
- Connect the development board and the monitor via an HDMI cable
- Power on the development board and log in to the system

## 2. How to run

The sample code is provided in source code form. You need to use the `make` command to compile and run it.

The steps are as follows.

```
sunrise@ubuntu:~$ cd /app/cdev_demo/vio_capture/  
sunrise@ubuntu:/app/cdev_demo/vio_capture$ sudo make  
sunrise@ubuntu:/app/cdev_demo/vio_capture$ sudo ./capture -b 12 -c 10 -h 1080 -w  
1920
```

参数说明:

Parameter description:

- -b: RAW image bit number, IMX219 / IMX477 / OV5647 are all set to 16, only a few camera sensors need to be set to 8
- -c: Number of saved images
- -w: Width of saved images
- -h: Height of saved images

### 3. Expected results

After the program runs correctly, the current directory will save the specified number of image files.

The **RAW** format is named in the `raw_*.raw` format, and the **YUV** format is named in the `yuv_*.yuv` format.

The running log is as follows.

```
sunrise@ubuntu:/app/cdev_demo/vio_capture$ sudo ./capture -b 12 -c 10 -h 1080 -w  
1920  
Setting VPS channel-2: src_w:1920, src_h:1080; dst_w:1920, dst_h:1080;  
Setting VPS channel-1: src_w:1920, src_h:1080; dst_w:1920, dst_h:1080;  
jiale:start streaming...  
capture time :0  
capture time :1  
capture time :2  
capture time :3  
capture time :4  
capture time :5  
capture time :6  
capture time :7  
capture time :8  
capture time :9  
sensor_name imx477, setting_size = 1  
[ 701.213210]hb_isp_algo_stop@main_user.c:389 GENERIC(ERR) :g_mutex destroy.
```