OpenCV微信扫码引擎,制作成iOS的framework

如何把opencv_contrib中的扫码引擎(wechat_qrcode)打包到 opencv 中,并生成iOS用的 framework

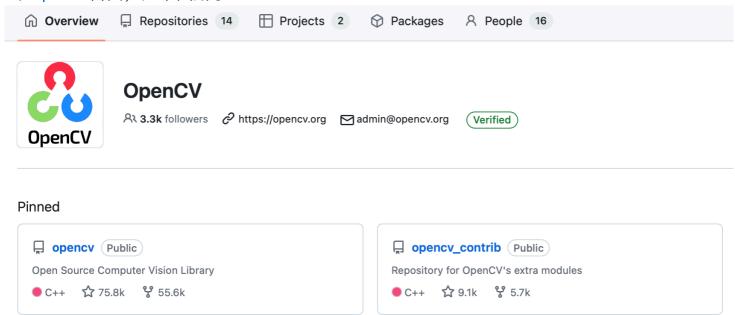
1、环境要求:

macOS Monterey 12.0.1

Xcode 13.3

cmake 3.22.1

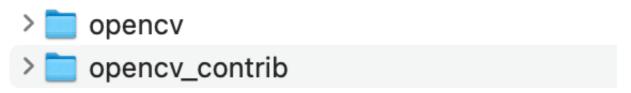
2、opencv首页,如下图所示



下面我们开始把opencv版微信扫码引擎库,集成到opencv中,并打包成framework。

第1步:克隆|下载opencv原代码

- 1. 下载(opencv](https://github.com/opencv/opencv/tree/master)。选择master最新稳定版本。
- 2. 下载(opencv_contrib](https://github.com/opencv/opencv_contrib/tree/master),选择 master最新稳定版本。
- 3. 将下载好的opencv、opencv_contrib放入同一个目录下:



第2步:微信扫码引擎(wechat_qrcode),放到主工程(opency)

1. 根据路径找到, 微信扫码引擎 opency_contrib -> modules -> wechat_grcode surface_matching CONTRIBUTING.md opency text opencv_contrib oc doc tracking LICENSE videostab modules 📄 viz README.md wechat_qrcode samples xfeatures2d nanroc vimanroc 2. 拷贝wechat_grcode源码,粘贴到opencv目录下 opency -> modules -> wechat_grcode doc doc photo opencv include python opencv_contrib LICENSE stitching modules a ts platforms 📄 video README.md videoio samples wechat_qrcode SECURITY.md world

第3步: 安装工具包

brew install cmake

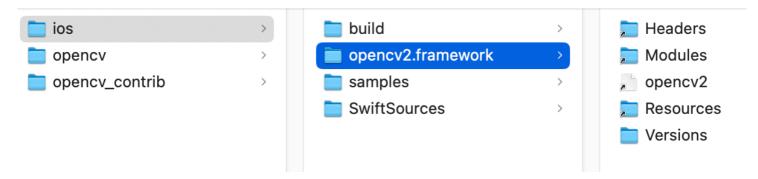
第4步: 编译打包

参考opencv官方文档: https://docs.opencv.org/4.9.0/d5/da3/tutorial_ios_install.html

在存放opencv、opencv_contrib目录下,执行如下命令:

python opency/platforms/ios/build_framework.py ios

执行几分钟后,framework包就编译好了 在当前目录下,会自动生成ios目录,如下图所示:



注意事项:

官方的build_framework.py 好久没更新了,里面要改几处代码,不然会报错

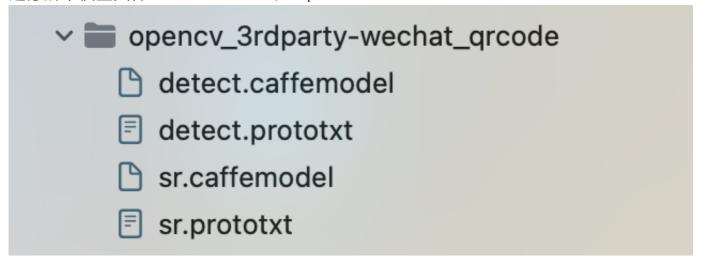
- 1. IPHONEOS_DEPLOYMENT_TARGET='12.0' (iOS9改成iOS12)
- 2. xcode11以后打包不支持模拟器架构i386 x86_64 iphoneos_archs = ["armv7", "armv7s", "arm64"]去掉armv7、armv7s xcode已经不支持了
- 3. 如果swift报错,又不需要swift,也可以干掉(需要的话,查资料解决)

第5步: 下载模型文件

模型文件地址: https://github.com/WeChatCV/opencv_3rdparty

1. 目标检测模型文件: detect.caffemodel、detect.prototxt

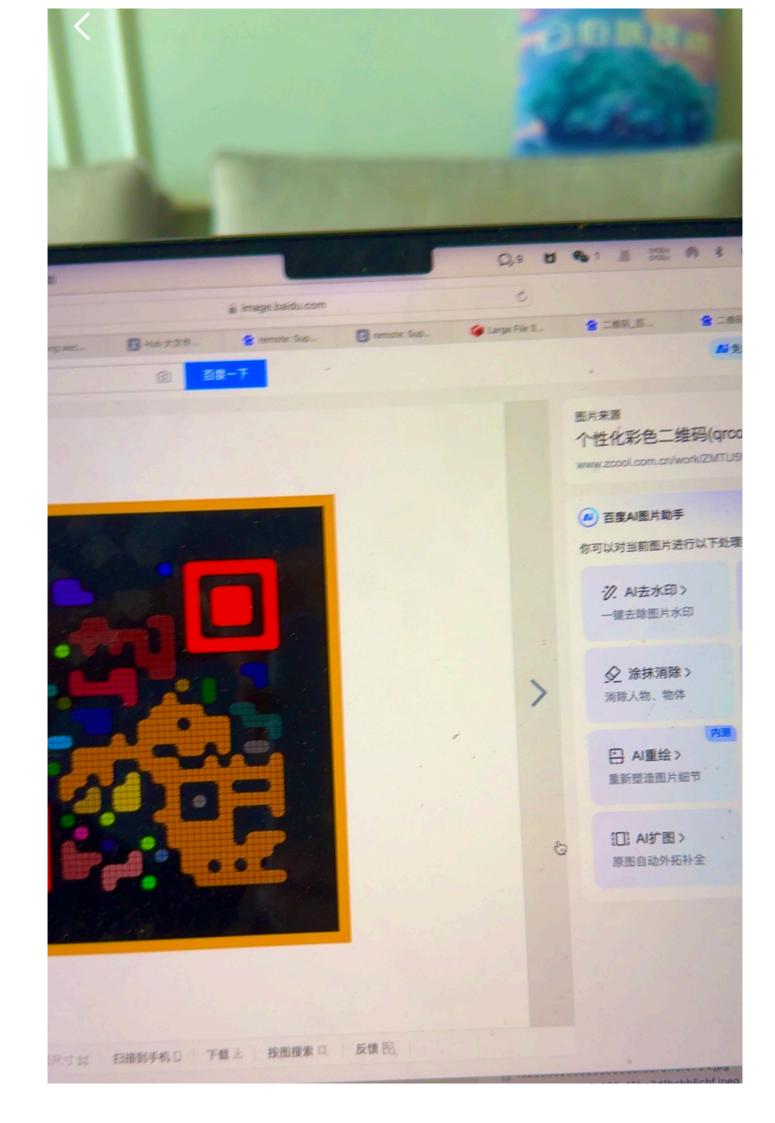
2. 超分辨率模型文件: sr.caffemodel、sr.prototxt

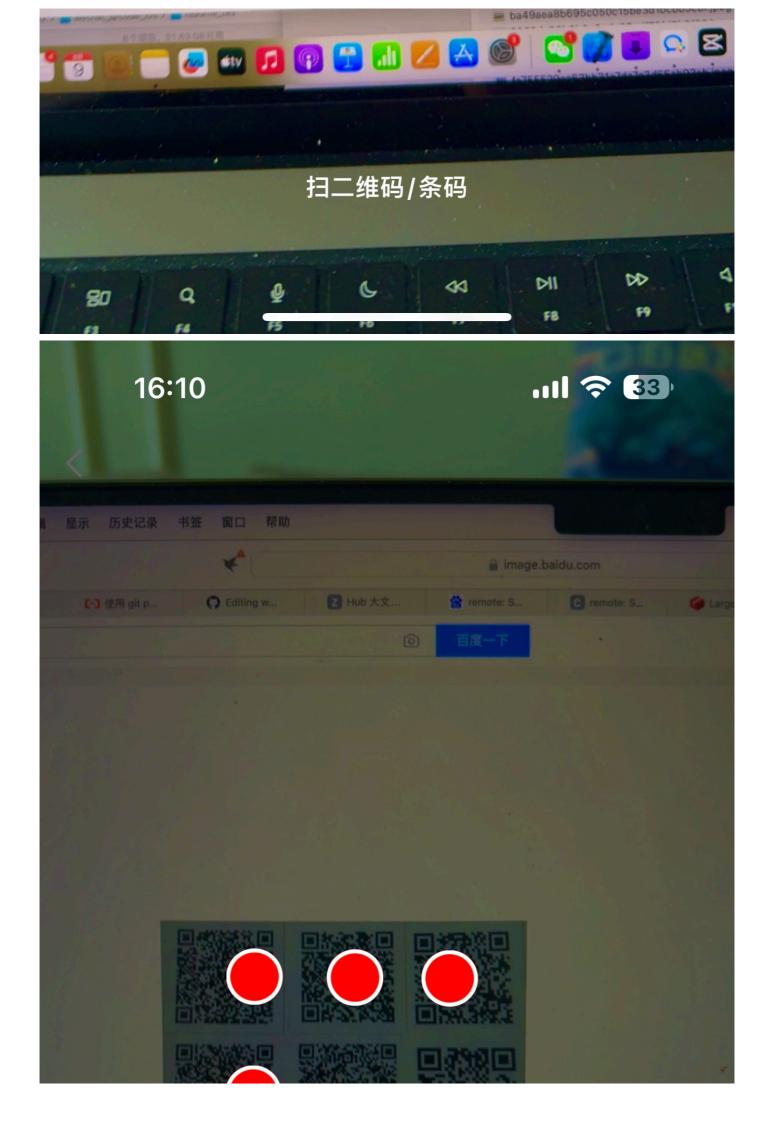


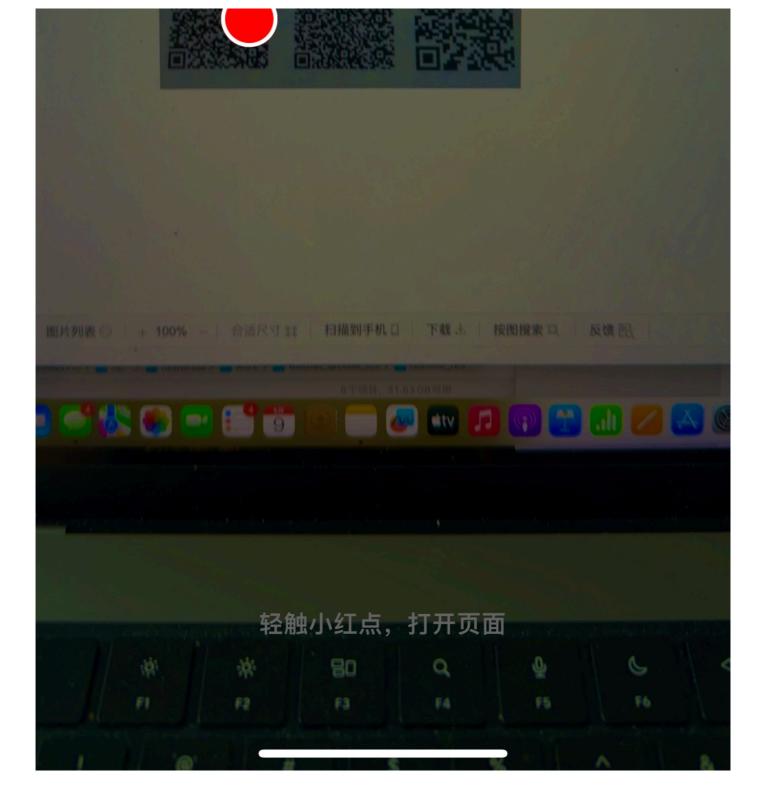
第6步:导入iOS工程,Demo工程集成

- 1. 将打包好的opencv2.framework + 模型文件导入到demo工程
- 2. oc代码调用c++代码, 见demo:
- 3. demo效果如下:









OpenCV版微信扫码引擎,只开源了二维码识别,条形码并未开 放