

1: 通道的 帧率比较 小的话 , snapshot 的delay 要对应加大

```
long delay = 500;
```

```
gm_request_snapshot (&snapshot, delay);
```

2: 分辨率一定要是 4的倍数, 不然会报错

```
if (snapshot.bs_width <= 170)
```

```
{
```

```
    snapshot.bs_width = 184;
```

```
}
```

```
if (snapshot.bs_height <= 96)
```

```
{
```

```
    snapshot.bs_height = 100;
```

```
}
```