

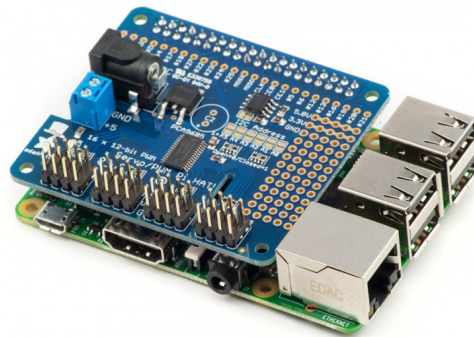
# Webcam to website with button operated Servo

## The project:

Use Mjpg-streamer to stream video from a webcam to a website. The website will have 3 buttons that will move the camera around.

## Things needed:

- Raspberry Pi
- Adafruit Servo Pi Hat w/ 5v power supply.



Servo:



- Soldering iron and some tin.

### Starting out:

- First things first is you need solder the correct connectors to the Pi, otherwise it will be upside and you'll have to buy a new one (like I did)
- Next, hook up wire thingy to the side connectors. Make sure the colors are correct, otherwise you probably could short something out. I don't know?
- This is where stuff gets tricky: You're going to have to to the following link: <https://learn.adafruit.com/adafruit-raspberry-pi-lesson-4-gpio-setup/configuring-i2c> and set up the Pi for using the Pi hat, there is a special way to do it. It needs i2c kernal support.
- (Optional) Try using adafruit's library found here: <https://learn.adafruit.com/adafruit-16-channel-pwm-servo-hat-for-raspberry-pi/library-reference> it is very limited and you're going to have to figure out things on you own.

### Setting up the camera

- Camera setup is pretty easy, make you're pi is enable to allowed webcams in the raspi-config section.
- Get the mpeg streamer package and install and run here: <https://www.raspberrypi.org/forums/viewtopic.php?t=48597>

- Next, you'll need a web framework and Flask seems to be the one everyone uses. Guide here:  
<http://flask.pocoo.org/docs/0.10/installation/>
- Mjpeg streamer command (`>./mjpg_streamer -i  
"./input_uvc.so -d /dev/video0 -y -r 320x240 -f 15" -o  
"./output_http.so -p 8090 -w ./www" )`
- Lastly, you'll need to do some coding:
  - Use app route to deal with returning URLs.
  - Ajax/Jquery inside the html file for adding buttons, images, and stream.
  - You could also add a css page, but I'm too lazy.

### Coding

- python to handle Flask/url returns as well as operating the servo.
- Html for the actual webpage.
- Javascript with Ajax/Jquery embedded in the html

# Prototype webpage

← → ↻ 192.168.1.6 ☆

Left  
Right  
Return

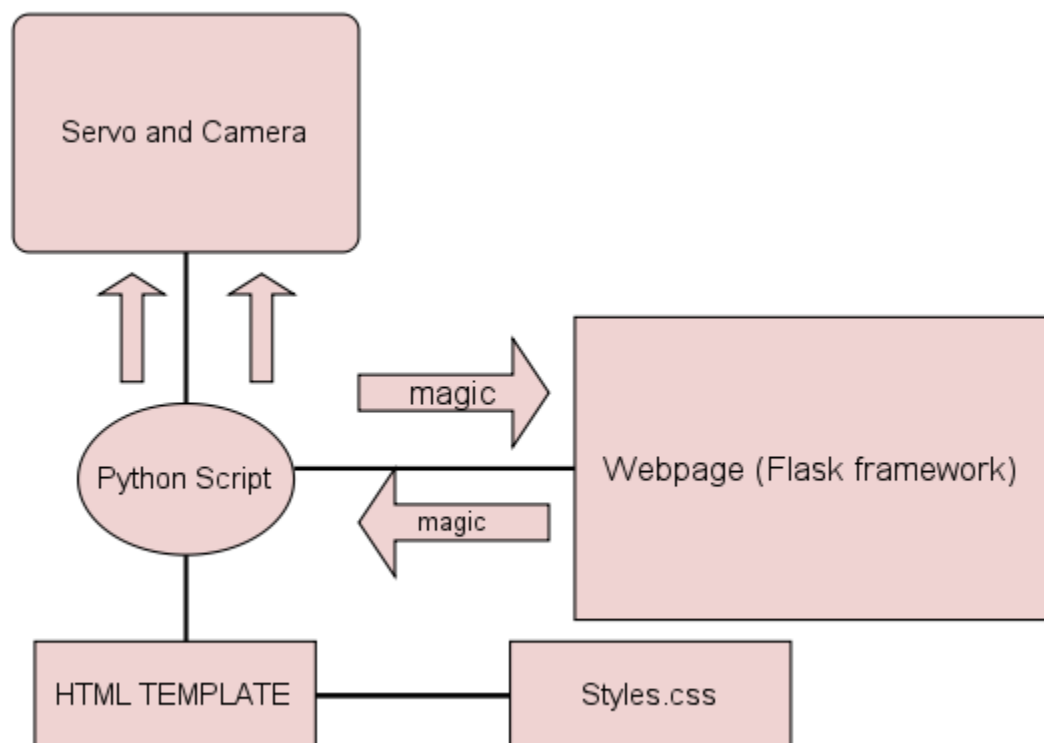
**Date and time are : 21:34:42**

**Video Streaming**



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## Diagram



## Some python code: Handles direction keywords

```
#ROUTE
@app.route("/<direction>")
def move(direction):
    global currentDirection
    if direction == 'left':
        pwm.setPWM(0, 0, servoMax)
        time.sleep(.02)
        cleanup()
        currentDirection +=1
        print currentDirection
    elif direction == 'right':
        pwm.setPWM(0, 0, servoMin)
        time.sleep(.02)
        cleanup()
        currentDirection -= 1
        print currentDirection

    elif direction == 'return':
        if(currentDirection > 0 ):
            #if (currentDirection > 0):
```

## Some html: Handles the buttons

```
<table align="center" class="style1">
  <tr>
    <td colspan="2" style="text-align: center">
      <button type="button1" onclick="Button onclick('left')" class="btn btn-primary">LEFT</button>
      <button type="button2" onclick="Button onclick('right')" class="btn btn-primary">RIGHT</button>
      <button type="button3" onclick="Button onclick('home')" class="btn btn-primary">RETURN</button>

      <input id="btnLeft" type="button" value="Left" onclick="Button onclick('left')" />
      <input id="btnRight" type="button" value="Right" onclick="Button onclick('right')" />
      <input id="homeButton" type="button" value="Return" onclick="Button onclick('return')" />
    </td>
  </tr>
</table>
```