Accessing Camera Device

Purpose:

This document purpose is to make the readers to understand, how to access the camera device of the mobile using PhoneGap (Appache Cordova) frame work.

Opening the Camera Gallery

**Step 1:**

Do the below configuration

App/config.xml

<feature name=”Camera”>

<param name=”android-package” value=”org.apache.cordova.camera.CameraLauncher”/>

</feature>

App/AndroidManiefest

<user-permission android:name=”android.permission.WRITE\_EXTERNAL\_STORAGE”/>

Note: The configuration will differ with respect the OS using.

**Step 2:**

<script type="text/javascript" charset="utf-8" src="cordova.js"></script>

Load cordova javascript file into your page to access the phogap plugins

**Step 3:**

And the below code is used to access the camera photo gallery

//wait for the Phoegap to connect with device

document.addEventListener(“deviceready”,**onDeviceReady**,false);

Above bolded function will be called when the Phonegap device is ready to be used.

//A button will call this function to get the photo from the photo library

function getPhoto(){

//This method itself returns the camerapop

navigator.camera.getPicture(uploadPhoto, onFail, {quality: 50, detinationType:destination.FILE\_URI, sourceType: source});

}

sourceType :

1. Camera.PictureSourceType.PHOTOLIBRARY
2. Camea.PictureSourceType.SAVEDPHOTOALBUM

The return value sent to the **uploadPhoto** function. Here you can perform some action to get the photo and process it.

// Called when photo is successfully received

function uploadPhoto(imageURI){

var options = new FileUploadOptions();

options.fileKey = "file";

options.fileName = imageURI.substr(imageURI.lastIndexOf('/')+1);//to get the image name alone

options.mimeType = "image/jpeg";

pictureSource = imageURI.substr(imageURI.lastIndexOf('/')+1);

var params = new Object();

params.value1 = "test";

params.value2 = "param";

options.params = params;

options.chunkedMode = false;// If it is not set the PHP server won't able to read this image'

var ft = new FileTransfer();

ft.upload(imageURI,”filetobesent.php",win,fail,options);

}

**win** function will be called on upload success and the **fail** function will be called on the upload failiure.

Below is the html page

|  |
| --- |
| **<!DOCTYPE html>**  **<html>**  **<head>**  **<title>Capture Photo</title>**  **<meta name="viewport" content="width=device-width,height=device-height,initial-scale=1"/>**  **<script type="text/javascript" charset="utf-8" src="cordova.js"></script>**  **<script type="text/javascript" charset="utf-8">**    **var pictureSource; // picture source**  **// Wait for PhoneGap to connect with the device**  **//**  **document.addEventListener("deviceready",onDeviceReady,false);**  **// PhoneGap is ready to be used!**  **//**  **function onDeviceReady() {alert('ondeviceready');**  **}**  **// Called when a photo is successfully retrieved**  **//**  **function onPhotoDataSuccess(imageData) {**  **// Get image handle**  **//**  **var smallImage = document.getElementById('smallImage');**  **// Unhide image elements**  **//**  **smallImage.style.display = 'block';**  **// Show the captured photo**  **// The inline CSS rules are used to resize the image**  **//**  **smallImage.src = "data:image/jpeg;base64," + imageData;**  **}**    **// Called when a photo is successfully retrieved**  **//**  **function onPhotoFileSuccess(imageURI) {alert('file');**  **// Get image handle**  **console.log(JSON.stringify(imageData));**    **// Get image handle**  **//**  **var smallImage = document.getElementById('smallImage');**  **// Unhide image elements**  **//**  **smallImage.style.display = 'block';**  **// Show the captured photo**  **// The inline CSS rules are used to resize the image**  **//**  **smallImage.src = imageData;**  **}**  **// Called when a photo is successfully retrieved**  **//**  **function uploadPhoto(imageURI) {**  **var options = new FileUploadOptions();**  **options.fileKey = "file";**  **options.fileName = imageURI.substr(imageURI.lastIndexOf('/')+1);**  **options.mimeType = "image/jpeg";**    **pictureSource = imageURI.substr(imageURI.lastIndexOf('/')+1);**  **alert("Name:"+pictureSource);**  **alert(imageURI);**  **var params = new Object();**  **params.value1 = "test";**  **params.value2 = "param";**    **options.params = params;**  **options.chunkedMode = false;// If it is not set the PHP server won't able to read this image'**  **var ft = new FileTransfer();**  **ft.upload(imageURI,getBaseURL()+"?rquest=uploadImage",win,fail,options);**    **alert('completed uploading');**  **}**  **function win(r){**  **alert('success');**  **alert("Response = " + r.response);**  **alert("Sent = " + r.bytesSent);**  **var largeImage = document.getElementById('largeImage');**  **// Unhide image elements**  **//**  **largeImage.style.display = 'block';**  **// Show the captured photo**  **// The inline CSS rules are used to resize the image**  **//**  **largeImage.src = getSiteURL()+"/rest/uploads/images/"+pictureSource;**    **}**  **function fail(error){**  **alert('Failed');**  **}**  **// A button will call this function**  **//**  **function capturePhotoWithData() {**  **// Take picture using device camera and retrieve image as base64-encoded string**  **navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 50 });**  **}**  **function capturePhotoWithFile() {**  **navigator.camera.getPicture(onPhotoFileSuccess, onFail, { quality: 50, destinationType: Camera.DestinationType.FILE\_URI });**  **}**    **// A button will call this function**  **//**  **function getPhoto(source) {alert('getPhoto');**  **// Retrieve image file location from specified source**  **navigator.camera.getPicture(uploadPhoto, onFail, { quality: 50,**  **destinationType: destinationType.FILE\_URI,**  **sourceType: source });**  **}**  **// Called if something bad happens.**  **//**  **function onFail(message) {**  **alert('Failed because: ' + message);**  **}**  **</script>**  **</head>**  **<body>**  **<button onclick="capturePhotoWithData();">Capture Photo With Image Data</button> <br>**  **<button onclick="capturePhotoWithFile();">Capture Photo With Image File URI</button> <br>**  **<button onclick="getPhoto(pictureSource.PHOTOLIBRARY);">From Photo Library</button><br>**  **<button onclick="getPhoto(pictureSource.SAVEDPHOTOALBUM);">From Photo Album</button><br>**  **<img style="display:none;width:60px;height:60px;" id="smallImage" src="" />**  **<img style="display:none;" id="largeImage" src="" />**  **</body>**  **</html>** |