pxCamera 1.0 (c) John Robinson 2007

pxCamera is a simple video camera capture class that layers on top of *pxCore*, my portable opensource framebuffer library. The design of pxCamera make it well suited to do a variety of fun and interesting things with captured video frames like computer vision or image processing applications.

The design of the *pxCamera* API followed a few principles as follows:

- Be Simple – Allows for enumeration of available capture devices and the ability to initiate capturing frames from a given camera into a pxBuffer(framebuffer).
- No UI Policy – Simple capture into a framebuffer. No UI is assumed.
- Support multiple capture sources simultaneously. [I've tested with two webcams] *pxCamera* should support any DirectShow compatible video source.
- Portable API – The API is portable even though the implementation is currently only for Windows.

Google Code Project Page
http://code.google.com/p/pxcamera

http://www.liquidthought.com
pxcore@liquidthought.com