//DetecBlackFrame.cpp

#include "stdafx.h"

#include "DetecBlackFrame.h"

#include "MAUtil.h"

#include "iplFrameEx.h"

#include "math.h"

#define BLACK\_TIME 60000000

#ifdef \_OPENMP

#include "omp.h"

#endif

#ifdef \_DEBUG

#define new DEBUG\_NEW

#endif

#ifdef \_LOGDATA

#include "apputil.h"

#include <time.h>

#include "tchar.h"

#include <mmsystem.h>

#pragma comment(lib,"winmm.lib")

CString g\_szLogPath;

#define \_LOGPATH \_T("\\CQ\_API\\BlackFrame")

void init\_log(void)

{

//g\_szLogPath = CAppUtil::GetMainPath();

g\_szLogPath = CAppUtil::GetUserDataPath();

// g\_szLogPath.Delete(g\_szLogPath.GetLength()-1,1);

// while(g\_szLogPath.Right(1)!=\_T("\\") && g\_szLogPath.GetLength() )

// g\_szLogPath.Delete(g\_szLogPath.GetLength()-1,1);

g\_szLogPath += \_LOGPATH;

CAppUtil::CreateFullDir(g\_szLogPath);

g\_szLogPath += \_T("\\");

CTime time = CTime::GetCurrentTime();

CString szFile;

szFile.Format(\_T("%d\_%d\_%d\_%d\_%d\_%d.txt"), time.GetYear(), time.GetMonth(), time.GetDay(),

time.GetHour(), time.GetMinute(), time.GetSecond());

g\_szLogPath += szFile;

}

void LOGMSG(TCHAR \*szMsg, ... )

{

FILE \*fFile = NULL;

if( (fFile = \_tfopen(g\_szLogPath, \_T("a+") )) == NULL )

return;

va\_list marker;

TCHAR szTmp[2048];

memset(szTmp,0,2048\*sizeof(TCHAR));

va\_start( marker ,szMsg );

\_vstprintf(szTmp,szMsg, marker);

va\_end( marker );

char szMessage[2048];

memset(szMessage,0,2048\*sizeof(char));

#ifdef \_UNICODE

int AnsiStrSize = WideCharToMultiByte(CP\_ACP, 0, szTmp, -1, NULL, 0, NULL, NULL);

WideCharToMultiByte(CP\_ACP, 0, szTmp, -1, szMessage, AnsiStrSize, 0, 0);

#else

strcpy\_s(szMessage, szTmp);

#endif

fseek(fFile,0,SEEK\_END);

fwrite(szMessage,strlen(szMessage),1,fFile);

fwrite("\r\n",strlen("\r\n"),1,fFile);

fclose(fFile);

}

#endif

**int ipl\_Flip(const LPBYTE pSrc, int nSrcWidth, int nSrcHeight, int nBytes)**

**{**

**if(!pSrc) return FALSE;**

**int nBitCount= nBytes\*8;**

**int dwEffWidth=(((( nBitCount \* nSrcWidth) + 31)/32)\*4);**

**BYTE \*iSrc, \*iDst;**

**int nEndSize = (nSrcHeight/2);**

**BYTE \*buff = new BYTE[dwEffWidth];**

**if(!buff) return FALSE;**

**iSrc = pSrc + (dwEffWidth \* nSrcHeight) - dwEffWidth;**

**iDst = pSrc;**

**for( int i=0; i<nEndSize; ++i)**

**{**

**memcpy(buff, iSrc, dwEffWidth);**

**memcpy(iSrc, iDst, dwEffWidth);**

**memcpy(iDst, buff, dwEffWidth);**

**iSrc-=dwEffWidth;**

**iDst+=dwEffWidth;**

**}**

**return TRUE;**

**}**

CDetectionBlackFrame::CDetectionBlackFrame(void)

:m\_rgbBlack(0,0,0)//,m\_BeforeRGB(255,255,255)

{

m\_nCurFrame =0 ;

m\_nStartFrame =0 ;

m\_nEndFrame =0 ;

m\_lpCallback =NULL;

m\_lpUserData =NULL;

m\_hCVideo =NULL;

memset( &m\_AVResult, 0, sizeof(AVRESULT) );

m\_dwDetecedFlag = CQ\_QC\_FS\_BLACK;

m\_hCommonDLL = NULL;

memset( &m\_VideoApi, 0, sizeof(CVIDEOAPI) );

LoadCommonDLL();

m\_bInitFlag = TRUE;

// m\_nStopProcessFrame= 0 ;

m\_byteNoiseLevel = 0 ;

m\_nNoneDetectStart = 3 ;//%

m\_nNoneDetectEnd = 5 ;//%

m\_dStartTime = 0.0 ;

// m\_dEndTime = 0.0 ;

m\_bDetectFalg = FALSE;

m\_bAlram = FALSE;

m\_nAlramTime = 0 ;

m\_tSystemStart = 0 ;

m\_tSystemEnd = 0 ;

}

CDetectionBlackFrame::~CDetectionBlackFrame(void)

{

if(m\_hCommonDLL)

FreeLibrary(m\_hCommonDLL);

}

HRESULT CDetectionBlackFrame::SetOption( LPSTR\_MAP lpmapOption )

{

STR\_MAP::iterator itor;

CString szValue;

itor = lpmapOption->find(\_T("Noise level"));

if (itor != lpmapOption->end())

{

szValue = (\*itor).second.data();

m\_byteNoiseLevel = (BYTE)\_ttoi( (LPCTSTR)szValue );

// ">>"연산을쓰기위한비트수계산.

//-연산은0-

m\_byteNoiseLevel = (BYTE)( log10( (double)m\_byteNoiseLevel ) / log10(2.0) );

}

itor = lpmapOption->find(\_T("None detect start ratio"));

if (itor != lpmapOption->end())

{

szValue = (\*itor).second.data();

m\_nNoneDetectStart = (UINT)\_ttoi( (LPCTSTR)szValue );

}

itor = lpmapOption->find(\_T("None detect end ratio"));

if (itor != lpmapOption->end())

{

szValue = (\*itor).second.data();

m\_nNoneDetectEnd = (UINT)\_ttoi( (LPCTSTR)szValue );

}

itor = lpmapOption->find(\_T("Alram time"));

if (itor != lpmapOption->end())

{

szValue = (\*itor).second.data();

m\_nAlramTime = (UINT)\_ttoi( (LPCTSTR)szValue );

m\_nAlramTime \*= UINT\_REFERENCE\_TIME;

}

return S\_OK;

}

HRESULT CDetectionBlackFrame::CheckStream(LPAVDATA lpAVData)

{

if( m\_hCommonDLL == NULL ) return E\_FAIL;

if( lpAVData == NULL ) return E\_FAIL;

if( lpAVData->eType != \_AL\_MEDIA\_Video ) return E\_FAIL;

if( m\_bInitFlag )

{

m\_nNoneDetectStart = (UINT)(((float)m\_nNoneDetectStart/100.f) \* lpAVData->video.dwTotalFrames);

m\_nNoneDetectEnd = lpAVData->video.dwTotalFrames - (UINT)( ((float)m\_nNoneDetectEnd/100.f) \* lpAVData->video.dwTotalFrames );

// if( lpAVData->video.dwTotalFrames/lpAVData->video.dbFrameRate > 6200 )//1시간보다길다면마지막10% 프로세싱중지.

// m\_nStopProcessFrame = lpAVData->video.dwTotalFrames - (UINT)(lpAVData->video.dwTotalFrames\*0.08);

m\_bInitFlag = FALSE;

}

// if(lpAVData->video.dwCurrentFrame==0) return S\_OK;

//Histogram을구하면서간단한비트작업을같이하게함으로서연산량을줄인다.

//비트연산(point pixel 간xor(^)결과를CIplFrame의맴버러등록하고여기서는그결과에대한분석만으로콜백함수로결과전달.)

//아래는사용방법에대한샘플로서의가치를갖는다.

if( lpAVData->video.dwBytes != sizeof(tagRGB) ) return E\_FAIL;

m\_nCurFrame = lpAVData->video.dwCurrentFrame;

m\_hCVideo = lpAVData->video.hCVideo;

//if( m\_nStopProcessFrame && m\_nStopProcessFrame<m\_nCurFrame) return S\_OK;

if(lpAVData->video.dwTotalFrames !=0)

{

if( m\_nNoneDetectStart>m\_nCurFrame ) return S\_OK;

if( m\_nNoneDetectEnd <m\_nCurFrame ) return S\_OK;

}

// CIplFrameEx\* pCurFrame = m\_VideoApi.lpGetFrame( lpAVData->video.hCVideo, m\_nCurFrame );

LPBYTE lpSrc = lpAVData->lpData;

**ipl\_Flip( lpSrc, lpAVData->video.dwWidth, lpAVData->video.dwHeight, lpAVData->video.dwBytes );**

#ifdef \_LOGDATA

LOGMSG(\_T("%08d %03d %03d %03d"), lpAVData->video.dwCurrentFrame, \*lpR,\*lpG,\*lpB);

#endif

SendErrorFrame( lpAVData, m\_nCurFrame );

return S\_OK;

}

HRESULT CDetectionBlackFrame::SendAlramFrame(LPAVDATA lpAVData, const int& nTargetFrame)

{

//이전프레임을얻어오는방법.

CIplFrameEx\* pFrame = m\_VideoApi.lpGetFrame( lpAVData->video.hCVideo, nTargetFrame );

#ifdef \_LOGDATA

LOGMSG(\_T("CDetectionBlackFrame::SendErrorFrame() frame=%08d m\_lpCallback=%08x, pFrame=%08x"), lpAVData->video.dwCurrentFrame-1, m\_lpCallback, pFrame);

#endif

if(pFrame==NULL) return S\_FALSE;

m\_nEndFrame = m\_nCurFrame - 1 ;

m\_AVResult.nFrameStart = m\_nStartFrame ;

m\_AVResult.nFrameEnd = m\_nEndFrame ;

m\_AVResult.lpData = pFrame->GetPixelData () ;

m\_AVResult.dwDataSize = pFrame->GetDataSize () ;

m\_AVResult.dwDetectFlag = m\_dwDetecedFlag ;

m\_AVResult.nFrameNumber = pFrame->GetFrameNo () ;

m\_AVResult.rtStartTime = m\_nStartFrame;

m\_AVResult.rtEndTime = m\_nEndFrame;

m\_AVResult.eResultCondition = eCONDITION\_ALARM;

m\_AVResult.tSystemTimeStart = m\_tSystemStart;

time(&m\_AVResult.tSystemTimeEnd);

m\_AVResult.rtStartTime = (REFERENCE\_TIME)( m\_dStartTime\*UINT\_REFERENCE\_TIME );

m\_AVResult.rtEndTime = (REFERENCE\_TIME)(pFrame->GetSampleTime()\*UINT\_REFERENCE\_TIME);

if((m\_AVResult.rtEndTime - m\_AVResult.rtStartTime) > m\_nAlramTime && m\_bAlram)

{

if(m\_lpCallback) m\_lpCallback( &m\_AVResult, m\_lpUserData);

m\_bAlram = FALSE;

}

return S\_OK;

}

HRESULT CDetectionBlackFrame::SendErrorFrame(LPAVDATA lpAVData, const int& nTargetFrame)

{

//이전프레임을얻어오는방법.

CIplFrameEx\* pFrame = m\_VideoApi.lpGetFrame( lpAVData->video.hCVideo, nTargetFrame );

#ifdef \_LOGDATA

LOGMSG(\_T("CDetectionBlackFrame::SendErrorFrame() frame=%08d m\_lpCallback=%08x, pFrame=%08x"), lpAVData->video.dwCurrentFrame-1, m\_lpCallback, pFrame);

#endif

if(pFrame==NULL) return S\_FALSE;

m\_nEndFrame = m\_nCurFrame ;

m\_AVResult.nFrameStart = m\_nCurFrame ;

m\_AVResult.nFrameEnd = m\_nEndFrame ;

m\_AVResult.lpData = lpAVData->lpData ;//pFrame->GetPixelData () ;

m\_AVResult.dwDataSize = lpAVData->dwDataSize ;//pFrame->GetDataSize () ;

m\_AVResult.dwDetectFlag = m\_dwDetecedFlag ;

m\_AVResult.nFrameNumber = lpAVData->video.dwCurrentFrame; //pFrame->GetFrameNo () ;

m\_AVResult.eResultCondition = eCONDITION\_DETECTION;

m\_AVResult.tSystemTimeStart = m\_tSystemStart;

time(&m\_AVResult.tSystemTimeEnd);

m\_AVResult.rtStartTime = (REFERENCE\_TIME)( lpAVData->video.dbSampleTime \* UINT\_REFERENCE\_TIME );

m\_AVResult.rtEndTime = (REFERENCE\_TIME)( lpAVData->video.dbSampleTime \* UINT\_REFERENCE\_TIME );

if(m\_lpCallback) m\_lpCallback( &m\_AVResult, m\_lpUserData);

// m\_nStartFrame = 0 ;

// m\_nEndFrame = 0 ;

// m\_dStartTime = 0.0 ;

// m\_bDetectFalg = FALSE;

return S\_OK;

}

void CDetectionBlackFrame::SetCallback( LPFN\_AVRESULT lpCallback, LPVOID lpUserData )

{

m\_lpCallback = lpCallback;

m\_lpUserData = lpUserData;

}

void CDetectionBlackFrame::LoadCommonDLL(void)

{

CMAUtil::GetCommonVideoAPI( &m\_hCommonDLL, &m\_VideoApi);

}

HRESULT CDetectionBlackFrame::FinishedStream( void )

{

if( m\_nStartFrame )

{

//이전프레임을얻어오는방법.

CIplFrameEx\* pFrame = m\_VideoApi.lpGetFrame( m\_hCVideo, m\_nCurFrame );

#ifdef \_LOGDATA

// LOGMSG(\_T("%08d pFrame=%08x"), lpAVData->video.dwCurrentFrame, pFrame);

#endif

if(pFrame==NULL) return S\_FALSE;

m\_nEndFrame = m\_nCurFrame ;

m\_AVResult.nFrameStart = m\_nStartFrame ;

m\_AVResult.nFrameEnd = m\_nEndFrame ;

m\_AVResult.lpData = pFrame->GetPixelData () ;

m\_AVResult.dwDataSize = pFrame->GetDataSize () ;

m\_AVResult.dwDetectFlag = m\_dwDetecedFlag ;

m\_AVResult.nFrameNumber = pFrame->GetFrameNo () ;

//임시로사용

m\_AVResult.rtStartTime = (REFERENCE\_TIME)( m\_dStartTime\*UINT\_REFERENCE\_TIME );

m\_AVResult.rtEndTime = (REFERENCE\_TIME)( pFrame->GetSampleTime() \* UINT\_REFERENCE\_TIME );

m\_AVResult.eResultCondition = eCONDITION\_DETECTION;

if(m\_lpCallback) m\_lpCallback( &m\_AVResult, m\_lpUserData);

m\_nStartFrame = 0;

m\_nEndFrame = 0;

}

return S\_OK;

}