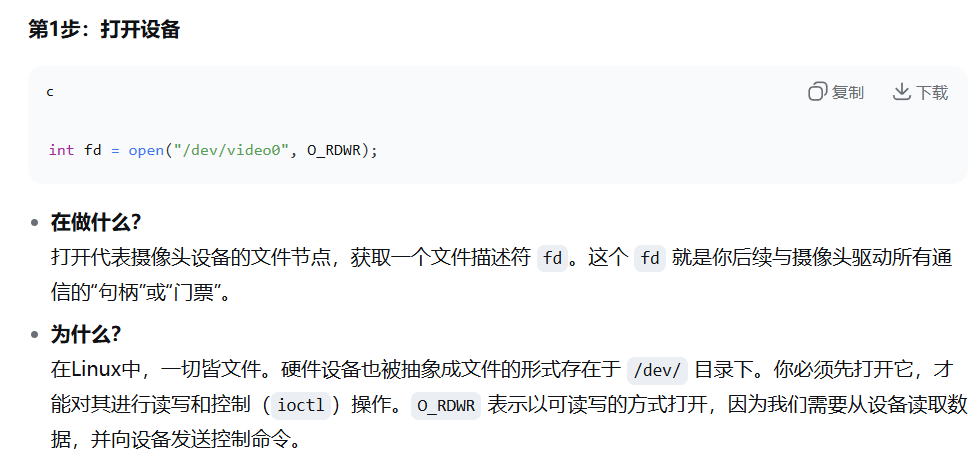
#### V4l2应用文件流程

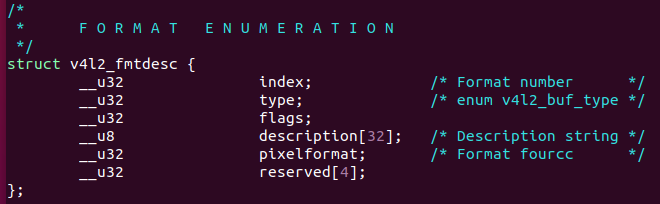


###### 第1.5步 获取摄像头支持类型

接下来添加头文件（这一步包含ioctl传输v4l2命令了

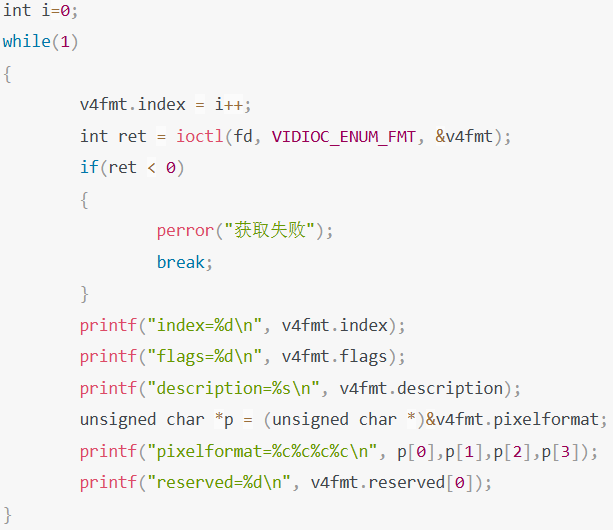
添加<sys/ioctl.h> <linux/videodev2.h>

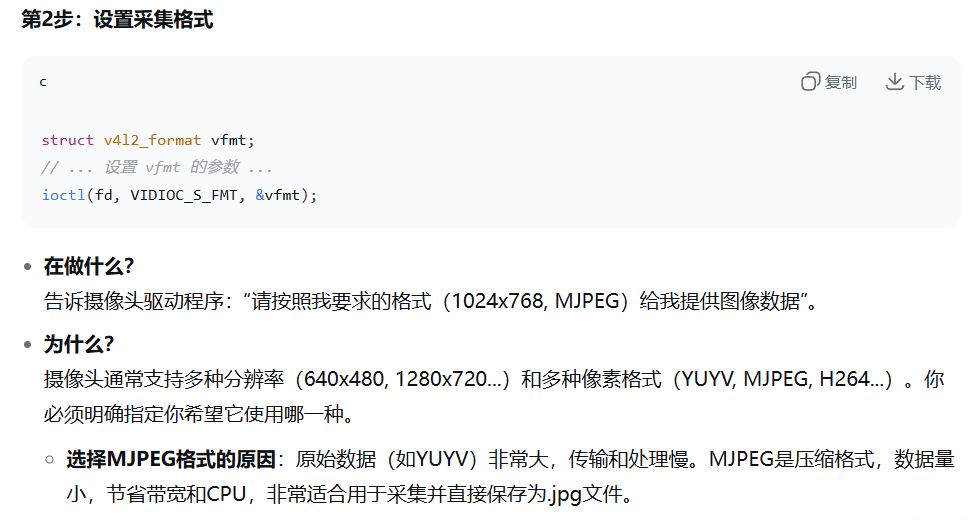




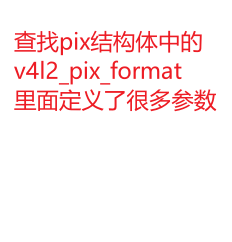
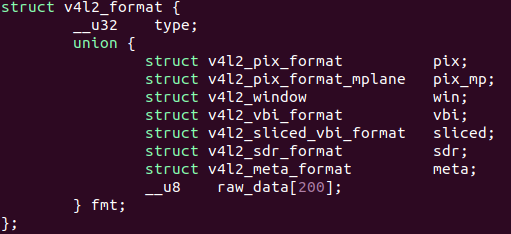
index是索引，摄像头每一种支持的格式都会安排一个索引（自己安排i++

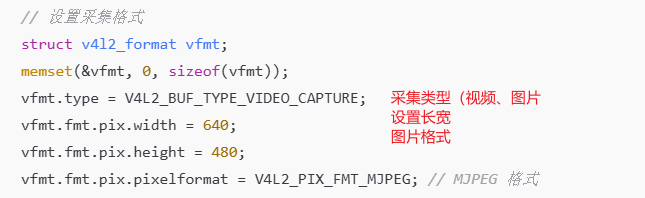
Type要自己提前设置数据流类型

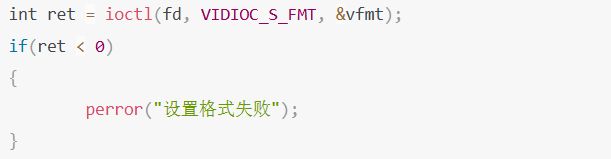






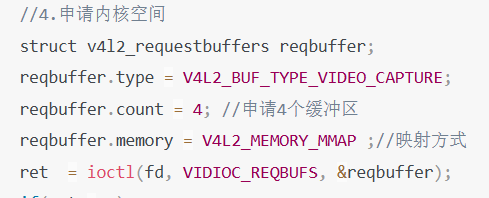




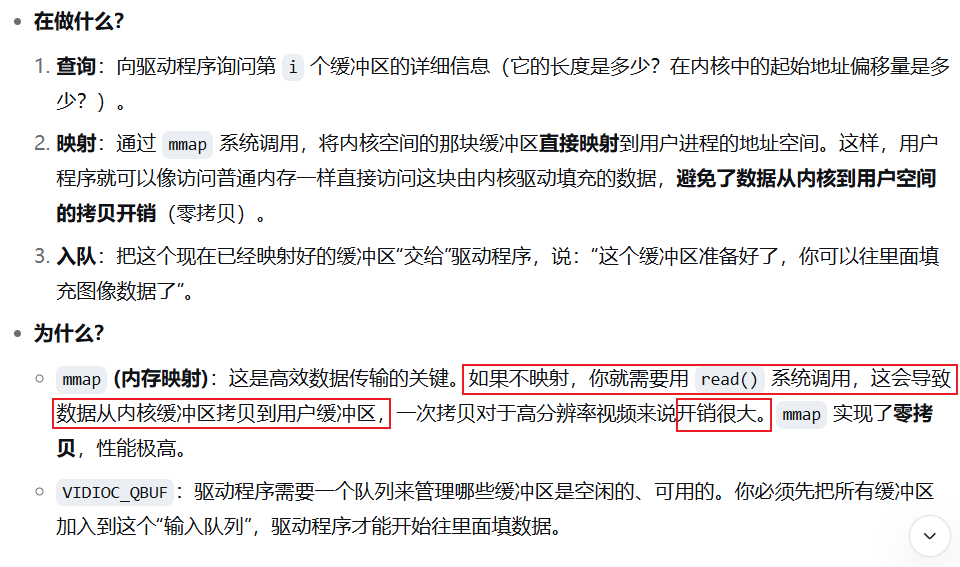
















添加头文件<sys/mman.h>

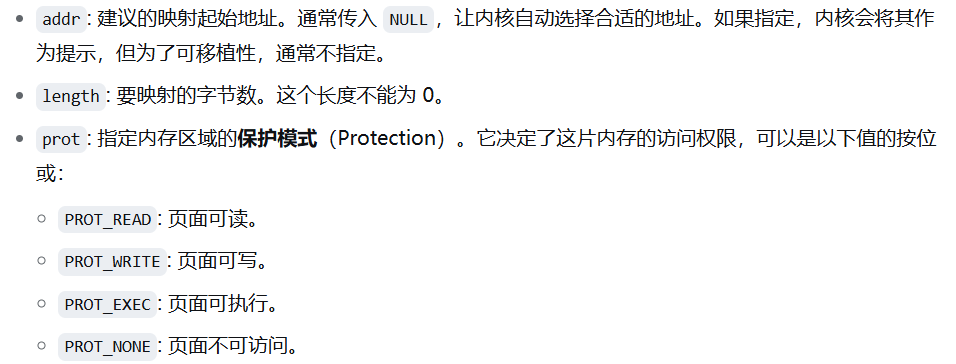
这里有两个命令，QUERYBUF是在内核中申请一个空间做映射

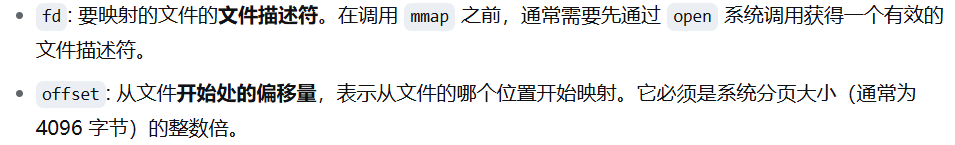
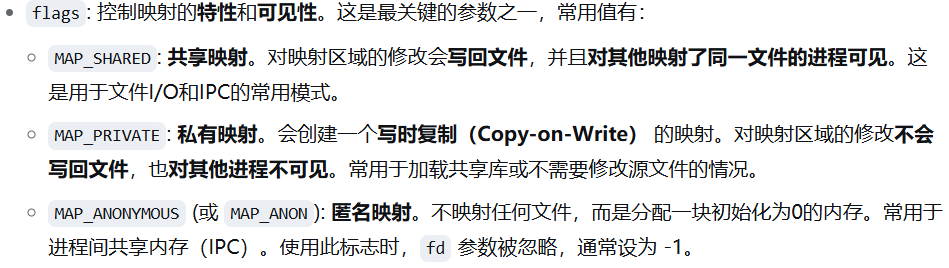
QBUF是将映射空间放回内核，让内核填充视频数据;

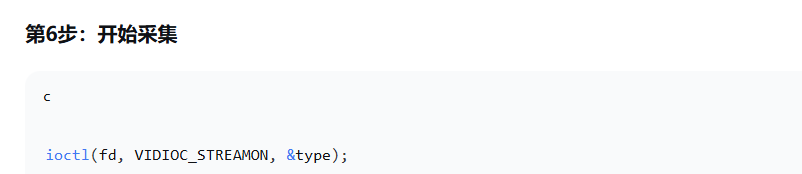


**这里保存了映射后的首地址和映射的内存长度，后续释放就使用这个**

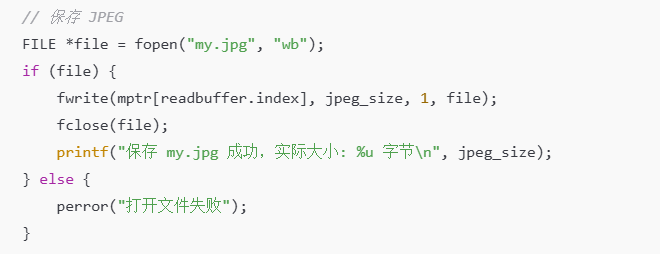
映射函数：void \*mmap(void \*addr, size\_t length, int prot, int flags, int fd, off\_t offset);









1. 保存一帧图片  
   



内核里申请一个缓冲区队列，映射到用户空间，用户空间可以直接访问视频帧，效率高