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My computer, physics, electronics & photography blog

## v4l2grab Version 0.2

Posted on [June 9, 2009](#)

A few weeks ago, I published my [v4l2grab](#) program to grab JPEGs from V4L2 devices.

Today I got an request by email to include support for integer conversion from YUV422 to RGB as described by [Wikipedia](#). So I included it and did some style adjustments, too.

You can download it here: [v4l2grab Version 0.2](#)

To use integer conversion you have to compile with an additional

**-DNTSC**

for NTSC like conversion or

**-DITU\_R\_INT**

for ITU-R integer conversion. Both standars are explained in the referenced wikipedia article. The use of

**-DITU\_R\_FLOAT**

uses the previous floating point version of ITU-R which is default if no compiling options are specified. More information about compilation can be found on the [original post](#).

**The current version of V4L2grab can be found on [github](#).**

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## About the author

My name is Tobias Müller and I'm currently working on my PhD in theoretical astrophysics. I'm interested in computers, physics, electronics and photography. [more ...](#)



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### 2 THOUGHTS ON "V4L2GRAB VERSION 0.2"



Jean-Marie

on [January 25, 2010 at 13:32](#) said:

Hello,

This code is very usefull, thanks.

Just a remark, i think there is a memory leak if function "imageProcess".

In effect, we must free dst, i.e. add at the end :

[...]

```
jpegWrite(dst);
```

```
free(dst) ; // This
```

```
}
```

[...]

In one frame this is not a problem, but in many applications we must have to treat a lot of frames, so...

Thanks a lot.

—

JM



[twam](#)

on [January 25, 2010 at 19:44](#) said:

Thanks for the hint. I fixed it in the [git repository](#).