

CAMERA

This API provides class and methods for control of camera API of TV.

Add the following line for camera class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/webapi/1.0/deviceapis.js"></script>
```

You can declare camera class like this :

```
ex) var camera = deviceapis.camera;
```

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Constants

Name	Value	Description
deviceapis.camera.PL_CAMERA_EVENT_DISCONNECTED	0	When a camera device is disconnected
deviceapis.camera.PL_CAMERA_EVENT_CONNECTING	1	When a camera device is plugged in
deviceapis.camera.PL_CAMERA_EVENT_CONNECTED	2	When a camera device driver is loaded completely, and camera is ready
deviceapis.camera.PL_CAMERA_STATE_DISCONNECTED	0	if camera is not connected
deviceapis.camera.PL_CAMERA_STATE_CONNECTING	1	if camera is being loaded
deviceapis.camera.PL_CAMERA_STATE_READY	2	if camera is ready
deviceapis.camera.PL_CAMERA_STATE_PLAYING	3	if camera is running
deviceapis.camera.PL_CAMERA_QUALITY_LOW	0	The quality of video captured by camera - LOW
deviceapis.camera.PL_CAMERA_QUALITY_MID	1	The quality of video captured by camera – MID
deviceapis.camera.PL_CAMERA_QUALITY_HIGH	2	The quality of video captured by camera – HIGH
deviceapis.camera.PL_CAMERA_RESOLUTION_VGA	0	The resolution of the video captured by camera – VGA
deviceapis.camera.PL_CAMERA_RESOLUTION_HD	1	The resolution of the video captured by camera – HD

Methods

GetCameraState

Description

The GetCameraState() function checks the current camera state.

Parameters

none

Return	■PL_CAMERA_STATE <ul style="list-style-type: none"> - camera is not connected : PL_CAMERA_STATE_DISCONNECTED - camera is being loaded : PL_CAMERA_STATE_CONNECTING - camera is ready : PL_CAMERA_STATE_READY - camera is running : PL_CAMERA_STATE_PLAYING
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var ret = deviceapis.camera.GetCameraState(); switch(ret) { case deviceapis.camera.PL_CAMERA_STATE_DISCONNECTED: alert("Camera is not connected"); break; case deviceapis.camera.PL_CAMERA_STATE_CONNECTING: alert("Camera is connected, but it is not ready"); break; case deviceapis.camera.PL_CAMERA_STATE_READY: alert("Camera is ready"); break; case deviceapis.camera.PL_CAMERA_STATE_PLAYING: alert("Camera already starts"); break; default: break; }</pre>	

RegisterEventCallback

Description

The RegisterEventCallback function registers a callback to receive camera related event. When the event arrives, the registered callback function is called with event value. The supported events are as follows,

Parameters	■rCallback <ul style="list-style-type: none"> - Callback Function
Return	■Void
Emulator Support	Y
SDK Constraint	None

Example

```
function rCallback(event){
    alert("Camera Event[" + event + "]");
    switch(event)
    {
        case deviceapis.camera.PL_CAMERA_EVENT_DISCONNECTED:
            alert("Camera is disconnected");
            break;
        case deviceapis.camera.PL_CAMERA_EVENT_CONNECTING:
            alert("Camera is plugged in and under initialization");
            break;
        case deviceapis.camera.PL_CAMERA_EVENT_CONNECTED:
            alert("Camera is ready");
            break;
        default:
            break;
    }
}
```

```
//register callback
deviceapis.camera.RegisterEventCallback(rCallback);
```

StartCamVideo

Description

The StartCamVideo function starts to display the video captured by camera.

Parameters	<ul style="list-style-type: none">■positionX<ul style="list-style-type: none">- Int- horizontal position of top-left corner of video■positionY<ul style="list-style-type: none">- Int- vertical position of top-left corner of video■displayW<ul style="list-style-type: none">- Int- width of video area■displayH<ul style="list-style-type: none">- Int- height of video area■resolution<ul style="list-style-type: none">- PL_CAMERA_RESOLUTION- deviceapis.camera.PL_CAMERA_RESOLUTION_VGA, deviceapis.camera.PL_CAMERA_RESOLUTION_HD■quality<ul style="list-style-type: none">- PL_CAMERA_QUALITY- deviceapis.camera.PL_CAMERA_QUALITY_LOW, deviceapis.camera.PL_CAMERA_QUALITY_MID, deviceapis.camera.PL_CAMERA_QUALITY_HIGH
Return	<ul style="list-style-type: none">■Boolean<ul style="list-style-type: none">- true : succeeded- false : failed
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.camera.StartCamVideo(0, 0, 640, 480, deviceapis.camera.PL_CAMERA_RESOLUTION_VGA, deviceapi.camera.PL_CAMERA_QUALITY_HIGH);	

StopCamVideo

Description

The StopCamVideo function stop the camera video.

Parameters	none
Return	<ul style="list-style-type: none">■Number<ul style="list-style-type: none">- 1 : succeeded0 : failed
Emulator Support	Y
SDK Constraint	None

Example

```
deviceapis.camera.StopCamVideo();
```

UnregisterEventCallback

Description

The UregisterEventCallback function deregisters the callback function registered by RegisterEventCallback

Parameters	none
Return	<ul style="list-style-type: none">■Void
Emulator Support	Yes
SDK Constraint	None

Example

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```
function rCallback(event){
    alert("Camera Event[" + event + "]");
    switch(event)
    {
        case deviceapis.camera.PL_CAMERA_EVENT_DISCONNECTED:
            alert("Camera is disconnected");
            break;
        case deviceapis.camera.PL_CAMERA_EVENT_CONNECTING:
            alert("Camera is plugged in and under initialization");
            break;
        case deviceapis.camera.PL_CAMERA_EVENT_CONNECTED:
            alert("Camera is ready");
            break;
        default:
            break;
    }
}

//register callback
deviceapis.camera.RegisterEventCallback(rCallback);

// ...

//deregister callback
deviceapis.camera.UnregisterEventCallback();
```