

Symbian Developer Library

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Location: ECam.h

Class CCamera

class CCamera : public CBase;

Description

Base class for camera devices.

Provides the interface that an application uses to control, and acquire images from, the camera.

An application must supply an implementation of MCameraObserver2 (or MCameraObserver).

Derivation

- <u>CBase</u> Base class for all classes to be instantiated on the heap
 - CCamera Base class for camera devices

Members

Defined in CCamera:

Brightness(), BuffersInUse(), CameraInfo(), CamerasAvailable(), CancelCaptureImage(), CaptureImage(), Contrast(), CustomInterface(), DigitalZoomFactor(), EBrightnessAuto, EContrastAuto, EExposureAuto, EExposureBacklight, EExposureCenter, EExposureNight, EFlashAuto, EFlashFillIn, EFlashForced, EFlashNone, EFlashRedEyeReduce, EFormat16BitRGB565, EFormat16bitRGB444, EFormat32BitRGB888, EFormatExif, EFormatFbsBitmapColor16M, EFormatFbsBitmapColor4K, EFormatFbsBitmapColor64K, EFormatJpeg, EFormatMonochrome, EFormatUserDefined, EFormatYUV420Interleaved, EFormatYUV420Planar, EFormatYUV420SemiPlanar, EFormatYUV422, EFormatYUV422Reversed, EFormatYUV444, EWBAuto, EWBCloudy, EWBDaylight, EWBFlash, EWBFluorescent, EWBTungsten, EnumerateCaptureSizes(), EnumerateVideoFrameRates(), EnumerateVideoFrameSizes(), Exposure(), Flash(), FrameRate(), FramesPerBuffer(), GetFrameSize(), Handle(), <u>JpegQuality(), NewDuplicateL(), NewL(), PowerOff(), PowerOn(), PrepareImageCaptureL(),</u> PrepareImageCaptureL(), PrepareVideoCaptureL(), PrepareVideoCaptureL(), Release(), Reserve(), SetBrightnessL(), SetContrastL(), SetDigitalZoomFactorL(), SetExposureL(), <u>SetFlashL()</u>, <u>SetJpegQuality()</u>, <u>SetViewFinderMirrorL()</u>, <u>SetWhiteBalanceL()</u>, SetZoomFactorL(), StartVideoCapture(), StartViewFinderBitmapsL(), <u>StartViewFinderBitmapsL(), StartViewFinderDirectL(), StartViewFinderDirectL(),</u> StopVideoCapture(), StopViewFinder(), TBrightness, TContrast, TExposure, TFlash, TFormat, TWhiteBalance, VideoCaptureActive(), ViewFinderActive(), ViewFinderMirror(), WhiteBalance(), ZoomFactor()

Inherited from $\underline{\mathtt{CBase}}$:

operator new()

Construction and destruction

TWITTER - EXHIBIT 1048 TWITTER v. YOUTOO IPR2017-01133



static IMPORT_C CCamera *NewL(MCameraObserver &aObserver, TInt aCameraIndex);

Description

Creates an object representing a camera.

Parameters

MCameraObserver

&aObserver

Reference to class derived from <u>MCameraObserver</u> designed to receive notification of asynchronous event completion.

<u>TInt</u> aCameraIndex

Index from 0 to CamerasAvailable () -1 inclusive specifying the camera device to use.

Return value

CCamera

Pointer to a fully constructed CCamera object. Ownership is passed to the caller.

Leave codes

Мау

leave with KErrNoMemory or KErrNotSupported if aCameraIndex is out of range.



Member functions

CamerasAvailable()

```
static IMPORT_C TInt CamerasAvailable();
```

Description

Determines the number of cameras on the device.

Return value

TInt

Count of cameras present on the device.

NewDuplicateL()

static IMPORT_C CCamera *NewDuplicateL(MCameraObserver &aObserver, TInt
aCameraHandle);



Duplicates the original camera object for use by, for example, multimedia systems.

May leave with KErrNoMemory or KErrNotFound if aCameraHandle is not valid.

Parameters

MCameraObserver &aObserver

Reference to an observer.

TInt aCameraHandle

Handle of an existing camera object.

Return value

CCamera '

Duplicate of the original camera object.

CameraInfo()

```
virtual void CameraInfo(TCameraInfo &aInfo) const=0;
```

Description

Gets information about the camera device.

Parameters

TCameraInfo &aInfo

On return, information about the camera device. See TCameraInfo.

Return value

void

Reserve()

```
virtual void Reserve()=0;
```

Description

Asynchronous function that performs any required initialisation and reserves the camera for exclusive use.

Calls MCameraObserver:: ReserveComplete() when complete.

Return value

void

Release()



Description

De-initialises the camera, allowing it to be used by other clients.

Return value

void

PowerOn()

```
virtual void PowerOn()=0;
```

Description

Asynchronous method to switch on camera power.

<u>User</u> must have successfully called <u>Reserve ()</u> prior to calling this function.

Calls $\underline{\texttt{MCameraObserver::PowerOnComplete()}}$ when power on is complete.

Return value

void

PowerOff()

```
virtual void PowerOff()=0;
```

Description

Synchronous function for switching off camera power.

Return value

void

Handle()

```
virtual TInt Handle()=0;
```

Description

Gets the device-unique handle of this camera object.

Return value

<u>TInt</u>

The device-unique handle of this camera object.



virtual void SetZoomFactorL(TInt aZoomFactor=0)=0;

Description

Sets the zoom factor.

This must be in the range of $\underline{\texttt{TCameraInfo}: \underline{\texttt{iMinZoom}}}$ to $\underline{\texttt{TCameraInfo}: \underline{\texttt{iMaxZoom}}}$ inclusive. May leave with KErrNotSupported if the specified zoom factor is out of range.

Parameters

```
<u>TInt</u> aZoomFactor
```

Required zoom factor.

Return value

void

ZoomFactor()

```
virtual TInt ZoomFactor() const=0;
```

Description

Gets the currently set zoom factor.

Return value

<u>TInt</u>

The currently set zoom factor.

SetDigitalZoomFactorL()

```
virtual void SetDigitalZoomFactorL(TInt aDigitalZoomFactor=0)=0;
```

Description

Sets the digital zoom factor.

This must be in the range of 0 to ${\tt TCameraInfo::iMaxDigitalZoom}$ inclusive.

May leave with KErrNotSupported if the zoom factor is out of range.

Parameters

```
<u>TInt</u> aDigitalZoomFactor
```

The required digital zoom factor.

Return value



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