

Захват видео с собственного программного источника

- [Описание](#)
- [Пример использования](#)

Описание

В сборке Android SDK [1.10.26](#) добавлена возможность подключить собственную программную реализацию камеры для захвата изображения. Для этого необходимо:

1. Разработать Java класс, реализующий интерфейс [CameraVideoCapturer](#)
2. Импортировать в приложение модули

```
import org.webrtc.CameraVideoCapturer;
import com.flashphoner.fpwcsapi.camera.CameraCapturerFactory;
import com.flashphoner.fpwcsapi.camera.CustomCameraCapturerOptions;
import com.flashphoner.fpwcsapi.camera.CustomCameras;
```

3. Подготовить объект CustomCameraCapturerOptions

```

private CustomCameraCapturerOptions createCustomCameraCapturerOptions() {
    return new CustomCameraCapturerOptions() {

        private String cameraName;
        private CameraVideoCapturer.CameraEventsHandler eventsHandler;
        private boolean captureToTexture;

        @Override
        public Class<?>[] getCameraConstructorArgsTypes() {
            return new Class<?>[]{String.class, CameraVideoCapturer.CameraEventsHandler.class, boolean.
class};
        }

        @Override
        public Object[] getCameraConstructorArgs() {
            return new Object[]{cameraName, eventsHandler, captureToTexture};
        }

        @Override
        public void setCameraName(String cameraName) {
            this.cameraName = cameraName;
        }

        @Override
        public void setEventsHandler(CameraVideoCapturer.CameraEventsHandler eventsHandler) {
            this.eventsHandler = eventsHandler;
        }

        @Override
        public void setCaptureToTexture(boolean captureToTexture) {
            this.captureToTexture = captureToTexture;
        }

        // Use your custom capturer class name here
        @Override
        public String getCameraClassName() {
            return your.custom.CameraCapturer;
        }

        @Override
        public Class<?>[] getEnumeratorConstructorArgsTypes() {
            return new Class[0];
        }

        @Override
        public Object[] getEnumeratorConstructorArgs() {
            return new Object[0];
        }

        // Use your custom capturer enumerator name here
        @Override
        public String getEnumeratorClassName() {
            return your.custom.CameraEnumerator;
        }
    };
}

```

4. В приложении перед публикацией потока выбрать собственную камеру

```

CameraCapturerFactory.getInstance().setCustomCameraCapturerOptions(createCustomCameraCapturerOptions());
CameraCapturerFactory.getInstance().setCameraType(CameraCapturerFactory.CameraType.CUSTOM);

```

Пример использования

Используем собственную реализацию `CameraVideoCapturer` для доступа к вспышке.

1. Создание объекта CustomCameraCapturerOptions

[code](#)

```
private CustomCameraCapturerOptions createCustomCameraCapturerOptions() {
    return new CustomCameraCapturerOptions() {

        private String cameraName;
        private CameraVideoCapturer.CameraEventsHandler eventsHandler;
        private boolean captureToTexture;

        @Override
        public Class<?>[] getCameraConstructorArgsTypes() {
            return new Class<?>[]{String.class, CameraVideoCapturer.CameraEventsHandler.class, boolean.
class};
        }

        @Override
        public Object[] getCameraConstructorArgs() {
            return new Object[]{cameraName, eventsHandler, captureToTexture};
        }

        @Override
        public void setCameraName(String cameraName) {
            this.cameraName = cameraName;
        }

        @Override
        public void setEventsHandler(CameraVideoCapturer.CameraEventsHandler eventsHandler) {
            this.eventsHandler = eventsHandler;
        }

        @Override
        public void setCaptureToTexture(boolean captureToTexture) {
            this.captureToTexture = captureToTexture;
        }

        // Using org.webrtc.FlashlightCameraCapturer to access flashlight hidden controls.
        @Override
        public String getCameraClassName() {
            return CustomCameras.FLASHLIGHT_CAMERA_CAPTURER;
        }

        @Override
        public Class<?>[] getEnumeratorConstructorArgsTypes() {
            return new Class[0];
        }

        @Override
        public Object[] getEnumeratorConstructorArgs() {
            return new Object[0];
        }

        // Using org.webrtc.FlashlightCameraEnumerator to access flashlight hidden controls.
        @Override
        public String getEnumeratorClassName() {
            return CustomCameras.FLASHLIGHT_CAMERA_ENUMERATOR;
        }
    };
}
```

2. Выбор камеры

[code](#)

```

CameraCapturerFactory.getInstance().setCustomCameraCapturerOptions(createCustomCameraCapturerOptions());
mCameraCapturer = (LabelledSpinner) findViewById(R.id.camera_capturer);
mCameraCapturer.setOnItemClickListener(new LabelledSpinner.OnItemClickListener() {
    @Override
    public void onItemClick(View labelledSpinner, AdapterView<?> adapterView, View itemView, int
position, long id) {
        String captureType = getResources().getStringArray(R.array.camera_capturer)[position];
        switch (captureType) {
            case "flashlight":
                CameraCapturerFactory.getInstance().setCameraType(CameraCapturerFactory.CameraType.
FLASHLIGHT_CAMERA);
                break;
            case "cameralcapturer":
                CameraCapturerFactory.getInstance().setCameraType(CameraCapturerFactory.CameraType.
CAMERA1CAPTURE);
                break;
            case "camera2capturer":
                CameraCapturerFactory.getInstance().setCameraType(CameraCapturerFactory.CameraType.
CAMERA2CAPTURE);
                break;
            case "custom":
                CameraCapturerFactory.getInstance().setCameraType(CameraCapturerFactory.CameraType.
CUSTOM);
                break;
        }
        mCameraSpinner.setItemsArray(Flashphoner.getMediaDevices().getVideoList());
    }

    @Override
    public void onNothingChosen(View labelledSpinner, AdapterView<?> adapterView) {
    }
});

```