
Subject: Taking a picture with a microscope
Posted by [Giorgio](#) on Wed, 14 Mar 2018 16:51:09 GMT
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Hi there,
I searched the forum, but found nothing relevant. I need to create a simple application that shows live the image captured by a digital microscope and when the users click a button save an image. The microscope is a usb digital microscope and it is seen by Linux as a usb-webcam. If someone could point me to the right direction it would be much appreciated.
Regards,
gio

Subject: Re: Taking a picture with a microscope
Posted by [Zbych](#) on Wed, 14 Mar 2018 19:31:23 GMT
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Did you try some existing applications like cheese? <https://wiki.gnome.org/Apps/Cheese>

The problem is that Upp has no hardware accelerated surface/canvas support.
Event if you get image from camera, you have to use external libraries to show it or you will be limited to very low resolutions and low frame rates.

To get image from camera you can try high level libraries like ZBar, OpenCV.
To show it you can use SDL (SDLCtrl from bazaar), OpenCV, but since DHCtrl is not supported on Gtk backend, you will have to use X11 (NOGTK mode).

Here are some links:

<https://github.com/kryali/SmileTime/blob/master/SDL-capture-example.cpp>
https://docs.opencv.org/3.0-beta/modules/videoio/doc/reading_and_writing_video.html

Subject: Re: Taking a picture with a microscope
Posted by [Giorgio](#) on Thu, 15 Mar 2018 16:43:27 GMT
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I have tried Cheese (actually, I used it to test the microscope), but the capturing of the image will be just a function in another software and I would like that everything is in one application.

I saw that in examples-bazaar there are two projects - OpenCV and OpenCV_demo - maybe I can use them as a basis.
