
Subject: [SOLVED] httpcli and MJPEG
Posted by [qwerty](#) on Mon, 18 May 2009 13:41:29 GMT
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hi,

MJPEG is a continuous stream of http headers and binary data of jpeg.

I want:

- stop streaming after Execute(), when http header and(or) binary data was accepted

subject is IP camera here. it's sending data continuously. tested. grabed, parsed, checked -> header, data, header, data ... forever.

with HttpClient, how can I achieve this easily, please?
(except loading stream in chunks to buffer and parsing it ... last possibility)

... one thing comes to my mind: hook some callback to HTTPClient on ('this') event(s)

thank you

Subject: Re: httpcli and MJPEG
Posted by [qwerty](#) on Mon, 18 May 2009 19:58:23 GMT
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done, it somehow works. it's from 'httpcli' buil-in example

```
...
for(;;) {
    String resp = client.ExecuteRedirect();

    int end = resp.Find("--myboundary");           // first in header
    int beg;                                       // begining of data

    while((beg = resp.Find("\xFF\xD8", end)) != -1) { // 2 bytes begins... just for little sure
        if((end = resp.Find("\r\n--myboundary", beg)) == -1) { // '<CL><CR>' after each jpeg
            break;
        }
        String JPEG_data = resp.Mid(beg, end - beg); // <-- here's the jpeg in
    }
    datas
}
```

```
}
```

```
...
```

it ignores incomplete frames in chunks of stream.

I've set `DEFAULT_MAX_CONTENT_SIZE` in `httpcli.h` to some reasonable value for me. other possibility is to make it run in other thread. doh.