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

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 easly, 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

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 inclomplete 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 threat. doh.