Subject: webcam and motion detection
Posted by forlano on Sun, 27 Jan 2013 10:58:59 GMT
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Hello,

I have a dream. I want my software, connected to a webcam, be able to draw a pixel on the window when something, say a red led, is moving in front of it. So that I could draw moving this led.

I suspect it is not difficult in principle but several library are necessary among which a motion detection one.
Does anybody have a suggestion?

Thanks,
Luigi

Subject: Re: webcam and motion detection
Posted by dolik.rce on Sun, 27 Jan 2013 11:59:28 GMT
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Hi Luigi,

I use a GPL software called simply motion. It is a simple, but very powerful tool.

I'm not sure if it can work on windows or if it can be used as library, but perhaps you can get at least some ideas... The sources are just a few files. As far as I can tell it uses v4l and sdl.

Honza

Subject: Re: webcam and motion detection
Posted by sergeynikitin on Sun, 27 Jan 2013 12:56:10 GMT
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Hello Honza!
I use same configuration and wrote player for motion.

But how you are decide problem with multiply usb cameras under linux?

I can use only 1 camera in full size mode. But 2 cameras only in 320x288 px.

(If you use usb camera.)

PS
My SDL player:

PSPS
Now I use analog cameras

File Attachments
1) VideoRegistrator Player_283.png, downloaded 553 times

Subject: Re: webcam and motion detection
Posted by dolik.rce on Sun, 27 Jan 2013 13:41:46 GMT
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sergeynikitin wrote on Sun, 27 January 2013 13:56Hello Honza!
I use same configuration and wrote player for motion.

But how you are decide problem with multiply usb cameras under linux?

I can use only 1 camera in full size mode. But 2 cameras only in 320x288 px.Sorry, I never tried
with more than one camera, so I can't really help you...

Honza

Subject: Re: webcam and motion detection
Posted by sergeynikitin on Sun, 27 Jan 2013 14:51:15 GMT
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I've found 1 variant - recompile uvc kernel driver. But it very difficult for me.

Search is life........