

Web Cam Capture Php & Flash

Capture image from web cam.
Save your server fastest way.
Flash swf [as3] and Php

Live Demo <http://webcamcapturephp.gokcebulbul.com/>

Flash AS3

Public Variables In ActionScript

Public Variables Name	
videoPreviewWidth	Set video preview width. This variable will sent to php too.
videoPreviewHeight	Set video preview height. This variable will sent to php too.
videoPreviewX	video preview x cord.
videoPreviewY	video preview y cord.
videoFps	Set video Frame Per Second
bandwidth	Specifies the maximum amount of bandwidth that the current outgoing video. The default value is 16384 , pass 0 for bandwidth.
quality	quality for camera, value is 0-100.
screenShotX	screen shot x cord
screenShotY	screen shot y cord

Public Variables In Html (swf object - flash vars)

```
var flashvars = {  
videoPreviewWidth: "200", // video preview width  
videoPreviewHeight: "200", // video preiwv height  
videoPreviewX: "100", // video preview x cord.  
videoPreviewY: "30", // video preview y cord.  
videoFps: "30", // video fps  
bandwidth: "0", // Specifies the maximum amount of bandwidth that the current outgoing  
video. The default value is 16384 , pass 0 for bandwidth.  
quality: "100", // quality for camera, value is 0-100.  
screenShotX: "400", // screen shot x cord  
screenShotY: "30" // screen shot y cord  
};
```

captureImage Function (MouseEvent.CLICK)

Capture Button
Only Capture and draw image to Bitmap data

sendPixelData Function(MouseEvent.CLICK)

Send Pixel Data
Get Pixel Data and Send To Php Page for Save image. Default php page is "GetPixelData.php".
This code send 3 parametres to php page.

```
variables.pixels=output; // all image pixel  
variables.width=videoPreviewWidth; // video width  
variables.height=videoPreviewHeight; // video height
```

Php Code

GetPixelData.php

This code block take all pixels and image width and pass to GetPixelAndSave function.
If you want to change Image width, you can change videoWidth.
Also you can change image save path and image name.

```
/// Get Pixel Data and generate new Bitmap Data
/// Then save to server
/// <param name="pixels">pixelData from swf</param>
/// <param name="fileName">Image Save Path</param>
/// <param name="width">Image Width</param>
/// <param name="height">Image Height</param>
    GetPixelAndSave($fileName, $pixels, $width, $height);
```