

WebPascal script model tutorial - web page call camera to take photos and upload

2018-11-20 20:09:57 39

How do I call the camera through the web page to take a photo and upload the photo to the server? In fact, it is very simple, because the browser that supports html5 has already helped us achieve hardware support. Let's look at the code directly :

Html :

```

1  <script src="http://cdn.bootcss.com/jquery/3.1.1/jquery.min.js"></script>
2
3  <video id="video" autoplay style="width: 480px;height: 320px"></video>
4  <div>
5      <button id="capture">Camera</button> <button id="upimg">Upload</button>
6  </div>
7  <canvas id="canvas" width="480" height="320"></canvas>
8
9  <script>
10     var video = document.getElementById('video');
11     var canvas = document.getElementById('canvas');
12     var capture = document.getElementById('capture');
13     var upimg = document.getElementById('upimg');
14     var context = canvas.getContext('2d');
15     function getUserMediaToPhoto(constraints,success,error) {
16         if(navigator.mediaDevices.getUserMedia){
17             navigator.mediaDevices.getUserMedia(constraints).then(success).catch(error);
18         }else if (navigator.webkitGetUserMedia) {
19             //webkit
20             navigator.webkitGetUserMedia(constraints,success,error);
21         }else if(navigator.mozGetUserMedia){
22             //firefox
23             navigator.mozGetUserMedia(constraints,success,error);
24         }else if(navigator.getUserMedia){
25             //old API
26             navigator.getUserMedia(constraints,success,error);
27         }
28     }
29     function success(stream){
30         // srcObject
31         if ("srcObject" in video) {
32             video.srcObject = stream;
33         } else {
34             video.src = window.URL.createObjectURL(stream);
35         }
36         video.onloadedmetadata = function (e) {
37             video.play();
38             videoPlaying = true;
39         };
40     }
41     function error(error) {
42         console.log('Access to user media failed : ',error.name,error.message);
43     }
44     if(navigator.mediaDevices.getUserMedia ||
45        navigator.webkitGetUserMedia ||
46        navigator.mozGetUserMedia || navigator.getUserMedia){
47         getUserMediaToPhoto({video:{width:480,height:320}},success,error);
48     }else{
49         alert('Your browser does not support access to user media devices');
50     }
51     capture.addEventListener('click',function() {
52         // video to canvas
53         context.drawImage(video,0,0,480,320);
54     })
55     upimg.addEventListener('click',function() {
56         var imgData=document.getElementById("canvas").toDataURL("image/png");
57         var data=imgData.substr(22);
58         //debugger;
59         console.log(data);
60         $.post('upimg.api',{img:data});
61     })
62 </script>

```

Webpascal Script :

```
1  <?
2  //log(input.img,'xxx');
3  $f:=Base64toFile(encodeURIComponent(input.img,65001,false),
4    formatdatetime('yyyyMMddhhmmsszzz'.png",now));
5  if $f<>' ' then begin
6    'success,file:$f;' '
7  end else begin
8    'error.';
9  end;
10 ?>
```

Effect chart :

