Archived:Example Camera in WidSets

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The article is believed to be still valid for the original topic scope.

This example shows how to use the device camera to take pictures.

camera.he

```
class
{
  const int CMD_BACK    = 1;
  const int CMD_CAPTURE = 2;

  MenuItem BACK    = new MenuItem(CMD_BACK, "Back");
  MenuItem CAPTURE = new MenuItem(CMD_CAPTURE, "Capture");

  List encTypes = new List()
    .add("encoding=jpeg&width=320&height=240")
    .add("encoding=jpeg");

  Flow flow   = null;
  Camera camera = null;

  void startWidget()
  {
    setMinimizedView(createMinimizedView("viewMini", getStyle("default")));
  }


  Shell openWidget()
  {
    camera = new Camera(getStyle("mini"));

    if (!camera.isAvailable()) {
      setBubble(null, "Camera not available");
      return null;
    }

    flow = new Flow(getStyle("mini"));
    camera.setFlags(VISIBLE|LINEFEED);
    camera.setPreferredSize(-100,-100);
    flow.add(camera);

    return new Shell(flow);
  }

  //gets called when the widget's maximized view is closed
  void closeWidget()
  {
    //remember to close camera if it's still shown
    if (camera != null) {
      camera.close();
      camera = null;
    }
  }


  MenuItem getSoftKey(Shell shell, Component focused, int key)
  {
    if (key == SOFTKEY_OK && camera != null) {
      return CAPTURE;

    } else if (key == SOFTKEY_BACK) {
      return BACK;
    }
    return null;
  }


  void actionPerformed(Shell shell, Component source, int action)
  {
    if (action == CMD_BACK) {
      popShell(shell);

    } else if (action == CMD_CAPTURE) {
      flow.clear();

      //The encoding types are listed in
      //encTypes. PNG recommended, as it is mandatory for MIDP
      //devices, but most camera phones also support JPEG, which
      //packs to a smaller image size.
      ByteArray imageData = camera.capture(encTypes);
      if (imageData == null) {
        setBubble(null, "Image capturing failed");
      }
      camera.close();
      camera = null;

      Image image = getImage(imageData);
      Picture picture = new Picture(getStyle("default"), image);
      picture.setPreferredSize(-100, -100);
      flow.add(picture);

      shell.updateMenu();
      flushScreen(true);
    }
  }
```


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```
}
```

widget.xml

```
<?xml version="1.0" encoding="utf-8"?>

<widget spec_version="2.0">
  <info>
    <name>example_camera</name>
    <version>1.0</version>
    <author>example</author>
    <clientversion>1.0</clientversion>
    <shortdescription>Camera Example</shortdescription>
    <longdescription>Camera Example</longdescription>
    <tags>example camera</tags>
  </info>

  <parameters>
    <parameter name="widgetname">Camera Example</parameter>
  </parameters>

  <resources>
    <code src="camera.he"/>

    <stylesheet>
      mini {
        background: solid white;
        color: black;
        align: vcenter hcenter;
      }
    </stylesheet>
  </resources>

  <layout minimizedheight="2em">
    <view id="viewMini" class="mini">
      <label class="mini">${widgetname}</label>
    </view>
  </layout>

</widget>
```


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