

## See Also

[GraffitiWebCameraDevice](#)

## Enumerations

Name	Values
	This class exposes no enumerations.

## Constants

Name	Type	Value
		This class exposes no constants.

## Events

Definition	Description
DevicesLoaded()	Raised when the browser has sent the list of supported devices.
FrameReceived( frameData as String )	BASE64 encoded image data received from camera.
StreamError( errorMessage as String )	Raised when an error has occurred while streaming the media. This is usually a fatal error meaning that support is lacking in the browser or there's a problem with the device.

## Methods

Definition	Description
DeviceExists( deviceId as String ) as Boolean	
Pause()	Pause real-time display.
Play()	Play real-time display.
RequestFrame()	Get a single frame from the real-time display.
Snapshot( Quality as Double = 0.5 )	Grab a JPEG capture of the display with quality set at Quality (0.0 to 1.0)
Stop()	Stop real-time display.

## Properties

Name	Type	Default Value	Description
Devices() as GraffitiWebCameraDevice	All supported devices.		
isPaused	Boolean	False	True when real-time display is paused.
isPlaying	Boolean	False	True when real-time display is playing.
Supported	Boolean	False	True if the user's browser supports the API.

## Notes

### Security

Most modern browsers, for security reasons, will not allow access to the computer's camera unless the page is loaded over a secure (HTTPS) connection. This means you must deploy with a valid certificate or text locally over HTTPS with a self-signed certificate.

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