

Forum:[Hack Forums](#)

Thread: [Capture webcam?](#)

ElementalTree - January 12, 2015, 3:31 am

Hi,

I'm wondering how you can capture a webcam without using any api's or extra stuff. What I want to do is capture the webcam in a picturebox so I can see the frames, doesn't have to be smooth or anything just working. Seen alot of tutorials but all of them uses an api ?

I'd be happy to have someone pointing me in the right direction here, thanks ?

Only3 - January 12, 2015, 3:35 am

u cant u must use apis or lib to access the webcam device and drivers

ElementalTree - January 12, 2015, 3:55 am

(Jan 12, 2015 04:35 AM)Only3 Wrote: [\[CITE\]](#) u cant u must use apis or lib to access the webcam device and drivers

Any not too big and messy api's I can use then?

Only3 - January 12, 2015, 4:01 am

avicap32 (old > buggy), directx, directshow, avi > use google

ElementalTree - January 12, 2015, 5:13 am

(Jan 12, 2015 05:01 AM)Only3 Wrote: [\[CITE\]](#) avicap32 (old > buggy), directx, directshow, avi > use google

Yeah I guess I'll google some more, thanks

He B TeMy - January 12, 2015, 7:18 am

Everything uses an API... lol.

Anyway, an easy one you can use Aforge, it has a callback ready for you.

Only3 - January 12, 2015, 8:20 am

(Jan 12, 2015 08:18 AM)He B TeMy Wrote: [\[CITE\]](#) Everything uses an API... lol.

Anyway, an easy one you can use Aforge, it has a callback ready for you.
or add the callback ur self and u dont need external lib

He B TeMy - January 12, 2015, 10:22 am

(Jan 12, 2015 09:20 AM)Only3 Wrote: [\[CITE\]](#) or add the callback ur self and u dont need external lib
The library uses DirectShow, which is the "best" way.

And, talking is faster than doing it when you're talking about DirectShow, and it is shorter than Directshow itself, so, why not.

Only3 - January 12, 2015, 10:33 am

if u dont care about the size yes for malware no
i shrink the webcam class to 10 lines > apis and callback

He B TeMy - January 12, 2015, 10:42 am

you're talking about avicap?

I find it very old and somewhat fragile... but

Only3 - January 12, 2015, 10:45 am

me too

(Jan 12, 2015 05:01 AM)Only3 Wrote: [\[CITE\]](#) avicap32 (old > buggy), directx, directshow, avi > use google

but small and still do the work very well ?

He B TeMy - January 12, 2015, 2:15 pm

I was talking about the aforge lib, which i take also like 10~ lines of code to record webcam frames too.

The reason i say DirectShow is because everyone else in other forums discourages the use of avicap32 because of being old and "fragile, not flexible"...

SIM-1456245 - January 12, 2015, 2:23 pm

If you want to not worry about having DLLs, then use avicap, in any other case use DirectShow, not AForge, because it just makes you carry around more DLLs that don't do much, i.e. you can recreate the used code from AForge in a couple of lines yourself and use just DirectShow.

He B TeMy - January 12, 2015, 2:32 pm

(Jan 12, 2015 03:23 PM)Electroalek Wrote: [\[CITE\]](#) If you want to not worry about having DLLs, then use avicap, in any other case use DirectShow, not AForge, because it just makes you carry around more DLLs that don't do much, i.e. you can recreate the used code from AForge in a couple of lines yourself and use just DirectShow.

Couple of lines? You talk like it's black and white... lol, show me a couple of lines in DirectShow lib.

SIM-1456245 - January 12, 2015, 4:15 pm

(Jan 12, 2015 03:32 PM)He B TeMy Wrote: [\[CITE\]](#) Couple of lines? You talk like it's black and white... lol, show me a couple of lines in DirectShow lib.

Yeah I meant, coouple of lines, not couple of lines. You know what I'm sayin'.. xD