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Thread: [motion detection](#)

xxdarklord65xx - May 27, 2017, 7:42 am

hello people .

i got a class for motion detection what it really do is that

it compare between the two images and send the changed part or the detected motion .

my problem is that when it send the changed image how can i in the server handle it or deal with it .

i got no idea at all .

Code Imports System.Drawing.Imaging

Imports System.IO

Imports System.Runtime.InteropServices

Public Class MotionDetection

Public lastBitmap As Bitmap

Public decodeBitmap As Bitmap

Public bitmapWidth As Integer

Public bitmapHeight As Integer

Public Sub Encode(bmp As Bitmap, outputStream As Stream, quality As Integer)

On Error Resume Next

If lastBitmap Is Nothing Then

lastBitmap = bmp

bitmapWidth = bmp.Width

bitmapHeight = bmp.Height

outputStream.Write(BitConverter.GetBytes(bitmapWidth), 0, 4)

outputStream.Write(BitConverter.GetBytes(bitmapHeight), 0, 4)

Dim bitmapData As Byte() = ConvertToJpeg(bmp, quality)

outputStream.Write(BitConverter.GetBytes(bitmapData.Length), 0, 4)

outputStream.Write(bitmapData, 0, bitmapData.Length)

Return

End If

Dim bmpData As BitmapData = bmp.LockBits(New Rectangle(0, 0, bmp.Width, bmp.Height), ImageLockMode.ReadWrite, bmp.PixelFormat)

Dim lastBmpData As BitmapData = lastBitmap.LockBits(New Rectangle(0, 0, lastBitmap.Width, lastBitmap.Height), ImageLockMode.ReadWrite, bmp.PixelFormat)

Dim Stride As Integer = Math.Abs(bmpData.Stride)

Dim PixelSize As Integer = Stride / bmp.Width

Dim RectHeightChanges As New List(Of Rectangle)()

For i As Integer = 0 To bmp.Height - 1

Dim Offset As Integer = i * Stride

Dim src As New IntPtr(bmpData.Scan0.ToInt32() + Offset)

Dim dest As New IntPtr(lastBmpData.Scan0.ToInt32() + Offset)

If memcmp(src, dest, Stride) <> 0 Then

If RectHeightChanges.Count > 0 Then

Dim rect As Rectangle = RectHeightChanges(RectHeightChanges.Count - 1)

If rect.Y + rect.Height = i Then

RectHeightChanges(RectHeightChanges.Count - 1) = New Rectangle(0, rect.Y,

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bmp.Width, rect.Height + 1)
    Else
        RectHeightChanges.Add(New Rectangle(0, i, bmp.Width, 1))
    End If
Else
    RectHeightChanges.Add(New Rectangle(0, i, bmp.Width, 1))
End If
End If
Next
Dim LastChanges As New List(Of Rectangle)()
For Each rect As Rectangle In RectHeightChanges
    For x As Integer = 0 To rect.Width - 1 Step 50
        Dim width As Integer
        Dim height As Integer
        If x + 50 > rect.Width Then
            width = rect.Width - x
        Else
            width = 50
        End If
        If rect.Y + rect.Height >= bmp.Height Then
            height = bmp.Height - rect.Height
        Else
            height = rect.Height
        End If
        For y As Integer = rect.Y To (rect.Y + rect.Height) - 1
            Dim Offset As Integer = (y * Stride) + (x * PixelSize)
            Dim src As New IntPtr(bmpData.Scan0.ToInt32() + Offset)
            Dim dest As New IntPtr(lastBmpData.Scan0.ToInt32() + Offset)
            If memcmp(src, dest, width * PixelSize) <> 0 Then
                LastChanges.Add(New Rectangle(x, rect.Y, width, rect.Height))
            End If
        Next
    Next
Next
Next
bmp.UnlockBits(bmpData)
lastBitmap.UnlockBits(lastBmpData)
For Each rect As Rectangle In LastChanges
    outStream.Write(BitConverter.GetBytes(rect.X), 0, 4)
    outStream.Write(BitConverter.GetBytes(rect.Y), 0, 4)
    bmpData = bmp.LockBits(New Rectangle(rect.X, rect.Y, rect.Width, rect.Height),
ImageLockMode.ReadOnly, bmp.PixelFormat)
    Using newBitmap As New Bitmap(rect.Width, rect.Height, bmpData.Stride,
bmp.PixelFormat, bmpData.Scan0)
        Dim data As Byte() = ConvertToJpeg(newBitmap, quality)
        outStream.Write(BitConverter.GetBytes(data.Length), 0, 4)
        outStream.Write(data, 0, data.Length)
    End Using
    bmp.UnlockBits(bmpData)
Next
lastBitmap.Dispose()
lastBitmap = bmp
End Sub

```

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<DllImport("msvcrt.dll", CallingConvention:=CallingConvention.Cdecl)>
Public Shared Function memcmp(Dest As IntPtr, Src As IntPtr, Length As Integer) As Integer
End Function
Private Function ConvertToJpeg(img As Bitmap, q As Integer) As Byte()
    On Error Resume Next
    Const ParamAmount As Integer = 1
    Dim qualityParam As New EncoderParameter(Imaging.Encoder.Quality, q)
    Dim jpegCodec As ImageCodecInfo = GetEncoderInfo("image/jpeg")
    Dim encoderParams As New EncoderParameters(ParamAmount)
    encoderParams.Param(0) = qualityParam
    Dim ms As New MemoryStream()
    img.Save(ms, jpegCodec, encoderParams)
    Return ms.GetBuffer()
End Function
Private Function GetEncoderInfo(mimeType As String) As ImageCodecInfo
    On Error Resume Next
    Dim codecs As ImageCodecInfo() = ImageCodecInfo.GetImageEncoders()
    For i As Integer = 0 To codecs.Length - 1
        If (codecs(i).MimeType = mimeType) Then
            Return codecs(i)
        End If
    Next
    Return Nothing
End Function
End Class

```

Ninja - May 27, 2017, 7:57 am

Like Orka said, just create an event for it that the user can subscribe to.

xxdarklord65xx - May 27, 2017, 8:00 am

(May 27, 2017 07:54 AM)Orka Wrote: [\[CITE\]](#) Create a delegate and event handler where the user can subscribe. You could also implement your own EventArgs and carry the image change differential, just a thought.

okai lets say we raise an event when the changed image is received .

how can i carry the changed image with the real one ? because the changed image will be the small part in the real one . so how can i merge them together

xxdarklord65xx - May 27, 2017, 10:29 am

(May 27, 2017 10:08 AM)Orka Wrote: [\[CITE\]](#) See the latter part of my response. Implement a class deriving from EventArgs and set some properties of your own, passing that as part of your handler. true . but i dont see it as the right way to decode the image . if u saw the function it write in the outstream the changed image

```

Code Dim data As Byte() = ConvertToJpeg(newBitmap, quality)
    newimage = data
    outputStream.Write(BitConverter.GetBytes(data.Length), 0, 4)
    outputStream.Write(data, 0, data.Length)when i receive it . i must decode it . and i dont know
how decode it . thats my problem exactly

```

xxdarklord65xx - May 27, 2017, 11:32 am

(May 27, 2017 11:21 AM)Orka Wrote: [\[CITE\]](#) Ah, this is code from imminent monitor's server. Its usage can be found in the client code.

yeah thats the problem . i just wanna know how to do it . aint using it for bad stuff .

