

# WebPascal脚本模型教程 - 网页调用摄像头进行拍照与上传

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如何通过网页调用摄像头进行拍照，并将照片上传到服务器上呢？其实非常简单，因为支持html5的浏览器已经帮我们实现了硬件的支持，我们直接看代码吧：

web前端代码：

```

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脚本代码：

```
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 ?>
```

效果图：

