

Android Camera Developer Guide

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The general steps for creating a custom camera interface for your application are as follows: Detect and Access Camera - Create code to check for the existence of cameras and request access. Create a Preview Class - Create a camera preview class that extends SurfaceView and implements the ...

[Camera API | Android Developers](#)

Open the Camera Object Getting an instance of the Camera object is the first step in the process of directly controlling the camera. As Android's own Camera application does, the recommended way to access the camera is to open Camera on a separate thread that's launched from onCreate ().

[Control the camera | Android Developers](#)

CameraX is a Jetpack support library, built to help you make camera app development easier. It provides a consistent and easy-to-use API surface that works across most Android devices, with backward-compatibility to Android 5.0 (API level 21).

[CameraX overview | Android Developers](#)

Android Camera. Integrating camera photos into an app is a fairly common task when creating rich media apps. The big draw with apps like Facebook and Instagram is the ability to take a picture and share it with other users.

[Camera - Developing for Android - A Developer's Guide](#)

[BaseColumns](#); [CalendarContract.AttendeesColumns](#); [CalendarContract.CalendarAlertsColumns](#); [CalendarContract.CalendarCacheColumns](#); [CalendarContract.CalendarColumns](#)

[android.hardware.camera2 | Android Developers](#)

The camera app that comes installed on your phone is probably pretty good, but that doesn ' t mean it can ' t be improved. Android has a wide variety of 3rd-party camera apps that can help you ...

[Best Android Camera App - xda-developers](#)

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[Depth API developer guide for Android | ARCore | Google ...](#)

Welcome to the Android developer guides. These documents teach you how to build Android apps using APIs in the Android framework and other libraries. If you're brand new to Android and want to jump into code, start with the Build Your First App tutorial. And check out these other resources to learn Android development:

[Developer Guides | Android Developers](#)

For more information, see the Content Providers developer guide. A unique aspect of the Android system design is that any app can start another app ' s component. For example, if you want the user to capture a photo with the device camera, there's probably another app that does that and your app can use

it instead of developing an activity to capture a photo yourself.

Application Fundamentals | Android Developers

Android 4.0 (API level 14) introduces support for the Bluetooth Health Device Profile (HDP). This lets you create applications that use Bluetooth to communicate with health devices that support Bluetooth, such as heart-rate monitors, blood meters, thermometers, and scales.

Bluetooth overview | Android Developers

Android Auto Android Auto now comes built-in, so you can simply plug in your phone and start using Android on your car's display. No app download needed. No app download needed. Dynamic System Updates This feature allows developers to load a different system image on their device for testing without affecting their original system image.

Android 10 | Android

Enable developer options and USB debugging on your device. Connect your device to your development machine. In the Unity Build Settings window, click Build and Run. Unity builds your project into...

Quickstart for Android | ARCore | Google Developers

Make sure your Android device is connected to the development machine and click Run in Android Studio. Android Studio builds your project into a debuggable APK, installs the APK, and then runs the...

Quickstart for Android | ARCore | Google Developers

Make sure your device is connected to your machine and then click Build and Run. Unity builds your project into an Android APK, installs it on the device, and launches it. Find a location that has...

Lighting Estimation developer guide for Unity | ARCore

See the developer guide for an example of this prompt. Do not use the image's pose and size estimates until the image's tracking state is FULL_TRACKING. When an image is initially detected by ARCore, and no expected physical size was specified, its tracking state will be PAUSED. This means that ARCore has recognized the image, but has not ...

Augmented Images for Android | ARCore | Google Developers

Build and run the sample app Create a new project in Unity based on the quickstart. When building the app, make sure to include the augmented image scene located in...

Augmented Images developer guide for Unity | ARCore

Use the Camera returned by `mapView.getCamera()` to manipulate the view of the map. Call `camera.updateCamera(CameraUpdate cameraUpdate)` to set all camera properties in one go. Monitor changes to a camera by registering a `CameraObserver`. Put constraints on a camera by setting limits to the `CameraLimits` object returned by `camera.getLimits()`.

Guide - HERE SDK for Android (Lite Edition) - HERE Developer

The sample app gets camera images by creating an `AVCaptureSession` with video frames from the front camera. The following code sample shows an implementation of `AVFoundation`'s capture output delegate method, which passes the image, a timestamp, and a recognition rotation to your face session.

Augmented Faces developer guide for iOS | ARCore | Google ...

SDK for Android Developer's Guide Requesting Android Permissions. If your application supports Android 6.0 or above, ... `android.permission.CAMERA` is required when LiveSight (augmented reality) features are used. Add the following methods to `BasicMapActivity` class:

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