

How to take snapshot using JSR234

This article demonstrates how to take a camera snapshot using AMMS (JSR 234).

```
player = Manager.createPlayer("capture://video");
player.realize();
videoControl = (VideoControl)player.getControl("VideoControl");
videoControl.initDisplayMode(VideoControl.USE_DIRECT_VIDEO, <your canvas>);
videoControl.setDisplayLocation(0,0);
videoControl.setDisplaySize(176,208);
snapshotControl =
    (SnapshotControl)player
        .getControl("javax.microedition.amms.control.camera.SnapshotControl");
snapshotControl.start(1);
```

Refer to the API documentation for further details on the use of SnapshotControl. Basically, the argument of start is the maximum number of pictures to be taken.

