

The Imaging Source Helpdesk

Wissensdatenbank > FAQ > Linux Set Video Formats in Camera and Memory

Linux Set Video Formats in Camera and Memory

S.Geißler - 2019-08-05 - FAQ

This article explains, how to set RGB32, RGB24, GRAY8, Bayer raw 8 bit and Bayer raw 16 with tcambin and GStreamer.

The color formats are quite simple:

RGB32

```
format="video/x-raw, format=BGRx, width=640, height=480, framerate=30/1"  
gst-launch-1.0 tcambin ! $format ! videoconvert ! videoscale ! ximagesink
```

RGB24

```
format="video/x-raw, format=BGR, width=640, height=480, framerate=30/1"  
gst-launch-1.0 tcambin ! $format ! videoconvert ! videoscale ! ximagesink
```

GRAY8

GRAY8 provides are gray scale image. This is not to be mixed with Bayer Raw data, because if a color camera is used, this is debayered. The Bayer Mosaic pattern is lost.

```
format="video/x-raw, format=GRAY8, width=640, height=480, framerate=30/1"  
gst-launch-1.0 tcambin ! $format ! videoconvert ! videoscale ! ximagesink
```

The 8 bit and 16 bit Bayer Raw are set as follows:

Bayer Raw 8 bit:

```
format="video/x-bayer, format=rggb, width=640, height=480, framerate=30/1"  
displayformat="video/x-raw, format=GRAY8, width=640, height=480, framerate=30/1"  
gst-launch-1.0 tcambin ! $format ! capssetter join=false replace=true  
caps="$displayformat" ! videoconvert ! videoscale ! ximagesink
```

Bayer Raw 16 bit:

```
format="video/x-bayer, format=rggb16, width=640, height=480, framerate=30/1"  
displayformat="video/x-raw, format=GRAY16_LE, width=640,
```

```
height=480,framerate=30/1"
```

```
gst-launch-1.0 tcambin ! $format ! capssetter join=false replace=true  
caps="$displayformat" ! videoconvert ! videoscale ! ximagesink
```

The *capssetter* module is used for replacing "video/x-bayer" with "video/x-raw" and "rggb" with "GRAY". This makes the format understandable by the *videoconvert* module. Using these formats makes the Bayer Mosaic pattern of the Raw data visible as checker board pattern on the live view.

The Bayer start pattern "rggb" depends on the used color camera model. Use "tcam-ctrl -c <serial>" in order to get the start pattern of the currently used camera model