Subject: Interfacing (was Re: COLOR_QUAN)
Posted by Struan Gray on Thu, 19 Aug 1999 07:00:00 GMT
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Liam Gumley, Liam.Gumley@ssec.wisc.edu writes:

> Have you looked at the ImageMagick API?
> http://www.wizards.dupont.com/cristy/www/api.html

I had heard of it, but never taken a close look. From a brief inspection it looks as if most of the routines would be easy enough to implement in IDL directly (assuming I ever got round to it), or are built in. Also, friends shouldn't let friends do X :-)

The Photoshop thing was inspired by a desire to use consumer or graphics arts oriented tools which are often of high quality and exemplary usability, but which offer no low-level access and so can be hard to integrate into experimental data taking and analysis. Lab-grade imagers usually come with driver libraries so it's no great hassle, but often with consumer-level cameras and scanners the only available drivers are Adobe-compatible plug-ins.

At the moment I do these things by saving a temporary TIFF file and calling Photoshop with an operating system script, but that's a bit of a highwire act to do on multiple platforms, and it gets very tedious when you want to do things like average multiple individual video stills from a DV capture board.

For me at least a plug-in interface would save significant amounts of low-level programming, at least on PCs and Macs - Unix plug-ins are rarer. It would also allow RSI to automatically keep up with a lot of newly-released imaging hardware and whatever file format Kodak and their chums have decided to shove down our throats this week.

There is some public domain source code for interfacing to Adobe plug-ins available with the NIH-image package, so really I'm just being lazy. But for me being lazy is the whole point of buying into a 4th Gen. language.

Struan