
Subject: Video for Windows, Clear text in Object Graphics and a genetic algorithm
Posted by [ronn](#) on Thu, 23 Aug 2001 23:23:21 GMT

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All,

I have a few updates on the web site that some of you may be interested in.

First, Randall Frank has an update to his idl_tools DLM. The major update to this version is the addition of a Video for Windows (VFW) api. This DLM allows IDL to grab and process real-time imagery from a number of different camera systems. Look at
<http://www.kilvarock.com/freesoftware/dlms/randallfrank.htm>

Second, I have finally gotten tired of the fuzzy text in object graphics. Therefore I have a new object called krGrText that solves this for certain uses. Think of it as an equivalent of xyouts for object graphics and you won't be far off. Go to
<http://kilvarock.com/freesoftware/objects/objects.htm> to download the zip file. A pdf help file is included.

Finally, if you have ever been curious about writing a genetic algorithm in IDL I now have one that gives a solution to the traveling salesman problem. It is on the same page as krGrText and comments are in the source code. It shouldn't be too hard to extend it to work on other problems.

Enjoy!

-Ronn

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"Application Development with IDL" 1½ programming book updated for IDL5.4!

"Calling C from IDL, Using DLM's to extend your IDL code" NEW BOOK!

<http://www.rlkling.com/>
