
Subject: Re: IDL Movie Viewer

Posted by [gerhard.holst](#) on Thu, 21 Mar 2002 08:35:34 GMT

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"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message

news:<a7ba6b\$3a1\$1@newsreader.mailgate.org>...

> "Phil" <plmcelwee@yahoo.com> wrote in message

> news:RO8m8.530\$Bd4.3473@dfw-service2.ext.raytheon.com...

>

>

>> If you can find the image-loop viewer, I would appreciate your sending it

> to

>> me. My web searches haven't turned anything up, but maybe I can modify

> your

>> file to add some features.

>

> The image-loop viewer is already on my IDL page at...

>

> <http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/>

>

> I just checked it was working and updated the page. The reason I didn't

> point you to the page immediately is that my software library is not a

> polished, modularised set of routines like others have on the WWW. Nor has

> it been widely tested. It's a conglomeration of interdependent routines and

> classes in various stages of development, mostly ones I use in my day-to-day

> work. I recognise that anyone else who tries to use it may well run into

> some difficulties. So I'm not too eager to recommend it to anyone else. But

> if you want to have a go, I'd love to hear how you get on and help if

> necessary.

>

> To use it you will *need* IDL version 5.5. (That's mainly because since

> installing 5.5 on my machine I have made extensive use of the new

> `_STRICT_EXTRA` keyword.) You should download and unpack the whole library

> into your IDL path, then run the command...

>

> IDL> mgh_motley

>

> to initialise it. Then try

>

> IDL> mgh_example_image_sequence, 0

> IDL> mgh_example_image_sequence, 1

>

> The first displays IDL's abnorm.dat dataset in my image-sequence object, the

> second in XINTERANIMATE.

>

> My image viewer does not (yet) support the operations you want. I does offer

> (IMHO) a very powerful interface for examining the animated sequence. (It

> inherits this from a superclass called MGH_Animator.)

>
> To adjust contrast & brightness you could manipulate the palette via the
> "Edit Palette" menu item. There was also a discussion on this group a few
> months back about interactive adjustment of these image attributes via the
> mouse--you might want to look at that.
>
> It would not be too difficult to examine values associated with specific
> pixels, either by extending the mouse-picking code or by adding a menu item
> to show image data in a XVAREDIT widget. I could do either or both of these
> quite quickly and would be willing to do it because it would be useful for
> me too.
>
> Anyway, have a look & see what you think.

Hi Phil and Mark,

there is also David Fannings XMovie.pro, which he calls a simplified version of XInteranimate. I have used that and changed it a little bit and it is not too difficult to add functionality.

What I found useful also is the Software VideoMach and Moyager from www.grommada.com. VideoMach makes movies from sequences any format you like and Moyager is a viewer, but not with the single pixel readout capability and the contrast change feature you like. But maybe XMovie.pro can be combined with the ContrastZoom.pro example of David Fanning.

best regards, Gerhard
