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Subject: Re: IDL Movie Viewer

Posted by [Mark Hadfield](#) on Thu, 21 Mar 2002 00:40:34 GMT

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"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.

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