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Subject: Re: IDL Movie Viewer

Posted by [Phil\[1\]](#) on Wed, 20 Mar 2002 23:20:16 GMT

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Thanks for the quick reply. I tried XINTERANIMATE, which works simply to view the file. Unfortunately it doesn't allowed the added capability I'm looking for. Also I've converted the file to MPEG format, and can view it in MPEG players, but again don't have the added features.

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.

"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message  
news:a7b2eh\$v2i\$3@newsreader.mailgate.org...

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

> news:P67m8.527\$Bd4.3448@dfw-service2.ext.raytheon.com...

>

>> I have video files (in NetCDF format) that contain 256x256x1024

>> frames of video. Is there an easy way to view these files in IDL?

>> I'm new to IDL!

>

> Try XINTERANIMATE first. There's an example in the documentation. (At

> an IDLDE prompt, type ?xinteranimate and go from there.)

>

>> Ideally I'd like to stop the video at any point and look at

>> individual pixel values. Also I would need to be able to adjust the

>> gain and offset of the video for viewing purposes. Anyone know of

>> an easy way to do this, or know where I can find a good third party

>> utility?

>

> XINTERANIMATE won't do this OOTB. It might not be too hard to hack it

> so it will. XINTERANIMATE (which is based on the CW\_ANIMATE compound

> widget function) keeps its images in a series of off-screen

> pixmaps. If you can get a handle to these (not using the term handle

> in its technical sense here) you can manipulate them any way you want

> via command-line operations. But adding this functionality to the user

> interface would not be non-trivial, and not a good thing to do IMHO.

>

> I have an image-loop viewer that could be modified to do what you

> want. It's object-based and so relatively easily extensible. If you

> want I can dig it up.

>

> There may be other solutions around. Check the usual WWW sites,

> starting with David Fanning's:

>

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

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> --  
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> http://katipo.niwa.co.nz/~hadfield    Hoea tatou  
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