"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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