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Subject: Re: working with IDLtoAVI.dlm

Posted by [Rick Towler](#) on Thu, 28 Aug 2003 19:12:20 GMT

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"Edward Graves" wrote in message ...

> I've been trying to read in the frames of an AVI file, do some simple  
> image processing, and write them into a new AVI file. I downloaded Ronn  
> Kling's dll which has been great, but now I'm running into problems.  
> (Specs: IDL 5.4 running under Windows XP).  
>  
> This:  
>  
> 1. Open AVI for writing  
> 2. Write frames  
> 3. Close AVI for writing  
>  
> Works wonderfully. However, this:  
>  
> 1. Open AVI1 for writing  
> 2. Open AVI2 for reading  
> 3. Write frames  
> 4. Close AVI2 for reading  
> 5. Close AVI1 for writing  
>  
> Causes the whole of IDLDE to crash when executing command 5 (closing AVI1  
> for writing), sans error message. I've tried opening and closing the  
> AVIs in different orders, but it always crashes when trying to close the  
> write AVI. The only way it works is if the read AVI is closed before the  
> write AVI is opened, however that doesn't help me because it's not  
> feasible for me to read in all frames of the read AVI at once. I need to  
> read and write frame-by-frame.

After a quick browsing of the source, I think your problem is that you can't reliably have 2 AVI streams open at once. There are a few global vars that seem to clash.

What happens when you:

Open AVI1 for read

Open AVI2 for write (set different dimensions than source)

Read AVI1 and display on screen.

I would guess IDL would crash.

Even if it doesn't and I don't know what I am talking about a workaround would be to write the raw frames into a series of IDL .sav files each one containing maybe 50 or 100 images. Then process the .sav files and write

the 2nd avi.

-Rick

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