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Subject: Re: working with IDLtoAVI.dlm

Posted by [Rick Towler](#) on Fri, 29 Aug 2003 01:55:11 GMT

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"Edward Graves" wrote in message...

>> 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.

>

> That was my assessment also, but it's curious because the IDLtoAVI

> documentation makes a point of mentioning how the file identifiers

> returned by the open routines are unique and allow multiple AVI files to

> be open at once.

Documentation... What's that? :)

Well, maybe I need to look at that code more closely. IDLtoAVI creates a bunch of global structures and I don't see the mechanism to protect the contents from subsequent calls from different streams. But it could be right in front of my nose.

>> What happens when you:

>>

>> Open AVI1 for read

>> Open AVI2 for write (set different dimensions than source)

>> Read AVI1 and display on screen.

>

> This actually works, it is only the close operation that causes the crash.

> Your workaround is doable though. Thanks.

Not an elegant solution but it should keep you busy until someone comes up with a better one. Hopefully you don't have too many files to process...

-Rick

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