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Subject: Re: How to display live Video in IDL  
Posted by [btt](#) on Tue, 11 Oct 2005 13:39:45 GMT  
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Marc Reinig wrote:

> I would like to display a video stream from a camera in IDL, as part of my  
> application. Does IDL have facilities for that? Alternatively, can I get a  
> Windows handle to a window created by IDL so I can blit directly there?  
>

Hi,

If your camera API provides easy interface with IDL via a DLM that you can code up (this is beginning to look like alphabet soup!) then yes. I have done this kind of thing with the SCION frame grabber. After you have your DLM set up, you can simply call for a new image ala `newImage = MyDLM_GetImage()` or some such call. Then use object graphics to render the image to screen (which I think is faster for images than direct graphics). I never achieved full frame rate video display, but it was fast enough for my purposes.

I'll bet there are faster/better ways to do this but I found it pretty easy to manage.

I have no idea about passing an IDL graphics window to MS Windows - but isn't there some kind of ActiveX thing for IDL connection to Windows?

Cheers,  
Ben

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