On 8/20/10 1:02 PM, David Grier wrote:
> On 8/19/10 11:23 AM, Maher wrote:
>> On Aug 18, 5:31 pm, Maher<malka...@gmail.com> wrote:
>>> I need to acquire a snapshot from within IDL by connecting to a twain
>>> or active X. I want to do that from a scratch, do you have any
>>> suggestion about which camera (I need at least 3 mp) and how to
>>> implement that.
>>> If anybody had that implemented, i would be glad to pay for it.
>>> Thanks
>>> Maher
>>
>> I am acquiring thin section (petrological) images which are similar to
>> astronomical ones, and the camera I am using right now is CCD, but I
>> am looking to build a new system with higher resolution camera (3-10
>> mp)
>> I can see that Ron Klings's IDL_Tools (http://www.kilvarock.com/
>> dlms.htm) is a good start, but I thought I would find an existing
>> system.
>> I also found SDIX (http://www.bruxton.com/SIDX/index.html) that I
>> might use, but I will keep looking for some time.
>>
>> Maher
>
> Dear Maher,
>
> I've whipped together a very simple IDL interface to the video capture
> capabilities of OpenCV. This allows me to read frames from video files
> and also to capture frames from video cameras. OpenCV is a
> cross-platform library, and I've been using this successfully under
> MacOS and linux in both 32-bit and 64-bit varients. I haven't tried it
> on any flavor of Windows, but it might be possible to make it work.
>
> The benefit of using OpenCV is that it takes advantage of the standard
> video access libraries on each platform, and thus can read whatever your
> system can read. Under Windows, that should include activex devices.
>
> This is alpha-quality software, in that it works for me, but might not
> work for anybody else. Even so, you're welcome to take a look:
>
> http://physics.nyu.edu/grierlab/software/idlvideo-0.1.tar.gz
>
> It's set up for building under gnu-like systems
> (./compile && make && sudo make install)
>

> TTFN,
>
> David
>

Oops. That's "./configure" not "./compile".

TTFN,

David