
Subject: Re: CCD Camera support
Posted by [David Grier](#) on Fri, 20 Aug 2010 17:02:00 GMT
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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.bruyton.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 variants. 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
