
Subject: Video input

Posted by [David Grier](#) on Sun, 06 May 2012 21:43:02 GMT

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Dear Folks,

Given that IDL has no native capabilities for reading video data, I thought it might be useful to use open-source software to enable frame-by-frame video input without requiring users to build libraries.

The result works for me, and may be useful for others in the community. It can be downloaded under the terms of the GPL at

http://physics.nyu.edu/grierlab/software/dgggrmplayer__define.pro

The movie reader is an object called DGGgrMPlayer, which uses software from the mplayer project to read frames out of a file.

It can read any video source supported by mplayer.

This allows me to analyze video data without first having to rip the videos to frames, thereby saving disk space and time.

To play a movie called "mymovie.avi":

```
IDL> movie = dgggrmplayer("mymovie.avi")
```

```
IDL> screen = image(movie.next)
```

```
IDL> while ~movie.eof do screen.putdata, movie.next
```

movie.next is the next video frame in the movie

movie.eof is a flag that is true at the end of the movie

The object also can cast a movie to greyscale, can flip it (/order) and can scale it to desired dimensions.

The documentation explains basic usage and requirements.

Suggestions, bug reports and bug fixes are warmly solicited.

All the best,

David
