
Subject: Video input for IDL on Macs

Posted by [David Grier](#) on Mon, 18 Jun 2012 13:44:44 GMT

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Dear Folks,

I've been working on an IDL object that reads images frame-by-frame from video files. This complements IDL's capabilities for video output, and (greatly) extends the video input capabilities of the IDLffMJPEG2000 object to work with any video source rather than just mjpeg files.

My object works flawlessly on linux systems, but is giving me trouble under MacOS. The object's source code is freely available at

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

I'm hoping that an interested colleague might help me get this up and running on MacOS as well. Here's the idea:

1. Use SPAWN to open the video source with mencoder, the open-source video translation program.
2. Have mencoder write the video frame-by-frame to a named pipe (a fifo) as raw video data.
3. Read each the raw video data from the fifo into IDL using READU.

Benefits of this approach include (1) being able to read any video format recognized by mplayer/mencoder (2) without having to build any additional external libraries.

The problem under MacOS is that frames are truncated -- only a few video lines make the trip through the fifo in any frame. I'm guessing that there's some buffer size that I need to set somewhere somehow. For the life of me, I can't find the solution. Can you?

All the best,

David
