
Subject: DLM for video capture
Posted by [dg86](#) on Sun, 22 Mar 2015 15:47:09 GMT
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Dear Folks,

I've written a DLM that captures images from video cameras directly into IDL. The library is available for download at

<http://github.com/davidgrier/idlvideo>

Video capture functionality is provided by OpenCV, the Open Source Computer Vision library. The DLM and associated camera objects should work for any camera that is supported by OpenCV. This package has been tested with IDL 8.3 and IDL 8.4 running on linux and MacOS systems.

On my MacBook Pro, the following code snippet acquires and displays 3 seconds of 1280 x 720 RGB video images at 30 frames per second using the built-in FaceTime camera:

```
cam = dgggrvideo()  
im = image(cam.read())  
for i = 0, 89 do im.putdata, cam.read()  
obj_destroy, cam
```

Let me know if this is useful, and please do follow up with feature requests and bug reports.

All the best,

David
