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Subject: Pure IDL interface for video cameras -- linux only

Posted by [dg86](#) on Fri, 05 Jun 2015 16:24:42 GMT

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Dear Folks,

I spent the last couple of days coding up a video framegrabber whose distinction is that it is implemented entirely in IDL, with no external library. It makes use of the `IOCTL()` and `READ()` interface to the Video4Linux2 API, and therefore can capture video from any camera supported by V4L2. Given the nature of the interface, it probably only works on GNU/linux systems.

The code is freely available under the GPL at <https://github.com/davidgrier/idlv4l2/>

In principle, this interface can be extended to handle other media devices as well. My own application only requires greyscale video frame capture.

All the best,

David

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