Subject: Re: DLM for video capture
Posted by andrewcool777 on Fri, 01 Jan 2016 10:55:10 GMT

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On Monday, 23 March 2015 02:17:13 UTC+10:30, David Grier wrote:
> 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

> please do follow up with feature requests and bug reports.

OK then David, how about a version for Windows...?

Andrew Cool (who's too dumb to do it himself...)