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Subject: Re: DLM for video capture

Posted by [zanderman.grier](#) on Sat, 02 Jan 2016 14:24:28 GMT

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On Friday, January 1, 2016 at 5:55:15 AM UTC-5, andrew...@gmail.com wrote:

> 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...)

Sorry, I don't have a Windows machine, and don't know much about Windows development -- weird, right?

Ronn Kling had a DLM for video capture under Windows, although I don't have a link for it, and couldn't find it with a quick Google search. That might be the best place to start looking.

If you're feeling more adventurous, you might want to look at

IDL's support for ActiveX controls.

TTFN,

David

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