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Subject: Direct Memory Access

Posted by [J.D. Smith](#) on Mon, 07 Jul 1997 07:00:00 GMT

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I have a hypothetical question. Consider a large block of memory which contains a series of images (say 8-bit deep pixels) put there by, for instance, a digital camera. Does there exist the possibility of accessing that memory directly in IDL, given that you know the fixed memory address at which the image will be stored (or, if not a fixed address, can at least be given it)? A pointer in C accomplishes this nicely, but I don't know of an equivalent, low-level, hook in IDL. No doubt some of you have implemented real-time data acquisition into IDL and have dealt with this problem. Thanks for your help.

J.D. Smith

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