
Subject: Matrox Framegrabber interface

Posted by [Gert Van de Wouwer](#) on Mon, 11 Feb 2002 13:01:57 GMT

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hi,

I need to interface a camera via a Matrox framegrabber that comes with a c-library to grab images, and I want to use these functions through a dll.

The documentation specifies that the memory in which the image is grabbed must be in non-paged memory. To do this, I see two possibilities:

1) allocate memory in IDL, go to my dll, and specify that the grabber should use the IDL-allocated memory. But how can I make sure that this memory is non-paged?

2) go to my dll, use the Matrox lib's memory allocation function, and use this memory in IDL. But how can I return this memory in a valid IDL member.

Of course, the easy way is: allocate IDL memory, go to my dll, allocate the Matrox memory, grab image, copy image data to the IDL memory, destroy matrox mem, return.... But since the acquisition is a time critical step...

any help is appreciated,

Gert

PS. I use IDL 5.4 on Win2000 and Visual studio C++ 6.0
