
Subject: working with IDLtoAVI.dlm
Posted by [edwardg](#) on Thu, 28 Aug 2003 16:48:28 GMT
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Hi all,

I've been trying to read in the frames of an AVI file, do some simple image processing, and write them into a new AVI file. I downloaded Ronn Kling's dll which has been great, but now I'm running into problems. (Specs: IDL 5.4 running under Windows XP).

This:

1. Open AVI for writing
2. Write frames
3. Close AVI for writing

Works wonderfully. However, this:

1. Open AVI1 for writing
2. Open AVI2 for reading
3. Write frames
4. Close AVI2 for reading
5. Close AVI1 for writing

Causes the whole of IDLDE to crash when executing command 5 (closing AVI1 for writing), sans error message. I've tried opening and closing the AVIs in different orders, but it always crashes when trying to close the write AVI. The only way it works is if the read AVI is closed before the write AVI is opened, however that doesn't help me because it's not feasible for me to read in all frames of the read AVI at once. I need to read and write frame-by-frame.

Any ideas or workarounds?

Ted
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Subject: Re: working with IDLtoAVI.dlm
Posted by [Rick Towler](#) on Fri, 29 Aug 2003 01:55:11 GMT
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"Edward Graves" wrote in message...

>> After a quick browsing of the source, I think your problem is that you can't

>> reliably have 2 AVI streams open at once. There are a few global vars that

>> seem to clash.

>

> That was my assessment also, but it's curious because the IDLtoAVI

> documentation makes a point of mentioning how the file identifiers

> returned by the open routines are unique and allow multiple AVI files to

> be open at once.

Documentation... What's that? :)

Well, maybe I need to look at that code more closely. IDLtoAVI creates a bunch of global structures and I don't see the mechanism to protect the contents from subsequent calls from different streams. But it could be right in front of my nose.

>> What happens when you:

>>

>> Open AVI1 for read

>> Open AVI2 for write (set different dimensions than source)

>> Read AVI1 and display on screen.

>

> This actually works, it is only the close operation that causes the crash.

> Your workaround is doable though. Thanks.

Not an elegant solution but it should keep you busy until someone comes up with a better one. Hopefully you don't have too many files to process...

-Rick
