
Subject: Array variable in extended memory - IDL
Posted by [alport](#) on Mon, 12 Dec 1994 02:49:23 GMT
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I am trying to integrate the Data Translation DT2871 frame grabber into IDL. The problem is that the frame grabber is memory mapped and leaves the digital image in extended memory in the form of three (RGB) 256k arrays beginning at \$A00000. Is there any way that I can define an IDL variable that can either directly access this memory space or easily copy it to a normal IDL variable. It would be really great to be able to manipulate this memory space directly. Any ideas please?

PS - can this be done in PV-Wave more easily? (I could be persuaded to switch!)
Thanks
Mike Alport
Plasma Physics Research Institute,
Dept. of Physics,
Univ of Natal, Durban, South Africa
