Subject: CCD Camera support

Posted by Maher on Wed, 18 Aug 2010 22:31:37 GMT

View Forum Message <> Reply to Message

I need to acquire a snapshot from within IDL by connecting to a twain or active X. I want to do that from a scratch, do you have any suggestion about which camera (I need at least 3 mp) and how to implement that.

If anybody had that implemented, i would be glad to pay for it.

**Thanks** 

Maher

Subject: Re: CCD Camera support
Posted by David Grier on Fri, 20 Aug 2010 17:25:12 GMT
View Forum Message <> Reply to Message

On 8/20/10 1:02 PM, David Grier wrote:

- > On 8/19/10 11:23 AM, Maher wrote:
- >> On Aug 18, 5:31 pm, Maher<malka...@gmail.com> wrote:
- >>> I need to acquire a snapshot from within IDL by connecting to a twain
- >>> or active X. I want to do that from a scratch, do you have any
- >>> suggestion about which camera (I need at least 3 mp) and how to
- >>> implement that.
- >>> If anybody had that implemented, i would be glad to pay for it.
- >>> Thanks
- >>> Maher

>>

- >> I am acquiring thin section (petrological) images which are similar to
- >> astronomical ones, and the camera I am using right now is CCD, but I
- >> am looking to build a new system with higher resolution camera (3-10
- >> mp)
- >> I can see that Ron Klings's IDL\_Tools (http://www.kilvarock.com/
- >> dlms.htm) is a good start, but I thought I would find an existing
- >> system.
- >> I also found SDIX (http://www.bruxton.com/SIDX/index.html) that I
- >> might use, but I will keep looking for some time.

>>

>> Maher

>

> Dear Maher,

>

- > I've whipped together a very simple IDL interface to the video capture
- > capabilities of OpenCV. This allows me to read frames from video files
- > and also to capture frames from video cameras. OpenCV is a
- > cross-platform library, and I've been using this successfully under
- > MacOS and linux in both 32-bit and 64-bit varients. I haven't tried it
- > on any flavor of Windows, but it might be possible to make it work.

```
>
> The benefit of using OpenCV is that it takes advantage of the standard
> video access libraries on each platform, and thus can read whatever your
> system can read. Under Windows, that should include activex devices.
>
  This is alpha-quality software, in that it works for me, but might not
  work for anybody else. Even so, you're welcome to take a look:
>
>
   http://physics.nyu.edu/grierlab/software/idlvideo-0.1.tar.gz
>
 It's set up for building under gnu-like systems
  (./compile && make && sudo make install)
>
> TTFN,
>
> David
Oops. That's "./configure" not "./compile".
TTFN,
David
```