
Subject: DLM for video capture
Posted by [dg86](#) on Sun, 22 Mar 2015 15:47:09 GMT
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Dear Folks,

I've written a DLM that captures images from video cameras directly into IDL. The library is available for download at

<http://github.com/davidgrier/idlvideo>

Video capture functionality is provided by OpenCV, the Open Source Computer Vision library. The DLM and associated camera objects should work for any camera that is supported by OpenCV. This package has been tested with IDL 8.3 and IDL 8.4 running on linux and MacOS systems.

On my MacBook Pro, the following code snippet acquires and displays 3 seconds of 1280 x 720 RGB video images at 30 frames per second using the built-in FaceTime camera:

```
cam = dgggrvideo()  
im = image(cam.read())  
for i = 0, 89 do im.putdata, cam.read()  
obj_destroy, cam
```

Let me know if this is useful, and please do follow up with feature requests and bug reports.

All the best,

David

Subject: Re: DLM for video capture
Posted by [andrewcool777](#) on Fri, 01 Jan 2016 10:55:10 GMT
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On Monday, 23 March 2015 02:17:13 UTC+10:30, David Grier wrote:

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> requests and bug reports.
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> All the best,
>
> David

> please do follow up with feature requests and bug reports.

OK then David, how about a version for Windows...?

Andrew Cool (who's too dumb to do it himself...)

Subject: Re: DLM for video capture

Posted by [zanderman.grier](#) on Sat, 02 Jan 2016 14:24:28 GMT

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On Friday, January 1, 2016 at 5:55:15 AM UTC-5, andrew...@gmail.com wrote:

> On Monday, 23 March 2015 02:17:13 UTC+10:30, David Grier wrote:
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>>
>> David
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>> please do follow up with feature requests and bug reports.
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> OK then David, how about a version for Windows...?
>
> Andrew Cool (who's too dumb to do it himself...)
```

Sorry, I don't have a Windows machine, and don't know much about Windows development -- weird, right?

Ronn Kling had a DLM for video capture under Windows, although I don't have a link for it, and couldn't find it with a quick Google search. That might be the best place to start looking.

If you're feeling more adventurous, you might want to look at IDL's support for ActiveX controls.

TTFN,

David
