PlayMovieAction

PlayMovieAction [**/A/Z**] *keyword* [*=value*][*, keyword* [*=value*]]

The PlayMovieAction operation is used to extract frames from a movie file.

Flags

/A	Macintosh: /A is ignored.
	Windows: Uses alternate deprecated technology, AVI instead of MMF.
/Z	Errors do not stop procedure execution. Use V_Flag to see if an error occurred.

Keywords

extract	Extracts current frame into an 8-bit RGB image wave named M_MovieFrame. (Can be combined with frame=*f*.)
extract=*e*	Extracts *e* frames into a single multiframe wave, M_MovieChunk. This wave will have 3 planes for RGB and will have *e* chunks.
	e=1 is the same as plain extract.
	For *e*>1, the current time is automatically updated.
frame=*f*	Moves to specified movie frame.
getID	Returns top movie ID number in V_Value. Do not use in same call with getTime.
getTime	Reads current movie time into variable V_value (in seconds).
gotoBeginning	Goes to beginning of movie.
gotoEnd	Closes the movie opened using the open keyword movie file.
kill	Closes open movie.
loop=*mode*	On Macintosh only, *mode* chooses between two extraction methods. The default, equivalent to loop=0, is fast but can not back up; an attempt to extract a frame previous to the last one extracted results in an error. The alternate method, loop=1, provides random access but can be very slow when reading sequential frames.
	The loop keyword was added in Igor Pro 8.00. It is ignored on Windows.
open=*fullPath*	Opens the specifed movie file to enable frame extraction. V_Flag is set to zero if no error occurred and V_Value is set to the file reference number.
ref=*refNum*	The ref keyword is used with all PlayMovieAction commands after using the open keyword to access a movie file. *refNum* must be the file reference number returned in V_Value in the open step.
	The ref keyword is needed only if multiple files or windows are open. You can also use setFrontMovie to set the active movie.
setFrontMovie=*id*	Sets the movie with given *id* as the active movie file.
	Do not use setFrontMovie and getID in same call to PlayMovieAction.
start	Obsolete. Movie windows are no longer supported in Igor itself.
step=*s*	Moves by *s* frames into movie (0 is same as 1, negative values move backwards).
stop	Obsolete. Movie windows are no longer supported in Igor itself.

Details

Operations are performed in the following order: kill, gotoBeginning, gotoEnd, frame, step, getTime, extract. kill overrides all other parameters.

If you want to extract a grayscale image, you can convert the RGB image into grayscale using the ImageTransform command as follows: