
Subject: More Details on MPEG color problem
Posted by [boccio](#) on Sun, 28 Jun 1998 07:00:00 GMT
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Let me elaborate on the MPEG color problem.

I am on a PowerMacintosh MacOS V8.1.
IDL version is V5.1 (not a beta version)

Code #1.....

```
openr,unit,filepath('abnorm.dat',subdir=['examples','data']) ,/get_lun
h=bytarr(64,64,16)
readu,unit,h
close,unit
free_lun,unit
h=rebin(h,128,128,16)
xinteranimate,set=[128,128,16],/showload
for i=0,15 do xinteranimate,frame=i,image=h[*,* ,i]
xinteranimate,/keep_pixmap
```

execute as batch file
create mpeg inside xinteranimate --> colors

Code #2

```
pro xanim
openr,unit,filepath('abnorm.dat',subdir=['examples','data']) ,/get_lun
h=bytarr(64,64,16)
readu,unit,h
close,unit
free_lun,unit
h=rebin(h,128,128,16)
window,0,xsize=128,ysize=128
loadct,3
mpegID=mpeg_open([128,128])
for i=0,15 do begin
  tvscl,h[*,* ,i]
  mpeg_put,mpegID,frame=i,image=h[*,* ,i]
endfor
mpeg_save,mpegID,filename='xanim.mpg'
mpeg_close,mpegID
end
```

compile and execute
shows images in color on screen, creates mpeg --> black and white

have done this in two ways

DEVICE, RETAIN=2, DECOMPOSED=0,PSEUDO=8

DEVICE, RETAIN=2, DECOMPOSED=1,PSEUDO=8

The same thing happens under UNIX on a DEC ALPHA
(I did not issue the DEVICE commands on UNIX).

Thanks for any help.

John
