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Subject: Getting MPEG routines to write from 24-bit display.

Posted by [Steve\[2\]](#) on Wed, 06 Jan 1999 08:00:00 GMT

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I am having trouble getting IDL 5.2's MPEG\_PUT, etc. to write MPEG movies. I am writing to an Xwindow (Linux 2.0.35, XF86\_SVGA) and use:

```
mpegID=MPEG_OPEN([0.5*SCRSIZE[0],0.5*SCRSIZE[1]])  
MPEG_PUT, mpegID, WINDOW=0,FRAME=0,ORDER=1
```

```
j=0  
for i=start,stop-deadoffset,step do begin  
  j=j+1  
  MPEG_PUT, mpegID, WINDOW=0,ORDER=1,FRAME=j  
endfor
```

```
MPEG_SAVE, mpegID, filename='latest.mpg'  
MPEG_CLOSE, mpegID
```

the window size is 576x432. When I first began, I was getting maybe 10 or 20 frames out of 100, now I only get one frame and no errors! Also, I am fairly unhappy with the quality of the images, there seems to be some fuzzy, pixelated effects in the images. If I write a GIF image of the window contents, it looks beautiful. I tried playing with the IDLgrMPEG:: object directly (MPEG\_PUT and all are front-ends to this) and I may have altered something that is now irreversible. I am an old-style direct graphics programmer and haven't really delved into the object graphics yet. I have tried several IDL example programs available on the web (fanning consulting or something) and also on the IDL tech-tips at the RSI web site. These also produce MPEG's with missing frames. I am using xanim (ver. 2.70.6.4), which seems to play most MPEG's I've encountered. Anyone have any ideas what I'm doing wrong?

Steve

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