
Subject: Re: Generic MPEG writer

Posted by [Struan Gray](#) on Tue, 20 Apr 1999 07:00:00 GMT

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Joseph B. Gurman, gurman@gsfc.nasa.gov writes:

> Any clues at all would be useful.

I've only used the IDLgrMPEG object by sending it series of IDLgrImages but the documentation claims it will also accept a 3xmxn array. You can add an IDLgrPalette object to any graphics atom, so should be able to specify the colour table just once with a call to the IDLgrMPEG's SetProperty method - though I've never actually done this myself.

Struan
