Subject: Re: Viewing MPEGs created by ENVI/IDL Posted by Steve[2] on Fri, 28 Jan 2000 08:00:00 GMT

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Chris Jengo wrote:

- > Hi all,
- > Has anyone had any luck viewing mpegs generated in ENVI? Starting with
- > version 3.2, 3-D flythroughs can be output to mpg, which seems to work
- > fine (I imagine using mpeg_open, mpeg_put, and all that, or directly
- > using the object graphics routines). However, all my mpeg players say
- > they can't play the movie because "it falls outside the constrained
- > standard." These are standard mpeg players on a NT, like QuickTime,
- > Windows Media Player, and some others. Does anybody know what decoder
- > the developers expected the user to use? Thanks for any insights...

>

> Chris

>

- > Sent via Deja.com http://www.deja.com/
- > Before you buy.

Yes, I have to confer, this is most likely a problem with the MPEG frame size.

Windows-XX doesn't really support MPEG, they support a subset of MPEG, restricting

the frames size to what I consider to be fairly small (can't remember the exact sizes,

but something like 240 pixels?). Anyways, you can try Vmpeg, it is a freely distributable

MPEG player that has nice controls not found on the Windoze players (like adjusting

the frame rate, play all frames, etc.), you can download it at:

http://www.udel.edu/ps/sw/vmpeg.exe

Which will give you an executable that will install Vmpeg on your Windows system.

It will play MPEG-1 and MPEG-2. The MPEG players that come with Windows-XX

vary a lot, some will play some MPEGS. I have a short spiel about MPEG players at

the bottom of my web page: http://www.nrel.gov/sss/spectrum.html , whith some links

to different players (including Vmpeg).

I don't know about ENVI, but IDL generates MPEG-2, and some players won't play

these right. Also, as of IDL 5.2, the mpeg routines do not give you full

control over

the compression. I use the Stanford MPEG-1 encoder and export the frames from

IDL. Oh, by the way. The Quicktime for windows also sucks: although Quicktime

for the Macintosh will play MPEG's without a hitch, Quicktime for Windows doesn't

support MPEG at all (last I checked it didn't anyways). I guess this is just Micro\$oft's

way of telling you to use AVI (and Apples way of getting you to use a Mac!).

Steve