
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/ssss/spectrum.html> , with 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
