
Subject: Re: MPEG problem

Posted by [Rick Towler](#) on Mon, 01 Oct 2001 16:36:43 GMT

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The codec nightmare.....

From the IDL docs:

"Note - When creating MPEG files, you must be aware of the capabilities of the MPEG decoder you will be using to view it. Some decoders only support a limited set of sampling and bitrate parameters to normalize computational complexity, buffer size, and memory bandwidth. For example, the Windows Media Player supports a limited set of sampling and bitrate parameters. In this case, it is best to use 352 x 240 x 30 fps or 352 x 288 x 25 fps when determining the dimensions and frame rate for your MPEG file. When opening a file in Windows Media Player that does not use these dimensions, you will receive a "Bad Movie File" error message. The file is not "bad", this decoder just doesn't support the dimensions of the MPEG."

WMP's MPEG codec handles other dimensions and bitrates but you'll have to experiment to find out what works.

What you really need to do is drop MPEG all together. If you are doing 8-bit color animations, take a look at Mark Hadfield's page on scientific animations at <http://katipo.niwa.cri.nz/~hadfield/gust/software/animation/> and try using .flc. If you are doing 16/24 bit animations I highly recommend looking into the intel indeo video 4 or 5 codecs (free), or the sorenson codecs available in quicktime pro (\$30). These codecs provide by far the best quality/compression rates of any of the common, free (or mostly free), legal codecs available.

If you are interested in compatibility then stick with indeo video 4. There is a Xanim decoder available for this format. In windows it plays out of the box on 98/ME/2K machines (if not, the codec is free). I don't know how the Mac handles it out of the box but the codec is free. The quality is the same as the version 5 codec but it encodes around 20-30% slower. The indeo 5 codec is free too but I don't believe that there is a decoder available for Xanim. Also, .avi files encoded with version 5 *MAY* be able to be decoded with version 4 codecs but I haven't been able to test this. The intel codecs are available here: <http://www.ligos.com/indeo>

If you go this route you will need a program to stitch together and encode your frames. I am using the windows shareware program videomach (<http://www.gromada.com/>) but I am sure there are others available.

If you don't have access to a windows machine to do the encoding I still recommend dropping MPEG and finding some linux tools to encode the frames in a better format.

Did I mention that you should quit using MPEG?

-Rick

----- Original Message -----

From: "Marc Schellens" <m_schellens@hotmail.com>

Newsgroups: comp.lang.idl-pvwave

Sent: Monday, October 01, 2001 1:51 AM

Subject: MPEG problem

> I got a problem here with the IDLgrMPEG object.
> When I generate mpeg files under linux, I can play them
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> Has anyone made similar experiences or even knows a workaround?

>
> thanks,

>
> :-) marc

"Marc Schellens" <m_schellens@hotmail.com> wrote in message
news:3BB82EA8.F5A0280C@hotmail.com...

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