
Subject: Re: improving animation/mpeg quality
Posted by [Karl Schultz](#) on Mon, 05 Nov 2001 16:43:57 GMT
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We added a bunch of new controls for generating MPEG files. I think these were added in IDL 5.4.

They include QUALITY (was there before 5.4 I think), BITRATE, IFRAME_GAP, and MOTION_VEC_LENGTH.

These should be available if you use the MPEG_OPEN and MPEG_PUT routines. They are also available in the IDLgrMPEG object, since MPEG_OPEN and MPEG_PUT are just wrappers for the IDLgrMPEG object. The best place to find documentation for these features are the docs for the IDLgrMPEG object.

Karl

"Steve Smith<steven_smith>" <nobody@nowhere.com> wrote in message news:slrn9u6gr0.j73.nobody@pooh.nrel.gov...
> On 2 Nov 2001 10:48:45 -0800, Patrick McEnaney <patrick@es.ucsc.edu> wrote:
>> Is there a way to
>> improve MPEG quality, and control the speed of the loop? IDL seems
>> pretty short on control statements for MPEGs.
>>
>> Regards,
>>
>> Patrick
>
> From within IDL, there is only the quality factor you mention, to my knowledge.
