
Subject: Re: improving animation/mpeg quality
Posted by [R.Bauer](#) on Sat, 03 Nov 2001 12:26:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Patrick McEnaney wrote:

>
> Folks-
>
> I've written a simple animation code to cycle through a directory of
> SST png files. Using XINTERANIMATE, the quality of the loop is pretty
> good, especially if I manually set the MPEG quality to 100%. There is
> a problem with the landmass being the wrong color but I can live with
> this. The problem is when I write the loop to an MPEG file, the colors
> change drastically and the MPEG loops too quickly. 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

Dear Patrick,

did you know realpix?

It seems to me that you like to play images like a mpeg file.
May be you won't delete your images after building the mpeg file
then a realpix script is much better as a mpeg file.

We do have some idl routines to write such a script if you are
interested
give me a note.

The realpix script is interpreted by the realaudio player and you
are able to use all of it's features.
If you like you can add sound and so on.

Documentation for the realpix you get here
<http://service.real.com/help/library/guides/realpix/realpix.htm>

regards

Reimar

--

Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-1)

Forschungszentrum Juelich

email: R.Bauer@fz-juelich.de

<http://www.fz-juelich.de/icg/icg1/>

=====

a IDL library at ForschungsZentrum Juelich

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>

=====

read something about linux / windows

<http://www.suse.de/de/news/hotnews/MS.html>