
Subject: improving animation/mpeg quality
Posted by [patrick](#) on Fri, 02 Nov 2001 18:48:45 GMT
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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
