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Subject: Re: CW\_Animate procedure...

Posted by [Rick Towler](#) on Thu, 12 Sep 2002 18:18:05 GMT

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You can always use an external program to adjust the frame rate. I know the freeware virtualDub will do this. The problem is that the MPEG standard requires video to be encoded at one of a few specific rates. If you want your video to run at around 30%, you'll need to encode at 10 fps which isn't a legal MPEG rate, so you'll have to encode to .AVI. Another downside to this approach is that you will be re-encoding the MPEG file which will degrade the quality even further. Plus you'll undoubtedly enter codec hell...

Can you just insert individual frames more than once?

-Rick

"M" <[mrmanish@bigfoot.com](mailto:mrmanish@bigfoot.com)> wrote

```
> Bugger! Oh well..... :-((
>
> Thanks for your help anyway David, it's appreciated!
>
> Manish
>
> --
>
> "David Fanning" <david@dfanning.com> wrote
>> M (mrmanish@bigfoot.com) writes:
>>
>>> I'm writing a program that uses the CW_ANIMATE procedure to animate
> plots,
>>> then write them to an mpeg file. This is all working fine, but when i
> come
>>> to write the mpeg (via the save button in the widget), it only writes
it
> at
>>> full speed (frame rate).... :-(( I can view it fine at (say) 30%
> speed,
>>> but saving it as mpeg at that speed is a problem.
>>>
>>> I was wondering, is there a way to write the mpeg at a specified %
frame
>>> rate, ie 30% of full speed?
>>
>> No. :-)
```

>>  
>> Cheers,  
>>  
>> David  
>>  
>> --  
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