Subject: Re: Problems with MPEG
Posted by Rick Towler on Tue, 05 Aug 2003 17:22:49 GMT

"Kay Bente" wrote in message...
> Hi,
> I created a Array 800x600x1000 and saved this as an MPEGfilm with
>
>
 mpegID=MPEG_Open([nx,ny],filename='Stars_size'+StrTrim(Strin g(size),1)+'.mpg
> ')
> FOR j=0,frames-1 DO MPEG_Put, mpegID,image=mat_save(*,*,j),frame=j
> MPEG_Save,mpegID
> ENDFOR
>
> (nx=800,ny=600)
> (mat_save=800x600x1000)
>
> but the problem is, that the mpeg file is 852x600

How do you know the resulting MPEG file is 852x600? I am guessing but could
your MPEG player be rescaling the image? How are you viewing the file?

I highly recommend a different codec for creating animations in IDL. The
indeo video codecs are better suited and are supported on PC, Mac, and many
Unices. That being said, I was unable to recreate your problem. Setting
the dimensions to [800,600] resulted in an 800x600 MPEG file as reported by
video mach.

-Rick