Subject: Re: avi writing ? (xsize)

Posted by Mark Hadfield on Tue, 06 Jul 2004 22:33:14 GMT

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R.G. Stockwell wrote:
> "Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message
news:cc9t5r$2vg$1@newsreader.mailgate.org...
>
>> R.G. Stockwell wrote:
>
> ...
>
>>> What are the valid xsizes for building AVIs?
>>
>> It depends on the codec. Many require that both dimensions be multiples
>> of 2, some require multiples of 4. The latter works for all codecs I
>> have tried (and I have tried quite a few).
>>
>>
>> --
>> Mark Hadfield   "Ka puwaha te tai nei, Hoea tatou"
>> m.hadfield@niwa.co.nz
>> National Institute for Water and Atmospheric Research (NIWA)
>
>
> Thanks Mark,
> i'll run some code to verify the factor of 4 in size, and it
> should be easy enough to code around. After I had seen that
> it was not a factor of 2 that was the problem, I hadn't thought
> that 4 would be the factor. I was guessing that is only came in
> typical screen sizes or something like that.

I believe it's mostly to do with the requirements of the compression
algorithm. These algorithms use mathematical techniques like discrete
cosine transform that tend to work in blocks of 2^n, where n is some
small integer.

You can see the requirements of each of the codecs installed on your
system with VirtualDub, a free AVI-writing program:

   http://www.virtualdub.org/

Go to the "Select video compression" dialogue and scroll through.

After writing the reply above, I did just this and noticed that one of
the codecs that I've installed requires the width and height to be
multiples of 8. But the codec in question (ASLC) probably isn't on your
system. The one you're most likely to have trouble with is DivX, for

which width must be a multiple of 4 and height a multiple of 2.

--
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