
Subject: Re: Reading various HDF files
Posted by [R.Bauer](#) on Fri, 18 Nov 2005 10:25:17 GMT
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I see it does depend on the kind of photos I tried

Reimar Bauer wrote:

> Dear Rick
>
> there is newer version here and I tested it with digital photos and it
> works!
>
> <http://vento.pi.tu-berlin.de/fli.html>
>
>
> It would need some more work on utf-8 file names but principle it works
> with true color images too.
>
> cheers
> Reimar
>
> Rick Towler wrote:
>
>> Nicola wrote:
>>
>>
>>> Thank you rick, maybe this will be the faster way avoiding mpeg
>>> problems on IDL. Could you suggest me which encoder can I use
>>> considering the fact that I would like to have a 24-bit animation.
>>> thanks a lot to all of you
>>
>>
>> Well, I don't know about faster :(You'll inevitably spend time
>> learning new software and experimenting with encoding. But in the end
>> you should have higher quality and smaller animations :)
>>
>>
>> If you only require Mac and windows support I would recommend:
>>
>> VP3 encoder - free, info at <http://www.vp3.com/> The binaries hosted at
>> xiph.org seem to be offline. Don't know the status of the project. This
>> codec works with videomach.
>>
>> Divx - \$20 from www.divx.com. A popular encoder for video bootleggers,
>> I have had quite good luck with it using it for scientific animations.
>> This codec works with videomach. The decoder is also available for

>> linux, but the version lags a bit behind the windows and mac ports.
>>
>> Sorenson codecs (v4 and v5) - These codecs ship with Quicktime Pro
>> (www.quicktime.com ~\$20 for the windows version). This codec *doesn't*
>> work with videomach. You can use videomach to create an uncompressed
>> .avi which you can then encode using quicktime pro. The upside is that
>> many people have quicktime installed on their PCs.
>>
>> Windows Media - The windows media *encoder* is available free:
>> <http://www.microsoft.com/windows/windowsmedia/9series/encoder/default.aspx>
>> Like the sorenson codecs, this encoder doesn't provide a Video for
>> windows (VFW) interface and thus it can't be used directly with
>> videomach. You would need to create uncompressed .avi files and encode
>> using the WME software. The upside with WM is that anyone with windows
>> media player 9+ installed can view the files. Further, if they have
>> windows media 7 installed and an internet connection the WM9 decoder
>> will be downloaded automatically.
>>
>>
>> Remember that you need the codec installed on any machine you want to
>> view the animation on. This includes laptops at conferences. Make sure
>> you test before you stand up at the podium!
>>
>>
>> I'll also recommend avilDL from Ronn Kling's website
>> (<http://www.kilvarock.com/>) which provides an interface to the video for
>> windows API from IDL. Using this package you can use any VFW codec and
>> go straight from IDL to your animation. No videomach required.
>>
>> Good luck!
>>
>> -Rick
>
>
>

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a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html
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