
Subject: Re: Reading various HDF files
Posted by [R.Bauer](#) on Fri, 18 Nov 2005 10:19:51 GMT
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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 aviDL 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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