Subject: Re: IDLtoAVIGENERATOR gives unexpected output when dimension is not power of 2?
Posted by biophys on Tue, 09 Jan 2007 08:36:21 GMT
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Haje and Rick,

Thanks for the replys. It's good to know that the size has to be
divisible by 4,8,16. For the codecs listed in IDLtoAVIGENERATOR.dlm, I
was testing mostly with fullframe(uncompressed) and cinepack. I googled
and found out that cinepack compressed with 4x4 data chunks. All size
that can be divisible by 4 works perfectly with fullframe and cinepack
as well as microsoft video 1. I still have no luck with other codecs
listed there. Maybe that's not very important since cinepack seems to
give reasonable balance between size and quality. I am used to use flc
format under unix/linux and sometimes convert them into divx. I am
curious about what do you guys use today for scientific animations? How
do you add codecs to this dlm. Is the source of IDLtoAVI generally
available? Flash would be great if there is an easy and free
implementation. Unfortunately it is not free.

BP

Rick Towler wrote:
> The issue is most likely related to the fact that your frame sizes
> aren't evenly divisible by 4, 8, or 16. To be safe, your frame sizes
> should be divisible by 8 and some codecs are optimized for 16. I am
> stumped as to why the demo 300x400 works but your code doesn't. I
oops, it seem to work now, maybe I feeded a wrong size other than
300x400
> suspect that you used different codecs between the test and your code.
> I'll guess the test was done with the cinepack codec?
>
> Stick with "legal" frame sizes and you should have better luck.
>
> -Rick
>