Subject: Re: Saving .mpeg using XINTERANIMATE
Posted by David Fanning on Wed, 14 Mar 2007 15:55:13 GMT

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cakeo writes:

> I am trying to save a movie using XINTERANIMATE. However, the speed of
> the movie saved using this function is too quick eventhough I use the
> argument: RATE. to control the speed... (pls see code below)
>
> Does anyone have any idea why this is the case?

Probably because XINTERANIMATE just doesn't expose enough
controls for creating the MPEG object. I would forget about
XINTERANIMATE and build the MPEG movie another way. You
could use the MPEG_OPEN, MPEG_PUT, etc. routines, or just
create the IDLgrMPEG object yourself and fill it the way
you want it.

Cheers,

David
--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")