Subject: Re: MPEG_OPEN and friends not working
Posted by David Fanning on Thu, 26 Apr 2007 20:32:40 GMT
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mark.t.douglas@gmail.com writes:

> have a mystery involving MPEG_OPEN and object graphics. Several
> mysteries in fact!
>
> Now the actual "render this" code works OK and I don't get any
> peculiar licence errors, so I am completely at a loss. In my code the
> line
>
> mpegid = mpeg_open=(dimensions),
>
> where dimensions is a 2-element vector, executes silently (well,
> "compiled DLM mpeg") but doesn't actually do anything - no idl.mpg
> file is created, and forcing a filename via the filename keyword
> causes similar silence. Putting things into the mpeg via
>
> mpeg_put,mpegid,window=oDraw,frame=iframe
>
> where oDraw is an OBJREF   = <ObjHeapVar13(IDLGRWINDOW)>, doesn't
> work - no error is spawned yet there is no file created. mpeg_close
> "works" in the same way.
>
> Any clues?

I think I would be looking for error messages in your command log
window. These commands are SURELY generating them, since
they are ill-formed. You don't happen to have something like
!QUIET set to 0, do you? :-(

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.")