
Subject: MPEG_OPEN and friends not working

Posted by [mark.t.douglas](#) on Thu, 26 Apr 2007 19:17:54 GMT

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Hi guys,

I 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?
