
Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)

Posted by [Daft Pict](#) on Mon, 11 Jul 2011 17:30:10 GMT

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I am using IDLffVideoWrite in 8.1 and I tweaked the example code from the help file.

I'm sure it's something silly I'm doing due to lack of sleep - it's a FUN project!!!!

here's a code snippet...

```
<complicated display construction in a loop through all images  
omitted>
```

```
;-----
```

```
; Read back display
```

```
rgbFrame=tvrd(/true)  
frame=tvrd()
```

```
;-----
```

```
; First image initialises everything
```

```
if (i eq 0) then begin  
    t=size(rgbFrame)  
    width = t[2]  
    height = t[3]  
    frames = nFiles  
    fps = 2
```

```
; Create object and initialize video/audio streams (make sure earlier  
file deleted)
```

```
    file_delete,movFile,/allow_nonexistent  
    oVid = IDLffVideoWrite(movFile)  
    vidStream = oVid.AddVideoStream(width, height, fps)  
endif
```

```
;-----
```

```
; Add display frame to output streams
```

```
time = oVid.Put(vidStream, rgbFrame)  
write_gif,gifFile,frame,R_curr, G_curr, B_curr,/
```

```
multiple,delay_time=100
```

```
    write_jpeg,jpgFile,rgbFrame,/true
```

```
endfor
```

```
;-----
```

```
; Close the files
```

```
oVid.Cleanup
```

```
write_gif,gifFile,/close
```
