
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
```
