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

Posted by [Michael Galloy](#) on Mon, 11 Jul 2011 16:29:26 GMT

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On 7/11/11 9:59 AM, Daft Pict wrote:

> I've just started collaborating with some planetary astronomers who
> tend to use very different tools compared to us traditional
> observational astronomers :-). It's fun but I'm trying to generate
> products that they use (and I typically don't) and having some teeth-
> gnashing moments and screaming at the IDL help pages....
>
> 1). Creating an MP4 file from a stream of images - seems easy
> according to the help pages and I duplicated the example code. The
> resulting file is playable on my windows box using media player, but
> not when using QuickTime on either windows or their Mac systems.
>
> 2) Animated GIFs again seem straightforward, except that write_gif
> appears to reset my color table so I lose the color in overlays over
> images. I pass in the current RGB values from the common block after
> setting my tables but the gif file is B&W and the RGB arrays are all
> reset!
>
> 3) Even tried animated JPEG since the help pages describes how to do
> it, but the sample code doesn't work as I get an error when trying to
> use the unit option even though it is described in the help....
>
> Venting over - if anyone has some suggestions as to what causes any of
> these problems or have solved these issues, are please let me know
> cheers - Brian

Have you checked out the IDLffVideoWrite class in IDL 8.1? I occasionally do animations, but haven't had to since IDL 8.1 was released. The What's New says:

"High-quality Video Animations

The IDLffVideoWrite class allows you to write images to a video file, with an optional soundtrack. You can create .avi or .mp4 video files with the IDLffVideoWrite class. By default, video streams in .mp4 files use the MPEG-4 codec, and audio streams in .mp4 files use the AAC codec."

It uses FFmpeg which I have used in the past with great results.

Mike

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Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

