
Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)
Posted by [Kenneth P. Bowman](#) on Wed, 13 Jul 2011 18:29:43 GMT
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In article

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> ,

Chris Torrence <gorthmog@gmail.com> wrote:

> Hi Brian,

>

> I think what Andrew meant is that it is a fundamental limitation of Quicktime that it can't
> play movies with less than 5 fps. I don't think there is anything we can do. But perhaps you
> could use Paulo's suggestion of writing out each frame multiple times.

>

> Thanks.

> -Chris

> ITTVIS

That is not a limitation of Quicktime. Quicktime Player 7 can create movies from still images with frame rates from 60 fps to 10 spf (seconds per frame). Other programs like GraphicConverter allow you to set arbitrary frame rates. I believe Quicktime is very flexible in this regard.

I think it might be a limitation of Windows media or MPEG files. I have had so many problems converting Quicktime movies on my Mac to .wmv or .mp4 files in order to give a presentation on a Windows machine at a conference that I have completely given up. It is not worth fighting to make Windows compatible presentations. (Microsoft "wins" that one.)

Ken Bowman
