Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)
Posted by AndrewM on Tue, 12 Jul 2011 20:51:56 GMT

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On Jul 11, 11:30 am, Daft Pict <brianjmcl...@gmail.com> wrote:

```
> 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
```

I did the development of IDLffVideoWrite. I just did some
experimentation to try and reproduce your problem, and I think I've
got it figured it out. If I modify the IDLffVideoWrite help sample
code to output at any framerate less than 5 fps, Windows Media Player
still works fine but Quicktime just displays solid green. Increase
the framerate to 5 fps or higher, and it works fine again.
   If that doesn't do it for you, I'll be happy to do some more
investigation.