
Subject: Re: Error help

Posted by [AndrewM](#) on Tue, 30 Aug 2011 00:16:26 GMT

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On Aug 15, 9:05 am, KH <kh...@advsys.net> wrote:

> On Aug 12, 2:16 pm, Brian Wolven <brian.wol...@gmail.com> wrote:

>

>> If you change the frames per second back to the original value does it work again?

>

> Brian,

> Actually changing the frames per second does some very odd things.

> The original FPS was 15 and that still works. I get the error when I

> use 3 FPS, but it works when the FPS is 1 or 5. The other oddity is

> when the FPS is 2 or 4, I am able to create the animation, but all of

> the images are a dark green with an occasional pixelated stripe or

> two. Why would changing the FPS cause so many problems?

> Thanks,

> Kim

Unfortunately, a lot of video codecs and players can be rather picky about different combinations of settings in non-obvious ways. You could fill a book with all the nuances of using every codec that's supported by the FFmpeg library (which IDL uses to output video).

In my testing, using extremely low framerates (<5) often leads to problems or poor results. In cases where you want such a low framerate, I would suggest simply outputting each frame multiple times. You'll likely find that the file size costs are much lower than you might expect.

For example, I took the surfaceVideo_ex example from the docs and changed it to output two identical-looking videos. The first at 5 FPS and outputting each frame just once, and the second at 30 FPS and outputting each frame six times. The first came out to 8,903 KB, and the second 9,035 KB- only about 1.5% bigger!

-Andrew
ITTVIS
