
Subject: using IDLgrMpeg ?

Posted by [John Boccio](#) on Sun, 20 Feb 2000 08:00:00 GMT

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Hi,

here is a code sample

```
myMPEG = OBJ_NEW('IDLgrMPEG', FILENAME=file)
;loop through frames
for i=0,numframes do begin
;Tell user how our progress is
progresstext='Processing frame '+strtrim(string(i+1),1)+' of      ' $
    +strtrim(string(numframes+1),1)
widget_control,wProgressText,set_value=progresstext
;calculate timeindex for frame and assign to state
time=time+resolution
sState.timeindex=fix((time-TimeMin)*sState.datasize/(TimeMax -TimeMin))
if sState.timeindex eq sState.datasize then $
    sState.timeindex=sState.datasize-1
;update everything that changes with time
newvalue=1.0*sState.timeindex*maxvalue/sState.datasize
sState.oTimeSlider->setValue,0,newvalue
updatetimechange,sState,time
;oBuffer->Draw,sState.oScene
;oImage=oBuffer->Read()
;oImage->GetProperty,data=ImageData
sState.oWindow->Draw,sState.oScene
ImageData=sState.oWindow->Read()
myMPEG -> Put, ImageData
```

In uncommented code, I see scene changing in window, MPEG is created.
In commented code, scene does not change in window, MPEG is created.

In both cases the MPEG created has terrible resolution (window is 800x800 truecolor on PowerMacintosh). By this I mean that it looks as if it is sampling 1 pixel in square of 4x4 and then blowing that pixel up to 4x4 creating a blocky looking image in each MPEG frame.

Anyone have any tricks up their sleeve for using IDLgrMpeg ?

Thanks,

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