
Subject: Re: [Q] XInteranimate
Posted by [davidf](#) on Wed, 15 Mar 2000 08:00:00 GMT
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Koen Janssens (janssens@ifu.bepr.ethz.ch) writes:

> I am using the XInterAnimate module to create an animation. However,
> when I want to save the animate using "Write MPEG" there seems to be
> something wrong with the color tables. The module also reports the
> image not being completely in buffer during the saving operation. I am
> running IDL 5.3 on a Macintosh running MacOS 9.

I'm afraid that little MPEG button on XInterAnimate has given the impression (false, I think) that you can just willy-nilly make MPEG movies out of anything. The MPEG standard (created for video, remember) is more complicated than that.

I'm still learning many of the details, but I do know that people have had much better luck creating MPEG files if they keep the "window" or frame size fairly small and certainly some integer multiple of 16. RSI assures me that some improvements have been made in IDL 5.4, but some of these problems are simply the result of pushing this standard into places it was not meant to go.

Best Regards,

David

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Subject: Re: [Q] XInteranimate
Posted by [Mark C.](#) on Thu, 16 Mar 2000 08:00:00 GMT
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I have tried the MPEG options in IDL and have had a frustrating experience. It sucks.

This is what I have been doing. It may be a bit clumsy but I am getting what I want:

1) use IDL to generate the individual frames you want in the movie and set them aside.

2) use another program to string these individual frames together. For example, I generate JPEG movies using a program called MovieGear (shareware, about \$35). It also does optimization. Playing is great, forward or back, pause, etc is ok.

Mark

"Koen Janssens" <janssens@ifu.bepr.ethz.ch> wrote in message
news:38CF603C.9B5AADA8@ifu.bepr.ethz.ch...

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>
> I also whether other modules are more appropriate for creating
> animations. In general, I am looking for a module which can generate
> animations of volume data.

>
> Koen

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> --

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