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Subject: Re: improving animation/mpeg quality

Posted by [nobody@nowhere.com](mailto:nobody@nowhere.com) (S) on Sat, 03 Nov 2001 01:10:43 GMT

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On 2 Nov 2001 10:48:45 -0800, Patrick McEnaney <patrick@es.ucsc.edu> wrote:

> Folks-

>

> I've written a simple animation code to cycle through a directory of  
> SST png files. Using XINTERANIMATE, the quality of the loop is pretty  
> good, especially if I manually set the MPEG quality to 100%. There is  
> a problem with the landmass being the wrong color but I can live with  
> this. The problem is when I write the loop to an MPEG file, the colors  
> change drastically and the MPEG loops too quickly. Is there a way to  
> improve MPEG quality, and control the speed of the loop? IDL seems  
> pretty short on control statements for MPEGs.

>

> Regards,

>

> Patrick

From within IDL, there is only the quality factor you mention, to my knowledge. Also, MPEG playback speed is standard at around 28-29fps, which is a video standard. You can get a player that will play MPEG's slower, like VMPEG. Or you can convert to another format that allows more control over this. There has been a few posts to this ng about good formats for animations, MPEG is only one and is most ideally suited to video. You can always duplicate frames if you aren't concerned about file size. I'm not sure what the color problems are coming from.

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Steve S.

steve@NOSPAMmailaps.org  
remove NOSPAM before replying

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Subject: Re: improving animation/mpeg quality

Posted by [R.Bauer](#) on Sat, 03 Nov 2001 12:26:29 GMT

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Patrick McEnaney wrote:

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>  
> Regards,  
>  
> Patrick

Dear Patrick,

did you know realpix?

It seems to me that you like to play images like a mpeg file.  
May be you won't delete your images after building the mpeg file  
then a realpix script is much better as a mpeg file.

We do have some idl routines to write such a script if you are  
interested  
give me a note.

The realpix script is interpreted by the realaudio player and you  
are able to use all of it's features.  
If you like you can add sound and so on.

Documentation for the realpix you get here  
<http://service.real.com/help/library/guides/realpix/realpix.htm>

regards

Reimar

--

Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-1)  
Forschungszentrum Juelich  
email: R.Bauer@fz-juelich.de  
<http://www.fz-juelich.de/icg/icg1/>

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a IDL library at Forschungszentrum Juelich  
[http://www.fz-juelich.de/icg/icg1/idl\\_icglib/idl\\_lib\\_intro.html](http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html)

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>  
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read something about linux / windows  
<http://www.suse.de/de/news/hotnews/MS.html>

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Subject: Re: improving animation/mpeg quality  
Posted by [Karl Schultz](#) on Mon, 05 Nov 2001 16:43:57 GMT  
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We added a bunch of new controls for generating MPEG files. I think these were added in IDL 5.4.

They include QUALITY (was there before 5.4 I think), BITRATE, IFRAME\_GAP, and MOTION\_VEC\_LENGTH.

These should be available if you use the MPEG\_OPEN and MPEG\_PUT routines. They are also available in the IDLgrMPEG object, since MPEG\_OPEN and MPEG\_PUT are just wrappers for the IDLgrMPEG object. The best place to find documentation for these features are the docs for the IDLgrMPEG object.

Karl

"Steve Smith<steven\_smith>" <nobody@nowhere.com> wrote in message news:slrn9u6gr0.j73.nobody@pooh.nrel.gov...  
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