Subject: Re: CW_Animate procedure...
Posted by David Fanning on Thu, 12 Sep 2002 17:19:27 GMT
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M (mrmanish@bigfoot.com) writes:

- > I'm writing a program that uses the CW_ANIMATE procedure to animate plots,
- > then write them to an mpeg file. This is all working fine, but when i come
- > to write the mpeg (via the save button in the widget), it only writes it at
- > full speed (frame rate)....:-(I can view it fine at (say) 30% speed,
- > but saving it as mpeg at that speed is a problem.

>

- > I was wondering, is there a way to write the mpeg at a specified % frame
- > rate, ie 30% of full speed?

No.:-)

Cheers.

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

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Subject: Re: CW_Animate procedure...
Posted by Manish on Thu, 12 Sep 2002 17:21:42 GMT

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Bugger! Oh well....: -((

Thanks for your help anyway David, it's appreciated!

Manish

--

"David Fanning" <david@dfanning.com> wrote in message news:MPG.17ea7a873fda092f9899af@news.frii.com...

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> David
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```

Subject: Re: CW_Animate procedure...
Posted by Rick Towler on Thu, 12 Sep 2002 18:18:05 GMT
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You can always use an external program to adjust the frame rate. I know the freeware virtualDub will do this. The problem is that the MPEG standard requires video to be encoded at one of a few specific rates. If you want your video to run at around 30%, you'll need to encode at 10 fps which isn't a legal MPEG rate, so you'll have to encode to .AVI. Another downside to this approach is that you will be re-encoding the MPEG file which will degrade the quality even further. Plus you'll undoubtedly enter codec hell...

Can you just insert individual frames more than once?

> Toll-Free IDL Book Orders: 1-888-461-0155

-Rick

"M" <mrmanish@bigfoot.com> wrote

> Bugger! Oh well.... :-((

> Thanks for your help anyway David, it's appreciated!

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>
```

Subject: Re: CW_Animate procedure...
Posted by Manish on Fri, 13 Sep 2002 09:39:48 GMT
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Thanks Rick, i'll give that a try, load each frame twice (or how ever many needed) to slow it down enough!

Cheers for your help,

Manish

```
"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:alqlsc$1cng$1@nntp6.u.washington.edu...
> You can always use an external program to adjust the frame rate. I know
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