
Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)

Posted by [Michael Galloy](#) on Mon, 11 Jul 2011 16:29:26 GMT

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On 7/11/11 9:59 AM, Daft Pict wrote:

> I've just started collaborating with some planetary astronomers who
> tend to use very different tools compared to us traditional
> observational astronomers :-). It's fun but I'm trying to generate
> products that they use (and I typically don't) and having some teeth-
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> use the unit option even though it is described in the help....
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> Venting over - if anyone has some suggestions as to what causes any of
> these problems or have solved these issues, are please let me know
> cheers - Brian

Have you checked out the IDLffVideoWrite class in IDL 8.1? I occasionally do animations, but haven't had to since IDL 8.1 was released. The What's New says:

"High-quality Video Animations

The IDLffVideoWrite class allows you to write images to a video file, with an optional soundtrack. You can create .avi or .mp4 video files with the IDLffVideoWrite class. By default, video streams in .mp4 files use the MPEG-4 codec, and audio streams in .mp4 files use the AAC codec."

It uses FFmpeg which I have used in the past with great results.

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)

Posted by [Haje Korth](#) on Mon, 11 Jul 2011 17:16:14 GMT

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I second, IDLffVideoWrite is the way to go. I recently used it to create Quicktime-compatible MP4 files from a NASA Press Conference. The example code (with some customization of course) worked flawlessly. Haje

On Jul 11, 12:29 pm, Michael Galloy <mgal...@gmail.com> wrote:

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>
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> Mike
> --
> Michael Galloywww.michaelgalloy.com
> Modern IDL, A Guide to Learning IDL:http://modernidl.idldev.com
> Research Mathematician
> Tech-X Corporation

Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)

Posted by [Daft Pict](#) on Mon, 11 Jul 2011 17:30:10 GMT

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I am using IDLffVideoWrite in 8.1 and I tweaked the example code from the help file.

I'm sure it's something silly I'm doing due to lack of sleep - it's a FUN project!!!!

here's a code snippet...

<complicated display construction in a loop through all images omitted>

```
;-----  
; Read back display  
  
    rgbFrame=tvrd(/true)  
    frame=tvrd()  
;-----  
; First image initialises everything  
  
    if (i eq 0) then begin  
        t=size(rgbFrame)  
        width = t[2]  
        height = t[3]  
        frames = nFiles
```

```

    fps = 2

; Create object and initialize video/audio streams (make sure earlier
file deleted)
    file_delete,movFile,/allow_nonexistent
    oVid = IDLffVideoWrite(movFile)
    vidStream = oVid.AddVideoStream(width, height, fps)
endif
;-----
; Add display frame to output streams

    time = oVid.Put(vidStream, rgbFrame)
    write_gif,gifFile,frame,R_curr, G_curr, B_curr,/
multiple,delay_time=100
    write_jpeg,jpgFile,rgbFrame,/true
endfor
;-----
; Close the files

oVid.Cleanup
write_gif,gifFile,/close

```

Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)
 Posted by [Juggernaut](#) on Mon, 11 Jul 2011 18:25:14 GMT
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On Jul 11, 11:59 am, Daft Pict <brianjmcl...@gmail.com> wrote:

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For anyone who doesn't have IDL 8.1 and would like to create high quality videos...just look at the ffmpeg toolset. It lets you create a wide variety of encoded video formats and takes something as simple as a series of images or you can delve into their C++ API to write your own video creation code.

Subject: Re: MP4/Animated GIF/JPEG woes....(Windows, IDL 8.1)

Posted by [AndrewM](#) on Tue, 12 Jul 2011 20:51:56 GMT

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On Jul 11, 11:30 am, Daft Pict <brianjmcl...@gmail.com> wrote:

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>   write_jpeg,jpgFile,rgbFrame,/true
> endfor
> ;-----
> ; Close the files
>
> oVid.Cleanup
> write_gif,gifFile,/close
```

I did the development of IDLffVideoWrite. I just did some experimentation to try and reproduce your problem, and I think I've got it figured it out. If I modify the IDLffVideoWrite help sample code to output at any framerate less than 5 fps, Windows Media Player still works fine but Quicktime just displays solid green. Increase the framerate to 5 fps or higher, and it works fine again.

If that doesn't do it for you, I'll be happy to do some more investigation.
