

## VisIt - Bug # 1218: Movie Maker template

|                          |  |                     |        |
|--------------------------|--|---------------------|--------|
| <b>Status:</b>           | Developer Review   | <b>Priority:</b>    | Normal |
| <b>Author:</b>           | Daniel Smith   | <b>Category:</b>    |        |
| <b>Created:</b>          | 10/17/2012   | <b>Assigned to:</b> |        |
| <b>Updated:</b>          | 11/06/2012   | <b>Due date:</b>    |        |
| <b>Likelihood:</b>       | 5 - Always   |                     |        |
| <b>Severity:</b>         | 3 - Major Irritation   |                     |        |
| <b>Found in Version:</b> | 2.5.2  |                     |        |
| <b>OS:</b>               | All  |                     |        |
| <b>Support Group:</b>    | Any  |                     |        |
| <b>Subject:</b>          | Movie Maker template   |                     |        |
| <b>Description:</b>      | when I attempt to create a movie using any of the save movie wizard templates i receive the following error:<br>/homes/dasmith/Desktop/VisIt.app/Contents/Resources/bin/visit -movie -v 2.5.2 -format ppm -geometry 643x579 -output "/homes/dasmith/visit sessions/test videos/video2/4screenmovie" -fps 10 -start 0 -end 55 -templatefile current.opt -psn_0_1163548<br><br>This is using a mac os x version 10.6.8 |                     |        |

### History

#### 11/06/2012 01:33 pm - Eric Brugger

- Status changed from New to Developer Review

Daniel,

The last step of using the movie wizard involves selecting if you want to make the movie now or later. If you choose later it will give you the command to invoke at a later time to make the movie. The output you show is what VisIt would generate in that situation. You could then take that command and paste it into a shell window to start a new instance of VisIt that would create your movie. Alternatively, you could just have the wizard generate the movie with your current instance of VisIt and your movie would be created for you.

#### 11/06/2012 01:35 pm - Eric Brugger

- Target version deleted (2.6)