Subject: XINTERANIMATE problem in IDL 5.02
Posted by bowman on Mon, 15 Dec 1997 08:00:00 GMT

I have a program that animates using XINTERANIMATE. It works fine under
IDL 4, but fails under 5.02. The symptoms are:

1. The program realizes the animate widget correctly. (SET = [ni, nj, nframes])

2. It loads all the frames. (FRAME = frame)

3. It then activates the animator (no keywords) and the labels become
'ungrayed', but the cursor remains an hourglass, none of the controls
work, and the animation does not run. The program then 'falls through'
the XINTERANIMATE call and executes the subsequent IDL code.

I haven't seen any reports of similar problems in this newsgroup. Anyone
else having this problem? Any cures?

Thanks, Ken Bowman

E-mail replies in addition to postings would be appreciated. My address
is bowman at csrp dot tamu dot edu.   (Please translate the address in the
obvious way, I am sick of getting spam.)