
Subject: Xinteranimate, getting control back
Posted by [Jeff Tyler](#) on Sat, 07 Nov 1998 08:00:00 GMT
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I am writing some code to model environmental changes over a number of years. The datasets can get quite large and the best way to communicate the effect of changing model parameters is to provide images to the user. The number of images to show users ranges from 15-100, and in the future may be even larger. I want to animate this and it looks like XINTERANIMAE is the best way to go.

My problem is that I want to be able to compute a set of results, let the user see the animation and then go back and compute a new set of results that the user then can animate again. However, once I start XINTERANIMATE then IDL wants the user's control of the program to go to the widget and when the user hits the "end animation" button, the program ends. I would prefer for control to go back to my program where the user can change model parameters, recompute and then run a new animation. Can anybody suggest how to get XINTERANIMATE to return control to the main program once it has stopped, or some other solution to the problem.

thanks,
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