
Subject: Re: Xinteranimate problem!!

Posted by [davidf](#) on Fri, 10 Dec 1999 08:00:00 GMT

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Scott Reid (mensar@leeds.ac.uk) writes:

> I would like to thank everyone in the group for the help they have given
> me so far, particularly Liam Gumley. My latest problem is with
> XINTERANIMATE. The program runs, but I seem to be getting an error which
> says that 'only one animation at a time is allowed'. In the window I get
> the error :

>
> % Program caused arithmetic error: Floating divide by 0
>

> I believe the xinteranimate is loading the sequence 22 times. The
> program is :-

```
>
> pro OnOpen
>
> ; Get the Filename
> openr, 1, 'E:/Temp/batch.rvd'
> datas=fltarr(3,36,49,22)
> readf, 1, datas
> close, 1
> h=rebin(reform(datas[2,*,*]), 72, 98, 22)
> loadct, 3
> ; erase
> frames = fltarr(512, 512, 22)
> window, 1, TITLE='Bloodflow animation', xsize=512, ysize=512
> XINTERANIMATE, set=[512,512,22]
> for i=0, 21 do begin shade_surf, h[*,*], zrange=[-1,+1] &
> frames[*,*]=tvrdr() & xinteranimate & end
>
> end
```

Well, your XINTERANIMATE loop is just a bit wrong. I'd do it like this:

```
; Get the Filename
openr, 1, 'E:/Temp/batch.rvd'
datas=fltarr(3,36,49,22)
readf, 1, datas
close, 1
h=rebin(reform(datas[2,*,*]), 72, 98, 22)
loadct, 3
XINTERANIMATE, Set=[512, 512, 22], /Showload
FOR j=0,21 DO BEGIN
Shade_Surf, h[*,*], ZRange=[-1, 1]
```

```
XINTERANIMATE, Frame=j, Window=!D.Window
ENDFOR
XINTERANIMATE
END
```

- > One other small thing that I have also experienced is that the loadct
- > command does not seem to load any colour map to my shaded surface. It
- > simply appears black and white.

I'd add a DEVICE, DECOMPOSED=0 to the top of the file. :-)

Cheers,

David

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