
Subject: Re: fast image display

Posted by [Mark Hadfield](#) on Thu, 16 May 2002 00:27:38 GMT

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"Dan Larson" <drl16@cornell.edu> wrote in message
news:MPG.174cba3ac610598c98968e@newsstand.cit.cornell.edu...

> I'm not using a 486 :). However, I have tried the approach that
> several people suggested, Xinteranimate. This routine works fine
> for about 100 image frames. Larger number of frames leads to the
> following error message:
>
> "%window: unable to open pixmap" OR
> "unable to allocate memory for backing store. Window closing."

Well in that case you may find it worth your while to look at the
image-sequence animator object in my MGH_Motley library. It should do
everything you want provided you have enough RAM (and IDL 5.5). The
library is now available from either of these URLs...

ftp://ftp.niwa.cri.nz/incoming/m.hadfield/MGH_MOTLEY.tar.gz

ftp://ftp.niwa.cri.nz/incoming/m.hadfield/MGH_MOTLEY.zip

...(same code, different archive format). Take a look at...

mg_h_example_image_sequence.pro
mg_h_imagator__define.pro

> ...In addition, I don't know how to add color with
> Xinteranimate.

Me neither. With the mg_h_imagator object you just select the "Edit
Palette" item in the Tools menu.

--

Mark Hadfield "Ka puwaha et tai nei, Hoesa tatou"

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