Subject: Re: fast image display Posted by Mark Hadfield on Thu, 16 May 2002 00:27:38 GMT View Forum Message <> Reply to Message

"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 libray. 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...

```
mgh_example_image_sequence.pro
mgh_imagator__define.pro
```

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

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

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