
Subject: Re: Simple animation?

Posted by [R.Bauer](#) on Wed, 11 Sep 2002 20:52:38 GMT

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David Fanning wrote:

> Reimar Bauer (R.Bauer@fz-juelich.de) writes:

>

>> This examples show in different to pixmap which is described by Liam the

>> usage of displaying a series of images stored in a 3-d Array.

>> Device copy and pixmap is the fastest way but there is a limitation of

>> 128 possible pixmap windows.

>

> Uh, I think Liam's example uses *one* pixmap window. :-)

Oh, I should read more carefully.

Reimar

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<http://www.fz-juelich.de/icg/icg-i/>

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a IDL library at ForschungsZentrum Juelich

http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html
