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Subject: Re: animate loaded images

Posted by [David Fanning](#) on Tue, 17 Aug 2004 04:32:51 GMT

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Mary T writes:

- > I found several commands that I thought were useful for me in order to
- > load images and see them one after another one as an
- > animation: cw\_animate, xinteranimate.
- > However, I see in the examples that the images that are loaded are as
- > vector data.

Huh!? Say, what?

- > I need to load real images for which I don't have the
- > bitmaps.

Uh, what do you have? To display an image you have to have bytes, sooner or later

- > Are these commands still useful?

If you can display something in a graphics window, these commands can animate it. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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