
Subject: Re: animation

Posted by [David Fanning](#) on Mon, 23 Aug 2004 17:38:11 GMT

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Mary T writes:

> I would like to animage the images that I get as an output in IDL
> windows. I saw an example in "IDL programming techniques" by Dr.
> Fanning (2 edition, page 105). However, from my understanding, this
> example is for images that are in a database called "head". My
> question is...how can I modify it, so that the images that I have in
> the output windows, be included in this code? I guess I have to save
> these output images first...in what format should I do this?

It occurs to me that I could be more helpful. :-)

Where do the images you want to animate exist
at the time you want to animate them? Are they
in memory as variables? Did you display them someplace?
Are they in individual display windows? Or are all the
images in one window? How did you put them in the window?

If you have to copy them from some other display window
to the animation window, then the "DEVICE COPY"
technique is probably what you want to use.

None of this *has* to be done in a FOR loop, of course,
it is just easier this way. For example, if you wanted
to animate five images, and they were already displayed
in windows 1, 4, 10, 38 and 52 and these windows were
all the same size as your animation window (say 400 by 500),
then you could do this:

```
XInterAnimate, Set=[400,500,5],/Showload  
XInteranimate,Frame=0,Window=1  
XInteranimate,Frame=1,Window=4  
XInteranimate,Frame=2,Window=10  
XInteranimate,Frame=3,Window=38  
XInteranimate,Frame=4,Window=52  
XInteranimate,50
```

Cheers,

David

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David Fanning, Ph.D.

