Subject: Re: animation
Posted by David Fanning on Mon, 23 Aug 2004 17:38:11 GMT
View Forum Message <> Reply to Message

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 showld 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 then 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

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc. Coyote's Guide to IDL Programming: http://www.dfanning.com/

Page 2 of 2 ---- Generated from comp.lang.idl-pvwave archive