
Subject: Re: animation

Posted by [mary2747102](#) on Wed, 25 Aug 2004 17:28:34 GMT

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Hi Dr. Fanning,

I followed the advice you gave to Neil Winrow to do a loop for the animation.

It looked useful for me, but an error message appears on the first line:

```
% Variable is undefined: SET.  
% Execution halted at: $MAIN$  
3 C:\Documents and Settings\MaryT\Desktop\animation\ag25_animation.pro"
```

Can you let me know what is wrong with it, because I really do not know. I have four files to animate, and I want the size of the images to be 80x80.

THank you again,

MaryT

```
; Set up XInterAnimate
```

```
XInteranimate, Set[80, 80, 4], /Showload
```

```
; Open the data sets. Put flow3 vector plots in the  
; XInterAnimate window and take a snap-shot of them.
```

```
FOR j=0,3 DO BEGIN
```

```
filename = 'Iteration' + StrTrim(j,2) + '.out'
```

```
OpenR, lun, filename, /Get_Lun
```

```
A = FltArr(7,49L*49L*5L)
```

```
ReadF, lun, A
```

```
Free_Lun, lun
```

```
;create 3 dimensional arrays to hold vector data.
```

```
;the indices will be Velocity(x,y,z)
```

```
Vx=fltarr(49L,49L,5L)
```

```
Vy=fltarr(49L,49L,5L)
```

```
Vz=fltarr(49L,49L,5L)
```

```
R=fltarr(49L,49L,5L)
```

For i = 0L, 12004L Do Begin

```
Vx(A(0,i)-1,A(1,i)-1,A(2,i)-1) = A(3,i)
```

```
Vy(A(0,i)-1,A(1,i)-1,A(2,i)-1) = A(4,i)
```

```
Vz(A(0,i)-1,A(1,i)-1,A(2,i)-1) = A(5,i)
```

```
R(A(0,i)-1,A(1,i)-1,A(2,i)-1) = A(6,i)
```

Endfor

```
Scale3, xr=[Min(Vx), Max(Vx)], $  
        yr=[Min(Vy), Max(Vy)], $  
        zr=[Min(Vz), Max(Vz)], $  
        AX=50, AZ=50
```

```
posx=A[*,0]  
posy=A[*,1]  
posz=A[*,2]
```

```
Flow3, Vx, Vy, Vz,$  
SX=posx,SY=posy,SZ=posz, $  
ARROWSIZE=.0100
```

:plots a cubical shape, vectors should appear inside this cube

```
PLOTS, [0,50], [0,0], [0,0], /T3D,color=200,line=9  
PLOTS, [0,0], [0,50], [0,0], /T3D,color=200,line=9  
PLOTS, [0,0], [0,0], [0,32], /T3D,color=200  
PLOTS, [0,50], [0,0], [32,32], /T3D,color=200  
PLOTS, [0,50], [50,50], [32,32], /T3D,color=200  
PLOTS, [0,0], [50,50], [32,0], /T3D,color=200  
PLOTS, [50,50], [50,0], [0,0], /T3D,color=200  
PLOTS, [50,0], [50,50], [0,0], /T3D,color=200  
PLOTS, [50,50], [50,50], [0,32], /T3D,color=200  
PLOTS, [50,50], [0,0], [32,0], /T3D,color=200  
PLOTS, [50,50], [50,0], [32,32], /T3D,color=200  
PLOTS, [50,50], [50,0], [32,32], /T3D,color=200  
PLOTS, [0,0], [0,50], [32,32], /T3D,color=200
```

Xinteranimate,Frame=j,window=!D.Window

Endfor

Xinteranimate

End