
Subject: Re: animation

Posted by [David Fanning](#) on Tue, 24 Aug 2004 02:13:16 GMT

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Mary T writes:

> I have more questions for you, if you don't mind...
>
> 1. I think I will need the loop to get the output images and insert
> them in the animation. The output images are produced from the flow3
> procedure.

Sigh...

Take the first XInteranimate command and put it **before**
the loop. And make the number of frames equal to the
number of files you have:

```
XInterAnimate, Set=[400,500,numFiles],/Showload
```

Take the last XInteranimate command and put it **after**
the loop.

Leave the middle XInteranimate command where it is.

Now you will be able to animate your output, whatever
it is. :-)

> Here is the code that I have been writting, but I don't know why it
> does not run at all, and it also does not show any error message.
> (note:I have the flow3.pro, the data files and my code in the same
> folder.)

I think we have covered this ground before. We are mostly
out of ideas here. But I **would** try setting up your 3D coordinate
system on the basis of the data values themselves, and not
the number of dimensions of the data arrays. I think that will be
more fruitful. :-)

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

> 2. I would love to have an output window as the result that show in
> one of your procedures: fsc_surface. Meaning, that I could be able to
> rotate and zoom in the image. However, this is not a surface! Do you
> have any procedure that could do this for my images? This will be

- > nicer than drawing a 3-D cube by myself. I tried the zoom command but
- > it does not look nice either. And I tried the rotate keywords, but I
- > have to change them every time and sort of guessing the angles....

Then you will have to re-write this program, which uses commands that work in the *direct* graphics system, with commands that work in the *object* graphics system. The two systems are completely incompatible. I think, quite honestly, you are quite far away from being able to write an object graphics program. I think I would try to get something working in direct graphics first. There will be plenty of time to learn object graphics after you gain some experience. :-)

Cheers,

David

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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