
Subject: xinteranimate with PLOTS and FLOW3 output
Posted by [mary2747102](#) on Wed, 25 Aug 2004 20:37:41 GMT
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Hello!

I am wondering if there is a special procedure that I should follow in order to see on the "xinteranimate window" two different and separate outputs. One comes from FLOW3, the other one from PLOTS. My code is currently only showing the PLOTS output. Can someone give me a last hint to succeed?

Kind Regards,
Mary T.

; Set up XInterAnimate

XInteranimate, Set=[256, 256, 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=[0,50],yr=[0,50],zr=[50,0],$
  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
```
