
Subject: Re: string animations etc.

Posted by [David Fanning](#) on Mon, 20 Sep 2004 06:51:54 GMT

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KL writes:

> I was trying to do a simple string animation whereby there is a
> running number printed i.e. a number eg. of the form xxxx.xx that gets
> updated continuously next to some plot in the display window (as
> opposed to jumping discretely) while the program is crunching away in
> a 'for loop'. Does any one have ideas on how I may do this?
>
> Also, this program calculates the path of some object thru' space. I'd
> like to be able to have this line drawn in real-time in the display
> window, corresponding to the running number.

A technique I have used in the past is to create a very small
pixmap window that I can erase and write a number in. Then I
just copy the pixmap window to the display window with a
Device, Copy command. In the FOR loop, the code looks like
this:

```
FOR j=0,n DO BEGIN
  ... ; Whatever you are doing.
  WSet, pixmapWindow
  Erase
  XYOUTS, StrTrim(j,2), 0.5, 0.5, Alignment=0.5, /Normal
  WSet, displayWindow
  DEVICE, COPY=[0, 0, 25, 25, 0, 0, pixmapWindow]
ENDFOR
```

Cheers,

David

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