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Subject: Re: Animating Raster Images

Posted by [todd](#) on Thu, 08 Jun 1995 07:00:00 GMT

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In article <3r09rv\$dqo@nlcnews.nlc.state.ne.us>, tskill@monarch.papillion.ne.us (Thomas Skill) writes:

|> Recently I have been having problems trying to 'animate' raster images in  
|> PvWave. I have lets say 3 raster images on a stack and wish to flip  
|> through them to give the illusion of animation. there is a problem  
|> however with the colortables. since the colortables are different for  
|> each image the table is loaded then the image is displayed and this is  
|> done for each image. load the table then display first image. load  
|> second table then display etc etc. the problem is the time it takes  
|> between loading the colortable and displaying that image there is a small  
|> flash so the animation is not smooth. does anyone know how to fix this  
|> or why it happens??? Thank you very much.  
|> -----  
|> Thomas Skill  
|> tskill@monarch.papillion.ne.us  
|> AFGWC Offutt AFB, NE 68113

Thomas,

You could re-scale all your images to use the same color table, put them in a  
3d array and use MOVIE, ie. moviedata=bytarr(xsize,ysize,nframes).

Or in WAVE there is also the WgAnimateTool procedure.

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