
Subject: Re: Saving animation images

Posted by [Ken Knighton](#) on Wed, 06 Dec 1995 08:00:00 GMT

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"Justin N. Beope" <jbeope> wrote:

> Does anyone know how to save images frames after an animation has been
> completed.i.e. use cw_animate_getp to retrieve pixel maps and save each
> one as its own file?

>

> I want to use the images to view on a Mac.

>

It seems to me that you can use cw_animate_getp to get the vector of pixmap
window ids, then wset to each one and use tvrd to copy the contents back into a
byte array. Once you have done that, you can just decide how you want to
output the byte array so that you can utilize it on your Mac.

I hope this helps.

Ken Knighton knighton@gav.gat.com knighton@cts.com
Fusion Division
General Atomics
San Diego, CA
