Subject: Re: Xinteranimate and plots
Posted by Ingo von Borstel on Thu, 26 Apr 2007 06:19:09 GMT
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Hi,

```
>> n=100000L
>> x=findgen(n)
>> y=findgen(n)
>> z=findgen(n)
>> XInterAnimate, set=[500,500,999]
>>    for j=1L,998L,500 do begin
>>        plots, x((j-1):j), y((j-1):j), z((j-1):j),/T3D,/DATA
>>        XInterAnimate, Frame=j, Window=!D.Window
>>    endfor
>> XInterAnimate
>>
```

> j is not your problem. You are just running COMPLETELY
> out of pixmap memory, would be my guess. :-)

If that's the problem - which was at some point probably my problem, too
- I propose to just create an array of images and not one of pixmaps.
Either you can store them on disc or keep them in memory and display
them with the usual tv or tvscl routines. It works for me. Might be a
trifle slower, but I guess that's the price you pay for large sequences
of images.

I ended up with a routine that pre-processes my images and saves them
individually (I want to display some additional data printed onto them)
and then I call a routine which creates an *.mpg file out of this
sequence of images.

e-mail me, if you need more code details.

Best regards,
Ingo

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If you need an urgent reply, replace newsgroups by vgap.