kostis writes:

> Now i understand what the problem is but I dont know how to fix it:
>
> 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
>
> Although j is defined as a 'long' number the number j*100 is not and
> the animation stops when the limit is reached..
> How do i fix it???

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

You could try getting a graphics card that off-loads
pixmap memory to the hard drive, but I wouldn't know
which one that is. If you really want that many frames, you
may have to figure out another way to do the animation.

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")