
Subject: Re: Saving animation images

Posted by [David S. Foster/Admin](#) on Fri, 08 Dec 1995 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ken Knighton <knighton> wrote:

>

> "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?

>

> 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.

> Ken Knighton knighton@gav.gat.com knighton@cts.com

> Fusion Division

> General Atomics

> San Diego, CA

>

Be careful using the TVRD() function! On our Suns under Solaris 2.3

TVRD() can give very corrupted results, especially if your draw
widget is scrollable. I use the following SAVE_TVVD() function:

```
; SAFE_TVVD.PRO 9-25-95
```

```
;
```

```
; This function is a safer version of IDL's TVRD() function. First,  
; there was a bug related to the reading from a scrollable draw. Also,  
; the TVRD() function uses an X routine that has problems if the  
; window is obscured or iconized. This routine uses the DEVICE, COPY=  
; command to first copy the window contents to a new window pixmap,  
; and then reads from this pixmap into the array.
```

```
FUNCTION safe_tvrd, draw_widget, xsize, ysize
```

```
on_error, 2
```

```
old_window = !d.window
```

```
window, xsize=xsize, ysize=ysize, /free, /pixmap    ; Create new window
```

```
widget_control, draw_widget, get_value=window
```

```
device, copy=[0,0, xsize,ysize, 0,0, window]       ; Copy into new window
```

```
image = tvrd()                                       ; Read into array
```

```
wdelete, !d.window
```

```
if (old_window ne -1) then wset, old_window
```

```
return, image  
END
```

Dave Foster
UCSD Brain Image Analysis Lab
