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Subject: Re: how to animate/loop plots (not images)

Posted by [peter](#) on Fri, 30 Aug 1996 07:00:00 GMT

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Thorsten Becker (becker@geophysik.uni-frankfurt.de) wrote:

: Robert Moss wrote:

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: > Charlotte DeMott wrote:

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: > > I have a series of simple 2D line plots that I would like to animate.

: > > I'm currently writing the plots to a postscript file, and then using

: > > some external applications to convert them to (unfortunately large)

: > > tiff files and then loop them. Is there a simpler way to do this in

: > > IDL? The manuals talk about how to loop a series of images stored

: > > in a single array, but this isn't what I'm dealing with.

: > >

: > > Thanks for any insight on this problem.

: > >

: > > Charlotte

: > > demott@olympic.atmos.colostate.edu

: >

: > You can use XINTERANIMATE to do this. The trick is to plot your

: > images to a pixmap, then use TVRD to get the pixmap and load it

: > into XINTERANIMATE.

: >

: Take care using xinteranimate/xanimate if you have a lot of plots to

: combine. It is very memory consuming and may cause your (small) system's

: X11 to crash. (Did it with a 250 images 500x500 picture on a 32MB

: PowerPC running AIX.) Works fine on a big machine. Another way would be

: to convert your Postscript files using a shell script and gs. Or save as

: a tiff/gif from IDL, whatever. After that use special tools to produce

: GIF-animation (e.g. gifmerge) or MPEGs. This has the advantage of being

: more "exportable".

If they are simple plots, then just plot them. IDL is fast enough to plot many frames a second of simple graphics. More often you'll need to slow it down than speed it up. For slightly smoother graphics, maybe plot to a hidden pixmap and then copy it to the screen window.

Peter

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