Subject: Re: how to animate/loop plots (not images)
Posted by Thorsten Becker on Fri, 30 Aug 1996 07:00:00 GMT

Robert Moss wrote:
>
> Charlotte DeMott wrote:
>>
>> 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.
>
> XINTERANIMATE, SET=[256,256,10]   ;SAY YOU HAVE 10 PLOTS
> WINDOW, /FREE, /PIXMAP, XSIZE=256, YSIZE=256
> FOR I=0,9 DO BEGIN
>   PLOT, X, Y   ;DO YOUR 10 PLOTS HERE AS YOU SEE FIT
>   XINTERANIMATE, FRAME = I, IMAGE = TVRD()
> ENDFOR
> XINTERANIMATE, /KEEP_PIXMAPS
>
> Of course these plots will have screen resolution, but since
> your displaying it on the screen that shouldn't be a problem
>

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".

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