Subject: Re: IDL xanimate

Debra Harrington <debray@aerosol.atmos.colostate.edu> writes:

> I have a question about IDL's xanimate function. Is there any way
> to control how many times it loops through the frames? I am trying
> to make a video tape of an animation on my screen and I would like
> the animation to stop at the end of, say, 20 loops.
>
> Also, is there any way to connect two animations? I have one
> animation, which I would like to run through 10 times, and then
> I would like to run through the second animation immediately following
> (i.e. so I get a smooth result on the video tape).

Both of these requests are possible, although not without a bit of
programming on your part. I have a simplified version of XANIMATE
that I mucked around with for 15 minutes while the kids were
taking showers. With certain limitations on the two data sets, it
performs both of the actions described above. I guess it would take
me an hour or so to make the program more general.

You can see my little prototype if you like, or you can do your own
mucking around with XANIMATE. You can find the source code in
the IDL library.

Yours,

David

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