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Subject: IDL xanimate

Posted by [Debra](#) on Mon, 07 Oct 1996 07:00:00 GMT

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Hello

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).

I am running IDL version 3.5 for the HP.

Thanks.

Debra Y. Harrington

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