
Subject: Here's a stupid question...

Posted by [gromm](#) on Thu, 17 Oct 1996 07:00:00 GMT

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Hi. I had posted once before about a problem with saving and restoring pixmaps for cw_animate and there was a request for some code. I kept getting error messages such as "Window 32 out of range or no more windows" Well, I don't specify the window id in my code. Mainly, because I am still unsure as to how cw_animate deals with all that stuff (setting up the window, etc.) So, I leave that up to cw_animate. I simply use the

`cw_animate_getp, animate, pixmap_vect`

command to save the pixmaps to a pixmap vector called pixmap_vect. Then, I give the option of saving that vector, which calls on

`SAVE, <filename>, pixmap_vect, (and some other variables that are associated with the movie)`

then, I give a separate option to retrieve using

`RESTORE, <filename>`

...

`animate=CW_ANIMATE(base, ###, ###), number_of_frames, /TRACK, $
PIXMAPS=pixmap_vect)`

`CW_ANIMATE_GETP, animate, pixmap_vect`

...

...

...

now, should I be specifying window id or something somewhere? How can I alleviate this problem? And can I assume that loading pixmaps is much faster than say if I loaded the movie into one big array and saved the array (which I have already tried and works but it takes about 4 minutes to load).

Thanks

Gadi
