
Subject: Re: How 2 show animations.

Posted by [David Fanning](#) on Fri, 02 Mar 2012 14:15:00 GMT

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DavePoreh writes:

> I have 52 images (in .png) format and i would like to make it like
> animation in IDL. can anyone help me.

If you have IDL 8, the IDLffVideoWrite object produces animations in mpg4 and avi format that don't look so bad. You can specify which Codec you want to use to build the animation, and so on. Quite a few features.

Here is a very simple example that makes an AVI movie of all the PNG files in the current directory. Presumably, you have named them in a sensible way. :-)

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PRO Movie_Example

Compile_Opt idl2

; Open the video recorder.

video_file = 'movie_example.avi'

video = IDLffVideoWrite(video_file, Format='avi')

; Configure the video output for the PNG files you

; plan to add.

framerate = 5

xsize = 750

ysize = 600

stream = video.AddVideoStream(xsize, ysize, framerate)

; Get the files.

files = File_Search('*.png', COUNT=fileCnt)

FOR j=0,fileCnt-1 DO BEGIN

; Read the PNG file.

image = Read_PNG(files[j])

; Save the image in the video stream

void = video.Put(stream, image)

ENDFOR

; Clean things up.

video.Cleanup

END

;-----

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
