
Subject: animated gif speed

Posted by [Paul Levine](#) on Sat, 15 Feb 2014 23:41:44 GMT

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So far, when it comes to animations, my needs have been very simple, and I have been able to accomplish what I want (using new graphics) with the /APPEND keyword to the write method and the GIF file suffix, which gives me a nice little animated gif.

Now I would like to be able to control the "playback speed" of the animated gif, which if I understand correctly, is basically a delay (in 1/100th of a second) specified for each frame that it waits before advancing to the subsequent frame. But it seems my rather simple method is too limited for this, as there is no DELAY_TIME keyword in new graphics as there is in the WRITE_GIF procedure.

I have looked at <http://www.idlcoyote.com/tips/howmovie.html> but as I am an IDL neophyte with a less-than-rudimentary understanding of how to use objects, it will take some substantial learning on my part to figure out how to actually implement any of that advice. Of course, learning is never a bad thing, but with the limited time I have, I am trying to figure out whether I would be better served learning the ins and outs of the IDLffVideoWrite object (and object oriented programming in general) or whether there is an easier way to take the output of my already-existing function graphics and create an animated GIF (or otherwise) with control over the playback speed

Thanks in advance!
