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Subject: Re: animated gif speed  
Posted by [David Fanning](#) on Sat, 15 Feb 2014 23:53:13 GMT  
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Paul Levine writes:

> 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

I'm guessing it might take 5 or 10 seconds to learn how to use  
IDLffVideoWrite, assuming you have GIF files sitting around somewhere.

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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