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Subject: Re: animated gif speed

Posted by [Paul Levine](#) on Sun, 16 Feb 2014 00:15:07 GMT

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On 2014-02-15 23:53:13 +0000, David Fanning said:

> 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

Thank you for the suggestion. Though I must admit, I'm unsure how having GIF files will help with learning about IDLffVideoWrite; doesn't the IDLffVideoWrite object deal directly with movie files (AVI, MP4) rather than GIF files?

It seems the conceptual hurdle I am having a hard time getting over is not the actual use of IDLffVideoWrite itself, but how to get my data in the form that feeding it to IDLffVideoWrite::Put will give me a video that appears how I want it.

My data is a sequence of 2D floating point arrays; I am using the function `graphics` (am I supposed to call them "new" graphics?) to byte-scale the data to a color table, warp it to a map projection, draw continents, map grids, and color bar, etc. Is the trick simply to follow the equivalent steps from [http://www.idlcoyote.com/gallery/avi\\_movie.pro](http://www.idlcoyote.com/gallery/avi_movie.pro) where each frame is created (with map grid, continents, etc.), saved to a file, then read back in from the file to be loaded into the video stream?

Thanks!

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