
Subject: Re: animated gif speed

Posted by [David Fanning](#) on Sun, 16 Feb 2014 00:23:53 GMT

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Paul Levine writes:

>
> 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 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?

This is probably too much work. Why not just do it like in the example in the IDLffVideoWrite documentation and take a snapshot of your display window. Do your thing in the display window, take a snapshot, and display that in your video stream. My example writes files because that's the only way I can get great looking fonts. You won't have that problem. (Although you could have others, I suppose, depending upon which version of IDL you are using.)

Cheers,

David

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

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