
Subject: Re: animated gif speed
Posted by [Dick Jackson](#) on Mon, 17 Feb 2014 22:36:46 GMT
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Paul Levine wrote, On 2014-02-15, 3:41pm:

> 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'll guess you meant the Save method, not Write :-)

If you really need a GIF, and really need the DELAY_TIME (which Graphic.Save doesn't support), then instead of using:

```
myGraphic.Save('myfile.gif', /APPEND)
```

... I'd suggest you copy the image data and use WRITE_GIF with DELAY_TIME. For the GIF, you'll need to quantize colours down to 256 (which Graphic.Save seems to do automatically).

```
imageRGB = myGraphic.CopyWindow()  
image8bit = Color_Quan(imageRGB, 1, r, g, b, Colors=256)  
Write_GIF, 'file.gif', image8bit, r, g, b, /Multiple, Delay_Time=myDelay
```

I did just this kind of thing (using XObjView instead of IDL 8 Graphics) for the animated logo on my web pages. The Write_GIF business is at the bottom of this source file:

```
http://www.d-jackson.com/images/djsclogo.pro
```

A Feature Request to Exelis to add DELAY_TIME (or GIF_DELAY_TIME, perhaps) to Graphic.Save might bear fruit. It seems to me a small request.

Hope this helps!

Cheers,
-Dick

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