
Subject: Re: animated gif speed

Posted by [Paul Levine](#) on Wed, 19 Feb 2014 00:17:43 GMT

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On 2014-02-17 22:36:46 +0000, Dick Jackson said:

> 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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Thank you, indeed, that does help
