
Subject: Re: help with cgDrawVectors in write_gif procedure

Posted by [g.nacarts](#) on Wed, 03 Jun 2015 09:55:33 GMT

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Well, I typed the following and I ended up with 100 different gif files (i.e. each image in a separate gif). What I want is to play as a movie in one gif file.

```
for i=0L,N-1 do begin
  cgDisplay, 500, 550
  cgimage, Reform(Reform(Image[i,*,*])[i,*,*])
  cgDrawVectors, reform(VX[i,*,*]),reform(VY[i,*,*]), pos_x, pos_y,VECCOLORS='yellow',
/ORDERED, overplot = 1
  void = cgSnapshot(/GIF,   Filename='C:\Users\Desktop\Vectors('+string(i,format='(i3.3)
')+','+string(level)+'+',strtrim(iter)+'')', /NoDialog)
endfor
```

I added the level and iter because is looping over those two loops as well.
