Subject: Re: help with cgDrawVectors in write_gif procedure
Posted by Helder Marchetto on Wed, 03 Jun 2015 10:17:02 GMT

On Wednesday, June 3, 2015 at 11:55:35 AM UTC+2, g.na...@gmail.com wrote:
> 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.

Did you look at the /MULTIPLE option in write_gif?

http://www.exelisvis.com/docs/WRITE_GIF.html

This should do what you're looking for.

cheers,
Helder