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Subject: Re: help with cgDrawVectors in write\_gif procedure  
Posted by [Helder Marchetto](#) on Wed, 03 Jun 2015 10:17:02 GMT  
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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](http://www.exelisvis.com/docs/WRITE_GIF.html)

This should do what you're looking for.

cheers,  
Helder

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