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Subject: Re: help with cgDrawVectors in write\_gif procedure  
Posted by [Helder Marchetto](#) on Wed, 03 Jun 2015 15:47:08 GMT  
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On Wednesday, June 3, 2015 at 5:39:15 PM UTC+2, g.na...@gmail.com wrote:

```
>> "OPENW: Filename argument must be a scalar string: FILE."  
>> you should check if your variable file is a string or a scalar.  
>  
> I used  
> help, file  
> to check whether is a string or a scalar and I got the following  
>  
> FILE          UNDEFINED = <Undefined>  
> OPENW: Filename argument must be a scalar string: FILE.  
>  
> I will share my code because maybe I did a mistake somewhere else and I am not able to find  
it. I have the following procedure. (Image,VX,VY are 3D arrays.)  
>  
>  
> PRO vectors_overlaid, Image, VX, VY, name  
>  
> dims_i_need = Size(Dindgen(20,20), /Dimensions)  
>  
> pos_x = Rebin(Findgen(dims_i_need[0]), dims_i_need[0], dims_i_need[1])  
> pos_y = Rebin(Reform(Findgen(dims_i_need[1]), 1, dims_i_need[1]), dims_i_need[0],  
dims_i_need[1])  
>  
> for i=0L, n-1 do begin  
>   cgDisplay, 500, 550  
>   Image = BYTSCL(Image, min=0.,max=160.)  
>   cgimage,Reform(Image[i,*,*])  
>   cgDrawVectors, REFORM(VX[i,*,*]), REFORM(VY[i,*,*]), pos_x,  
pos_y,VECCOLORS='yellow', /ORDERED, overplot = 1  
>   write_gif,file, Reform(Image[i,*,*]), /multiple  
> endfor  
>  
> write_gif, file, /close  
> END  
>  
> Then I called the vectors_overlaid in my main program like this  
>  
> vectors_overlaid, Image, VX,VY, 'C:\Users\Desktop\Vectors('+string(i,format='(i3.3)')+','+st  
ring(level)+'+',+strtrim(iter)+'').gif'  
>  
> Why the file is undefined?
```

Ok, this is something you should be able to solve by looking at what the error messages tell you and what the help, file told you (file is undefined!).

In your procedure declaration you use:  
PRO vectors\_overlaid, Image, VX, VY, name

These variable names have to be used in the procedure. This means that when you call:  
vectors\_overlaid, Image, VX,VY, 'C:\Users\Desktop\Vectors('+string(i,format='(i3.3)')+','+string(level)+','+strtrim(iter)+')'.gif'

the variable "name" assumes the value 'C:\Users\Desktop\Vectors('+string(i,format='(i3.3)')+','+string(level)+','+strtrim(iter)+')'.gif'

so in \*all\* your write\_gif commands you should substitute "file" with "name".

That should bring you a step further.

Cheers,  
Helder

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