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Subject: Re: help with cgDrawVectors in write\_gif procedure

Posted by [g.nacarts](#) on Fri, 05 Jun 2015 14:34:30 GMT

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I will use an app to create an animated gif is much easier at the end.

I have a problem with the cgSnapshot. I wanted to create different folders each time for different level and iteration. At first I saved everything in one folder but it was too messy (Vectors(i,level,iter)).

```
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
  void = cgSnapshot(/tif, Filename = 'C:\Users\Desktop\FOLDER\Vectors('+string(i)+'+',string(level)+'+',string(iter)+'')', /NoDialog)
endfor
```

I wanted to save all the time points (i) for each level and iter respectively in a separate folder.

```
void = cgSnapshot(/JPEG, Filename='C:\Users\Desktop\FOLDER\Vector_Folder('+string(level)+'+',string(iter)+'')\Vectors('+string(i)+'')', /NoDialog)
```

I got this error:"Error opening file".

Is that necessary to create the folders in advanced? They cannot be create during the process?

Because before I did something like that but not with the cgsnapshot

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