
Subject: Re: help with cgDrawVectors in write_gif procedure
Posted by [David Fanning](#) on Fri, 05 Jun 2015 14:45:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

g.nacarts@gmail.com writes:

```
>
> 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
```

Given the history of this discussion, I think I might suspect programmer error before I blamed cgSnapshot. I've never tried to tell it to open a file in a location that didn't exist, so I'm not sure what it would do. I'm pretty sure if someone asked me to do the same, I would complain. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
