
Subject: IDL>how would i go about this.pro
Posted by [winterdead](#) on Tue, 10 Aug 1999 07:00:00 GMT
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i am making several animations from different sets of images (many many different sets of images) how would i go about combining all these animations into one? i am usin xinteranimate

thank you in advance

Subject: Re: IDL>how would i go about this.pro
Posted by [amit99](#) on Thu, 12 Aug 1999 07:00:00 GMT
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In article <19990810103711.07525.00000047@ng-ch1.aol.com>, winterdead@aol.com (WinterDead) wrote:
> i am making several animations from different sets of images (many many
> different sets of images) how would i go about combining all these animations
> into one? i am usin xinteranimate
>
> thank you in advance
>

The best solution I found was to write my pictures to a bitmap file, for example JPEG and using a movie making utility, such as the movieplayer for SGI to make a suitably compact MPEG.

You can almost automate the process by writing the frames to files with names like frame-#.jpg and then read them into your program following the pattern.

Amit

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