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Subject: Re: Animate w/ MAP\_SET ?

Posted by [paul](#) on Wed, 17 Nov 1993 16:39:36 GMT

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In article <1993Nov16.093842.1@aurora.alaska.edu>, ftacn@aurora.alaska.edu writes:

> I'm trying to animate images that I have mapped using MAP\_SET &  
> MAP\_IMAGE. I'd like the GRID and CONTINENTS to show up also. Anyone  
> ever get something like this to work?  
> -Andy

using xinteranimate, you can animate anything that you can display  
in an X window. Under the widgetlib on-line help, you can check  
out xinteranimate. Basically it is like

```
window,/free
```

```
win_number = !d.window
```

```
xinteranimate, set=[!D.x_size,!D.y_size,Nframes]
```

```
for f=0,nframes-1 do begin
```

```
    ; plot the stuff you want in window perhaps like  
    ; map_set, 0,180,/cyl,/cont  
    ; contour, data, lat, lon, /over  
    ;  
    ;  
    ; then  
    ;  
    ;
```

```
xinteranimate, frame=f, window=win_number
```

```
endfor
```

```
xinteranimate
```

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Subject: Re: Animate w/ MAP\_SET ?

Posted by [manizade](#) on Wed, 17 Nov 1993 17:06:11 GMT

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In article <1993Nov16.093842.1@aurora.alaska.edu>, ftacn@aurora.alaska.edu writes:

|> I'm trying to animate images that I have mapped using MAP\_SET &  
|> MAP\_IMAGE. I'd like the GRID and CONTINENTS to show up also. Anyone  
|> ever get something like this to work?  
|> -Andy

I did exactly what you describe using pixmaps on a sun running openwindows. The steps I used for each image were:

- 1) read the image from the data file
- 2) map\_set,...
- 3) warp=map\_image(img,xx,yy,...)
- 4) tv,warp,xx,yy
- 5) map\_grid,/label
- 6) map\_continents,...
- 7) plot other data, labels etc on plot
- 8) transfer the image to pixmap memory using TvRd() etc.

Once all the frames are ready, then I run a short loop to display the frames (use: device, copy=...) while checking the keyboard for input to freeze the animation, exit, etc.

A description of the pixmaps is in the IDL Reference Guide, chapter on IDL Graphics Devices, under the section on the X Windows Device.

Good Luck.

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