
Subject: IDL CW_ANIMATE

Posted by [dean](#) on Fri, 12 Nov 1993 22:14:45 GMT

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I am working on this IDL widget that will read in a HDF file and either display it with WIDGET_DRAW or loop several of them with CW_ANIMATION. I am having problems with CW_ANIMATION.

It will read in the HDF files and display them as they are loaded into CW_ANIMATE, but once the animation starts, the animation hangs up.

Can someone tell me how to correct this? I am currently working with IDL 3.0 on a VAX/VMS. The PRO LOOP is called by another widget LOOP_LIST which creates a list of image to animate.

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PRO LOOP

COMMON CURRENT, filetype, filename, nwin, window_id

COMMON DISDATA, xsize,ysize,image

COMMON LOOP_INFO, loop_files, tnwin

base = widget_base(TITLE='Image Bar Animation')

animate = CW_ANIMATE(base, xsize, ysize, tnwin)

WIDGET_CONTROL, /REALIZE, base

for i = 0, tnwin-1 DO BEGIN

filename = loop_files(i)

READ_MY_HDF

CW_ANIMATE_LOAD, animate, FRAME = i, IMAGE = image, /ORDER

ENDFOR

WIDGET_CONTROL, message, SET_VALUE = loop_mess

CW_ANIMATE_RUN, animate, 50

XMANAGER, "LOOP", base

END
