
Subject: Xinteranimate

Posted by [Christophe Marque](#) on Tue, 28 Dec 1999 08:00:00 GMT

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Hi,

I've some troubles with xinteranimate.

I want to realize a short movie with a sample of images (displayed with tvscl), overlapped by a circle.

I used the following commands:

```
<< tvscl,img(*,*,i)
```

```
<<plot_circle
```

```
<<a=tvrd()
```

```
<<XINTERANIMATE, FRAME = i, IMAGE = a
```

Everything is OK except the color table behaviour. One

image is correct (red table for example) but the next ist wrong (it looks like an overexposed photograph). Then the next one is correct and the next one is wrong etc....

I have the same behaviour with other color tables (rainbow18 for example)

I think the problem comes from the tvrd() function. Is there a solution?

I'm using IDL 5.2 running on Digital UNIX V4.0B.

Thanks in advance,

Christophe Marque

Subject: Re: xinteranimate

Posted by [davidf](#) on Mon, 31 Jul 2000 07:00:00 GMT

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Brian McNoldy (mcnoldy@cira.colostate.edu) writes:

- > Has anyone ever experienced a memory limitation using XINTERANIMATE or
- > CW_ANIMATE? I would like to load a large volume of data... but after
- > loading about 260-290Mb of it, the frame loading ceases for no apparent
- > reason. There is still plenty of RAM left, but the program just stops.
- > It complains about not being to create a pixmap. Does the z-buffer have
- > some deep-rooted memory limitation?

A pixmap is not the Z-buffer (in fact, the Z-buffer is sometimes used as a way around these limitations).

I don't know about Windows 2000, but I suspect it may work like Windows NT. Here is part of a communication to me about this very topic from someone who is exceptionally reliable about these things:

Under NT, device dependent pixmaps are allocated against the video driver. The video driver can choose to place them on the card or in system RAM. This is driver dependent. Now, under NT

(unlike the Mac and Unix) driver graphics resources cannot page so you are limited to system memory no matter what (virtual memory cannot be used for these pixmaps).

I suspect you are running into a driver limitation.

Cheers,

David

--

David Fanning, Ph.D.
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Subject: Re: xinteranimate

Posted by [David Fanning](#) on Wed, 15 Sep 2004 17:47:25 GMT

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Iminis Catun writes:

> I would like to know if someone can give me insight on this:
> I am using Xinteranimate to do an animation, but then I would like to
> be able to see it without using IDL. Meaning that I want to creat a
> MPEG file.
> I tried to use in the first call of xinteranimate this:
>
> XInteranimate,
> Set= 100,100,40], /Showload,/TRACK,/MPEG_OPEN,MPEG_FILENAME=brain,\$
> Title='brain'
>
> and I close the mpeg in the last call for xinteranimate:
> XINTERANIMATE, FRAME = k, IMAGE = TVRD(), mpeg_close
>
> IDL is showing me an error that the execution halted at the first call
> of xinteranimate. This error is fixed when I erase the MPEG_
> keywords....
>
> How can I creat a mpeg file if this does not work?

I would have a look at the IDLgrMPEG object.

Cheers,

David

--

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Subject: Re: xinteranimate
Posted by [imcscastel](#) on Thu, 16 Sep 2004 17:08:18 GMT
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THanks for your prompt replay. I really thought about using IDLgrMPEG but I don't have it available because this is a free download. I am wondering if there is a different way to creat the MPEG file, for instance, being able to turn ON the button on the xinteranimate window....! but how? unfortunately, the keywords that are used to call xinteranimate do not work. Am I missing something?

Best regards,
I.C.

Subject: Re: xinteranimate
Posted by [David Fanning](#) on Thu, 16 Sep 2004 18:58:29 GMT
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Iminis Catun writes:

> THanks for your prompt replay. I really thought about using IDLgrMPEG
> but I don't have it available because this is a free download. I am
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> instance, being able to turn ON the button on the xinteranimate
> window....! but how? unfortunately, the keywords that are used to call
> xinteranimate do not work. Am I missing something?

The ability to create MPEG files is licensed separately,
but is free for the asking. XInteranimate uses the IDLgrMPEG
object to do its thing. :-)

Why don't you ask RSI for a short-term softkey if you
are doing an evaluation of IDL.

Cheers,

David

--

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