
Subject: xmovie

Posted by [jjp](#) on Thu, 17 Feb 1994 17:39:31 GMT

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XINTERANIMATE provides nice animation on X windows, but the required multiple calls to XINTERANIMATE are awkward.

Here's "xmovie" which is a simple "wrapper" routine with the same calling syntax as the old "movie" routine:

```
pro xmovie, stack
;
; IDL procedure to use xinteranimate.
; This procedure is written to have the same syntax as "movie".
;
; J Pekar
; 17 Feb 94 first writing

size_info=size(stack)

if size_info(0) ne 3 then begin
  print, ''
  print, ' Sorry, but xmovie says "I need a 3D array!" '
  print, ''
  return
end

sizex=size_info(1)
sizey=size_info(2)
nframes=size_info(3)

XINTERANIMATE, SET = [Sizex, Sizey, Nframes]

if size_info(4) eq 1 then begin
  for i=0, nframes-1 do XINTERANIMATE, IMAGE=stack(*,*,i), FRAME=i
end else begin
  bstack=bytsc1(stack)
  for i=0, nframes-1 do XINTERANIMATE, IMAGE=bstack(*,*,i), FRAME=i
end

XINTERANIMATE

XINTERANIMATE,/CLOSE

return
end
```

Jim Pekar jjp@helix.nih.gov "Simplify, then exaggerate."
