
Subject: mpeg movie problem solved

Posted by [Michael L. Kaiser](#) on Fri, 17 Aug 2001 13:21:33 GMT

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I have solved the problem of 'flipped' mpeg movies that I posted yesterday. At the suggestion of one of my colleagues, I tried the /order keyword with xinteranimate -- but nothing happened. I then found a little comment tucked away in the xinteranimate.pro routine itself (i.e. NOT in the manuals) that says /order only works with image data. After thinking about it, I found that I needed to do a image=tvrd() of the image and pass the result to xinteranimate via image=image. The other way to pass an image to xinteranimate, windows=!d.windows is very fast, but the resulting image does not apparently 'pass through' xinteranimate, thus it has no way to execute /order (via reverse.pro).

IDLers -- this comment (about /order only working with image data) should be in the manual/help pages!

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