
Subject: Re: Animated GIF in IDL

Posted by [Craig Markwardt](#) on Tue, 20 Aug 2002 22:31:58 GMT

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dunia77@yahoo.com (Kasia Mikurda) writes:

>
> does somebody know how to make an animated GIF in IDL ?
> or maybe you have any suggestions about the freeware progs (Unix or
> Windows) that can help me ?

The question is how do you make *any* GIFs in IDL? Older version of IDL are able to make GIFs, and animated GIFs are documented in WRITE_GIF.

If you have some older versions of IDL lying around, then it may be possible to take the GIF dlm from the old version and copy it to your new version directory, and then be able to use it. The only way to find out is to try it.

If it is something you are willing to pay for, I believe that RSI offers a GIF licensing option.

Good luck,
Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response

Subject: Re: Animated GIF in IDL

Posted by [rmw092001](#) on Wed, 21 Aug 2002 03:22:04 GMT

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Craig Markwardt <craigmnet@cow.physics.wisc.edu> wrote in message news:<onbs7x17s1.fsf@cow.physics.wisc.edu>...

> dunia77@yahoo.com (Kasia Mikurda) writes:
>
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> find out is to try it.
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> If it is something you are willing to pay for, I believe that RSI
> offers a GIF licensing option.
>
> Good luck,
> Craig

Imagemagick (www.imagemagick.org) can make animated GIFs and it's
freeware, works on unix and windows. You could write bitmap files
using WRITE_BMP in IDL, then SPAWN a command to imagemagick,
converting them into an animated GIF.

Subject: Re: Animated GIF in IDL
Posted by [Timm Weitkamp](#) on Wed, 21 Aug 2002 07:52:50 GMT
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Kasia,

On 20.08.02 at 17:31 -0500, Craig Markwardt wrote:

> [...]
>
> The question is how do you make *any* GIFs in IDL? Older version of
> IDL are able to make GIFs, and animated GIFs are documented in
> WRITE_GIF.
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> If you have some older versions of IDL lying around, then it may be
> possible to take the GIF dlm from the old version and copy it to your
> new version directory, and then be able to use it. The only way to
> find out is to try it.
>
> [...]

As Craig points out, in recent versions of IDL the GIF support is disabled
for patent reasons. But in case you do have the WRITE_GIF routine running
on your system, below you find a routine that gives you an easy interface
for writing animated GIFs from an image array stack. It just only calls
WRITE_GIF several times with the appropriate arguments to create an
animated GIF from the input image stack.

(Whether WRITE_GIF runs on your computer can be easily tested. Just type at the IDL command line something like,

```
WRITE_GIF, 'test.gif', BINDGEN(16,16)
```

and see what happens.)

Now below's my old routine for writing animated GIFs. May it be useful...

Cheers,
Timm

```
;+
; NAME:
;   WRITE_MULTIGIF
;
; PURPOSE:
;   Write multiple images to a GIF file, creating a movie.
;
; CATEGORY:
;   Image format conversion
;
; CALLING SEQUENCE:
;   WRITE_MULTIGIF, <filename>, <3darr> [, r, g, b]
;
; INPUTS:
;   filename A scalar string containing the full pathname
;           of the GIF file to write
;   3darr   A three-dimensional array of type BYTE.
;           Dimensions are (x,y,n), where x and y are the
;           pixel dimensions of the images and n the number of frames.
;
; OPTIONAL INPUTS:
;   r,g,b   Red, green, blue vectors (are passed to WRITE_GIF)
;
; KEYWORD PARAMETERS:
;   VERBOSE Set this to get some text output during operation.
;
; MODIFICATION HISTORY:
;   27 Sep 1999   Written by Timm Weitkamp, ESRF
;-
```

```
PRO write_multigif, filename, array, r, g, b, VERBOSE=verbose
```

```
IF N_PARAMS() LT 2 THEN BEGIN
  PRINT, '*** Usage: WRITE_MULTIGIF, filename, array [, r, g, b]'
  PRINT, '      array   is BYTARR(x,y,n)'
  PRINT, '      r, g, b  as in WRITE_GIF'
```

```
ENDIF

n=(SIZE(array))[3]

FOR i=1,n DO BEGIN
  IF KEYWORD_SET(verbose) THEN $
    PRINT, filename, i, n $
    , FORMAT=('"*** Multi-GIF ",A,": Writing frame",I4,"/",I4)'
  IF N_ELEMENTS(r) GT 0 THEN $
    WRITE_GIF, /MULTIPLE, filename, array[*,*,i-1], r, g, b $
  ELSE $
    WRITE_GIF, /MULTIPLE, filename, array[*,*,i-1]
ENDFOR
WRITE_GIF, filename, /CLOSE

END
```

Subject: Re: Animated GIF in IDL
Posted by [Mark Hadfield](#) on Wed, 21 Aug 2002 21:07:19 GMT
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"RichardW" <rmw092001@yahoo.com> wrote in message
news:9f4a7077.0208201922.4749ea3f@posting.google.com...

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> freeware, works on unix and windows. You could write bitmap files
> using WRITE_BMP in IDL, then SPAWN a command to imagemagick,
> converting them into an animated GIF.

Yes, but in recent versions of Imagemagick, GIF compression has been disabled by default (for the same reasons as in IDL), so it produces uncompressed GIFs. To get GIF compression with a recent version of IM, you will need to rebuild it appropriately.

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Animated GIF in IDL
Posted by [Dan Blair](#) on Thu, 22 Aug 2002 03:57:18 GMT
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```
<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
```

