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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- Sood 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 View Forum Message <> Reply to Message

Kasia,

> [...]

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

```
[...]
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```

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.

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:** Written by Timm Weitkamp, ESRF 27 Sep 1999 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, q, b as in WRITE GIF'

(Whether WRITE_GIF runs on your computer can be easily tested. Just type

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 View Forum Message <> Reply to Message

"RichardW" <rmw092001@yahoo.com> wrote in message news:9f4a7077.0208201922.4749ea3f@posting.google.com...

- > 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.

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, Hoea 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

<!doctype html public "-//w3c//dtd html 4.0 transitional//en"> <html>

Page 4 of 5 ---- Generated from

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```
This may be of some help.
A><a>
HREF="http://www.physics.emory.edu/~weeks/lab/animated.html">http://www.physics.emory.edu/
~weeks/lab/animated.html</A>
Best of luck
Dan
<br/><br>%nbsp;
Mark Hadfield wrote:
<bloom> wrote in message <bloom> wrote in message
<br>><a
href="news:9f4a7077.0208201922.4749ea3f@posting.google.com">news:9f4a7077.0208201922.
4749ea3f@posting.google.com</a>...
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---
<br/><br/>br>Mark Hadfield&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&a
mp:nbsp:&nbsp:&nbsp:&nbsp:&nbsp:
"Ka puwaha te tai nei, Hoea tatou"
<br/>br>m.hadfield@niwa.co.nz
<br>National Institute for Water and Atmospheric Research (NIWA)
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Daniel Blair                                                                                                                                                                                                                                                                                                                                                   
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nbsp;       Clark University 
Nonlinear Dynamics Lab     &nb
sp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nbsp:&nb
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