Subject: Re: xinteranimate and string
Posted by David Fanning on Tue, 21 Sep 2004 00:27:29 GMT

Iminis Catun writes:

> I would like to know if someone knows if it is possible to add a
> string as part of the display window of XINTERANIMATE. If not, what
> approach can I follow?

If you are loading the pixmaps from a display window (ie, using
the WINDOW keyword) then a simple XYOUTS will work. If you are
loading the animation directly from an image (ie, using the
IMAGE keyword), then load the images into a display window,
and use XYOUTS, as above.

Cheers,

David

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Subject: Re: xinteranimate and string
Posted by imcscastel on Tue, 21 Sep 2004 18:59:15 GMT

Thanks, but I think I am missing something. At first I am using a
window but then I transform the window into an image. So, how can I
make XYOuts work regarding this? Is it still useful?
Best regards,
IC

XInteranimate, Set=[400, 500, 1100]
FOR j=0,1099 DO BEGIN
.
.
.my procedure goes here!!!
.
.
.
window, /FREE, /PIXMAP,XSIZE=1000, YSIZE=1000

```
XYOuts,100,100,/Normal,'hour'+StrTrim(j,2),Color=yellow

XINTERANIMATE, FRAME = j,  IMAGE =TVRD(TRUE = 1)

Endfor

XINTERANIMATE,0

end
```

Subject: Re: xinteranimate and string
Posted by David Fanning on Tue, 21 Sep 2004 19:35:43 GMT

Iminis Catun writes:

> Thanks, but I think I am missing something. At first I am using a
> window but then I transform the window into an image. So, how can I
> make XYOuts work regarding this? Is it still useful?
> Best regards,

Uh, I don't *think* that is what you have. Are you sure you don't
open the window *before* you draw graphics? And why is the window
you do open a different size from your animation window?

I would do this:

```
window, /FREE, /PIXMAP,XSIZE=400, YSIZE=500
myGraphicsWindow = !D. Window
XInteranimate, Set=[400, 500, 1100]
FOR j=0,1099 DO BEGIN

WSet, myGraphicsWindow
.
.my graphics procedure that draw into the window goes here!!!
.
.
.
XYOuts,100,100,/Normal,'hour'+StrTrim(j,2),Color=yellow


XINTERANIMATE, FRAME = j,  Window=myGraphicsWindow

Endfor

XINTERANIMATE,0
```

Cheers,

David
--
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