
Subject: Re: Animating Raster Images

Posted by [todd](#) on Thu, 08 Jun 1995 07:00:00 GMT

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In article <3r09rv\$dqo@nlcnews.nlc.state.ne.us>, tskill@monarch.papillion.ne.us (Thomas Skill) writes:

|> Recently I have been having problems trying to 'animate' raster images in
|> PvWave. I have lets say 3 raster images on a stack and wish to flip
|> through them to give the illusion of animation. there is a problem
|> however with the colortables. since the colortables are different for
|> each image the table is loaded then the image is displayed and this is
|> done for each image. load the table then display first image. load
|> second table then display etc etc. the problem is the time it takes
|> between loading the colortable and displaying that image there is a small
|> flash so the animation is not smooth. does anyone know how to fix this
|> or why it happens??? Thank you very much.

|> -----

|> Thomas Skill

|> tskill@monarch.papillion.ne.us

|> AFGWC Offutt AFB, NE 68113

Thomas,

You could re-scale all your images to use the same color table, put them in a 3d array and use MOVIE, ie. moviedata=bytarr(xsize,ysize,nframes).

Or in WAVE there is also the WgAnimateTool procedure.

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Todd Ratcliff

UCLA Dept. of Earth & Space Sciences

Room 2707 Geology Building

UCLA Box 951567

Los Angeles, CA 90095-1567 todd@artemis.ess.ucla.edu

(310)825-3118 <http://artemis.ess.ucla.edu/~todd/home.html>
