Subject: Re: Waiting for Godot
Posted by Lajos Foldy on Wed, 16 Jan 2013 17:48:46 GMT

On Wednesday, January 16, 2013 6:20:56 PM UTC+1, David Fanning wrote:
> Folks,
>
> Has anyone mentioned that the IDL documentation is terrible?
>
> I'm looking for font tables and information on how to create an AVI
>
> movie in IDL. I know both of these things exist, somewhere. But, they
>
> are not indexed in any sense that I can discover. Does anyone know where
>
> this information might be in the IDL documentation?
>

Hi David,

IDL help's search is your friend, try "hershey' and 'creating video'.

regards,
Lajos

Subject: Re: Waiting for Godot
Posted by David Fanning on Wed, 16 Jan 2013 17:57:08 GMT

fawltylanguage@gmail.com writes:

> IDL help's search is your friend, try "hershey' and 'creating video'.

Ah, thank you. I was trying "create AVI movie". And, the only time I
think "Hershey" is if I'm craving a snack.

Still, you have to do some searching throught the Search results.
Nothing like "font tables" anywhere to be found. :-(

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Waiting for Godot
Posted by David Fanning on Wed, 16 Jan 2013 18:05:48 GMT
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David Fanning writes:

> Ah, thank you. I was trying "create AVI movie". And, the only time I
> think "Hershey" is if I'm craving a snack.

Alas, even finding the right page doesn't improve my opinion of the
documentation. In the AVI example, they "cleanup" the IDLffVideo object
with this command:

   videoObj.CleanUp

When I call that method (IDL 8.2.1), I get this error message:

   % Lifecycle methods cannot be called in this context.

To destroy the object and release the file, I have to do this:

   Obj_Destroy, videoObj

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Waiting for Godot
Posted by Lajos Foldy on Wed, 16 Jan 2013 18:19:34 GMT
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On Wednesday, January 16, 2013 7:05:48 PM UTC+1, David Fanning wrote:
> David Fanning writes:
>
>> Ah, thank you. I was trying "create AVI movie". And, the only time I

>
>> think "Hershey" is if I'm craving a snack.
>
>
> Alas, even finding the right page doesn't improve my opinion of the
>
> documentation. In the AVI example, they "cleanup" the IDLffVideo object
>
> with this command:
>
>   videoObj.CleanUp
>
> When I call that method (IDL 8.2.1), I get this error message:
>
>   % Lifecycle methods cannot be called in this context.
>
> To destroy the object and release the file, I have to do this:
>
>   Obj_Destroy, videoObj

Hi David,

that's normal. Init/Cleanup can be called directly only from the Init/Cleanup method of a subclass. This is in the docs :-) (under 'The Object Lifecycle')

regards,
Lajos

Subject: Re: Waiting for Godot
Posted by David Fanning on Wed, 16 Jan 2013 18:40:43 GMT

fawltylanguage@gmail.com writes:

> that's normal. Init/Cleanup can be called directly only from the Init/Cleanup method of a
subclass. This is in the docs :-) (under 'The Object Lifecycle')

Exactly. You would think whoever wrote the example should know that. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Waiting for Godot
Posted by Michael Galloy on Wed, 16 Jan 2013 19:17:15 GMT

On 1/16/13 11:40 AM, David Fanning wrote:
> fawltylanguage@gmail.com writes:
>
>> that's normal. Init/Cleanup can be called directly only from the
>> Init/Cleanup method of a subclass. This is in the docs :-) (under
>> 'The Object Lifecycle')
>
> Exactly. You would think whoever wrote the example should know that.
> :-)

Back a few years ago the help in the Workbench used to have a link a the
bottom of every page where you could report a problem about that page.
That's gone, but the new online docs have a button for making a comment
on each page and an email address to give feedback.

Mike
--
Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
Research Mathematician
Tech-X Corporation

Subject: Re: Waiting for Godot
Posted by Mark Piper on Thu, 17 Jan 2013 13:42:23 GMT

On Wednesday, January 16, 2013 12:17:15 PM UTC-7, Mike Galloy wrote:
>
> Back a few years ago the help in the Workbench used to have a link a the
>
> bottom of every page where you could report a problem about that page.
>
> That's gone, but the new online docs have a button for making a comment
>
> on each page and an email address to give feedback.

For reference: http://www.exelisvis.com/docs/CreatingVideo.html.

---

mp

Subject: Re: Waiting for Godot
Posted by David Fanning on Thu, 17 Jan 2013 13:47:45 GMT
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Mark Piper writes:

> For reference: http://www.exelisvis.com/docs/CreatingVideo.html.

For what it is worth, once you locate the right page of documentation,
and sort out the problem with the example file you find there, I have to
say the software itself works great for creating an AVI file. It really
couldn't be any easier.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Waiting for Godot
Posted by astroboy.20000 on Thu, 17 Jan 2013 17:47:11 GMT
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On Jan 16, 12:20 pm, David Fanning <n...@idlcoyote.com> wrote:
> Folks,
>
> Has anyone mentioned that the IDL documentation is terrible?
>
> I'm looking for font tables and information on how to create an AVI
> movie in IDL. I know both of these things exist, somewhere. But, they
> are not indexed in any sense that I can discover. Does anyone know where
> this information might be in the IDL documentation?
>
> Thanks,
>
> David
>

> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

I just make a series of jpegs or tiffs or whatever, and use Quicktime
pro to output them as avi or jpeg or whatever.

Subject: Re: Waiting for Godot
Posted by Carsten Lechte on Fri, 18 Jan 2013 11:13:11 GMT
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On 17/01/13 18:47, Bob Plano wrote:
> I just make a series of jpegs or tiffs or whatever, and useQuicktime
> pro to output them as avi or jpeg or whatever.

Back in the day I made nice-looking eps plots with direct graphics,
and used image manipulation programs (like imagemagick) to convert to
pixel graphics / movies / animated gifs. Unless you have hundreds of
thousands of frames, it might be worthwhile to have high-quality
single frame plots, and do the movie assembling independently of the
plotting.

chl