Subject: Saving animation images
Posted by Justin N. Beope on Wed, 06 Dec 1995 08:00:00 GMT
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Does anyone know how to save images frames after an animation has been completed.i.e. use cw_animate_getp to retrieve pixel maps and save each one as its own file?

I want to use the images to view on a Mac.

I've made some progress myself, but am a little flustered at this point.

any help would be great thanks.

justin

jbeope@ece.ucsd.edu

Subject: Re: Saving animation images
Posted by David S. Foster/Admin on Fri, 08 Dec 1995 08:00:00 GMT
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Ken Knighton < knighton > wrote:

>

- > "Justin N. Beope" <jbeope> wrote:
- >> Does anyone know how to save images frames after an animation has been
- >> completed.i.e. use cw_animate_getp to retrieve pixel maps and save each
- >> one as its own file?

>

- > It seems to me that you can use cw_animate_getp to get the vector of pixmap
- > window ids, then wset to each one and use tvrd to copy the contents back into a
- > byte array. Once you have done that, you can just decide how you want to
- > output the byte array so that you can utilize it on your Mac.
- > Ken Knighton knighton@gav.gat.com knighton@cts.com
- > Fusion Division
- > General Atomics
- > San Diego, CA

>

Be careful using the TVRD() function! On our Suns under Solaris 2.3 TVRD() can give very corrupted results, especially if your draw widget is scrollable. I use the following SAVE_TVRD() function:

```
SAFE_TVRD.PRO 9-25-95
```

```
; This function is a safer version of IDL's TVRD() function. First,
; there was a bug related to the reading from a scrollable draw. Also.
; the TVRD() function uses an X routine that has problems if the
; window is obscured or iconized. This routine uses the DEVICE, COPY=
; command to first copy the window contents to a new window pixmap,
; and then reads from this pixmap into the array.
FUNCTION safe_tvrd, draw_widget, xsize, ysize
on error, 2
old window = !d.window
window, xsize=xsize, ysize=ysize, /free, /pixmap
                                                  ; Create new window
widget_control, draw_widget, get_value=window
device, copy=[0,0, xsize,ysize, 0,0, window]
                                                ; Copy into new window
image = tvrd()
                                      ; Read into array
wdelete, !d.window
if (old_window ne -1) then wset, old_window
return, image
END
```

Dave Foster UCSD Brain Image Analysis Lab