
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

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>

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
