
Subject: FG Save method -- Gifs

Posted by [Matthew Argall](#) on Thu, 05 Mar 2015 15:49:46 GMT

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I would like a way to choose the frame refresh rate for gifs. Let's take example from the translate method, but skip a few points between saves. I want the resulting gif to last the same amount of time as the original version, and to loop.

```
; Create the data.
```

```
x = FINDGEN(100)
```

```
y = 20 * Sin(x*2*PI/25.0) * Exp(-0.01*x)
```

```
; Draw the sky and sea.
```

```
p = PLOT(x, y, XRANGE=[0,99], YRANGE=[-40,100], $
```

```
  FILL_LEVEL=-40, $
```

```
  AXIS_STYLE=0, MARGIN=0, DIMENSIONS=[500,400], $
```

```
  BACKGROUND_COLOR="light sky blue", $
```

```
  /FILL_BACKGROUND, FILL_COLOR="sea green", TRANSPARENCY=100)
```

```
; Draw the sun
```

```
e = ELLIPSE(0.9, 1, FILL_COLOR="yellow", COLOR="yellow")
```

```
; Determine the points for the boat to travel.
```

```
xx = 0.5*[-22,-19,-12,-7,8,13,18,23,0.5,0.5, $  
  13,8,0.5,0.5,8,3,-2,-7,0,0,-7,-12,0,0]
```

```
yy = 2*[3,-0.7,-1,-1.5,-1.5,-0.7,0.5,3,3,5, $
```

```
  5,13,13,15,15,20,20,15,15,13,13,5,5,3]
```

```
; Draw the boat. Give a Z value to put the boat on top.
```

```
p1 = POLYGON(xx,yy,1,/DATA,FILL_COLOR="burlywood", CLIP=0)
```

```
; Translate p1 using data coordinates,
```

```
; translate e using device coordinates.
```

```
step = 10
```

```
FOR i=step,99,step DO BEGIN & $
```

```
  p.SAVE, 'translatemethod_ex.gif', RES=96, /APPEND & $
```

```
  p1.TRANSLATE, step, y[i]-y[i-step], /DATA & $
```

```
  e.TRANSLATE, 1,-0.5 & $
```

```
ENDFOR
```

```
p.SAVE, 'translatemethod_ex.gif', RES=96, /APPEND, /CLOSE
```

Subject: Re: FG Save method -- Gifs

Posted by [Matthew Argall](#) on Thu, 05 Mar 2015 15:51:53 GMT

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p.s. the original version is here

http://exelisvis.com/docs/Translate_Method.html

Subject: Re: FG Save method -- Gifs

Posted by [chris_torrence@NOSPAM](#) on Thu, 05 Mar 2015 16:37:24 GMT

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On Thursday, March 5, 2015 at 8:51:54 AM UTC-7, Matthew Argall wrote:

> p.s. the original version is here

>

> http://exelisvis.com/docs/Translate_Method.html

Hi Matthew,

Your best bet is to write the GIF yourself using WRITE_GIF. That way you have access to the keywords like DELAY_TIME and REPEAT_COUNT.

You could do something like:

```
img = p.CopyWindow()
img= color_quan(img,1,red,green,blue)
write_gif, file, img, red, green, blue, ...
```

Cheers,
Chris
