Subject: Animations to mpeg/fli
Posted by M.W.Gardner on Thu, 07 Dec 1995 08:00:00 GMT
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Can anyone tell me whether it is possible to generate an mpeg or fli format
animation files from IDL. If not in IDL then is it possible to do this
externally - ie using another piece of software.

Anyone who has done this or has any information about this, please contact me.

Thanks in advance.

Matt
-----> Matt Gardner EMAIL->m.W.gardner@uea.ac.uk PHONE->+44- 1603-592041
School of Environmental Science,University of East Anglia,Norwich,NR4 7TJ,UK
 ---------- ----------
opinions are mine - http://www.uea.ac.uk/~e449

Subject: Re: Animations to mpeg/fli
Posted by Andreas Oberreuter on Thu, 07 Dec 1995 08:00:00 GMT
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> Can anyone tell me whether it is possible to generate an mpeg or fli format
> animation files from IDL. If not in IDL then is it possible to do this
> externally - ie using another piece of software.
>
> Anyone who has done this or has any information about this, please contact me.
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> Thanks in advance.
>
> Matt

Hallo Matt!

I think I have something You can use to do this job.
A few years ago I wrote a x_movie.pro, which allows to read images
of all image-formats supported by IDL and to animate them.
Instead of animating them You can convert them to all image-
formats IDL knows. A few formats are included by myself,
because IDL doesn't know FLI and SunRasterFiles with compressed
mode. FLI is only in an input mode, but when You read the part
of x_movie.pro which is reading the FLI-image, You will surely be
able to write FLI-Files by Yourself.

Another method could be to take the XFLICK-Tool, which allows to
visualize weather-cards (i.e from Edinburgh) in fli-Format. By the

help of Michael Pall from University of Karlsruhe (Germany), I got
a deflick-Tool, which is able to separate each image in a fli-movie
on a single file. In XFLICK and DEFLICK You will find C-routines,
which allow to access FLI-image-Files (WRITE/READ). But I use all
of them a few years ago and only for a short time. I am not an
expert on this area.

If You are interested in this tools, please send me a mail.

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!!
Bitte als mailadress ao@eurad.uni-koeln.de benutzen
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Subject: Re: Animation
Posted by davidf on Tue, 19 Aug 1997 07:00:00 GMT
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Neil Winrow writes:

> Can anyone give me any advice?
> I am trying to Animate a set of surface plots. Each surface plot
> represents the output from a data file. The set of plots represent flux
> at different photon energy, and my boss would like a small animation as
> the photon energies increase. I can read each of the data files into the
> program to display individally, but how can I animate the sequence,
> using the XINTERANIMATE etc. Any advice would be greatly appreicated.

This kind of thing is easily done with XInterAnimate, since
this program can take a "snap-shot" of whatever is in the
current graphics window. With a surface plot, the only
tricky thing is to make sure IDL is not autoscaling. If
you allow autoscaling of axes, the surface will be "jumping"

in the animation, which you don't normally want.

Suppose I had 10 data files named data0.dat to data9.dat containing 40 by 40 floating point data that I want to animate. And suppose I know that the maximum value in all 10 of these data sets is 1500 meters. My code to animate this data might look like this:

```
   ; Set up XInterAnimate

XInteranimate, Set-[300, 300, 10], /Showload

  ; Open the data sets. Put surface plots in the
  ; XInterAnimate window and take a snap-shot of them.

FOR j=0,9 DO BEGIN
   filename = 'data' + StrTrim(j,2) + '.dat'
   OpenR, lun, filename, /Get_Lun
   thisSurface = FltArr(40,40)
   ReadF, lun, thisSurface
   Free_Lun, lun
   Surface, thisSurface, ZRange=[0,1500], XStyle=1, $
      YStyle=1, ZStyle=1
   XInterAnimate, Frame=j, Window=!D.Window
ENDFOR

   ; Run the surface animation.

XInterAnimate
```

Cheers,

David
--
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Fanning Software Consulting
Customizable IDL Programming Courses
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com

Subject: Re: Animation
Posted by Armand J. L. Jongen on Wed, 20 Aug 1997 07:00:00 GMT
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Neil Winrow wrote:
>
> Can anyone give me any advice?

> I am trying to Animate a set of surface plots. Each surface plot
> represents the output from a data file. The set of plots represent flux
> at different photon energy, and my boss would like a small animation as
> the photon energies increase. I can read each of the data files into the
> program to display individually, but how can I animate the sequence,
> using the XINTERANIMATE etc. Any advice would be greatly appreicated.
>
> Many Thanks
>
> Neil

I tried something simular a few days ago. You should make use of the
WINDOW keyword in XinterAnimate. This copies the entire contents of an
existing window to a frame for the animation. Here a short example where
I assume the ImageSeq is a 3D matrix containing the sequential data.
********** **********
Pro Animate

Z=100 ;Number of images
Window, /Free, xs=300, ys=300 ;Create a window to hold the image in.
;You could set the /PixMap here to not even
;show the window.
WinID = !D.Window ;Get the ID of this Window

Xinteranimate, Set=[300,300,Z] ;Setup Xinteranimate. The 300 here
should ;correspond with the x and y size of WinID

For I=0, Z-1, 1 do Begin ;Start the loop

Wset, WinID ;Make WinID active. Not really necessary in ;this
example.

; Create a shaded surfaceplot which will be displayed in the active
Window.
; You can of course put here any plot or image that can be dislayed in a
Win.

shade_surf, ImageSeq(*,*,i), shades=ImageSeq(*,*,i),$
AZ=300, xstyle=4, ys=4, zs=4, Zrange=[0,250]

;Load the complete contents of the window in Xinteranimate.

Xinteranimate, Frame=i, Window=WinID

endfor ; End of the loading loop

Xinteranimate, /Keep_Pixmaps ;Show the animation and keep the images
for ;further use.

END ; of Animate
********** **********

Hope this gets you on the way. It made my boss enthousiastic to see the animation so I hope it will make yours also jump. Be sure to use fancy colors!:-)

Greetings, Armand.

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********** **********
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