
Subject: how to animate/loop plots (not images)
Posted by [demott](#) on Wed, 28 Aug 1996 07:00:00 GMT
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I have a series of simple 2D line plots that I would like to animate. I'm currently writing the plots to a postscript file, and then using some external applications to convert them to (unfortunately large) tiff files and then loop them. Is there a simpler way to do this in IDL? The manuals talk about how to loop a series of images stored in a single array, but this isn't what I'm dealing with.

Thanks for any insight on this problem.

Charlotte
demott@olympic.atmos.colostate.edu

Subject: Re: how to animate/loop plots (not images)
Posted by [Liam Gumley](#) on Thu, 29 Aug 1996 07:00:00 GMT
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Charlotte DeMott wrote:

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> in a single array, but this isn't what I'm dealing with.

Check out the frame tools page at

<http://cimss.ssec.wisc.edu/~gumley/frame.html>

You can set up a series of graphics frames (as many as you want), and create a plot in each frame, and then loop through them. e.g.

```
fset
x=sin(findgen(10))
plot,x,sin(x)
af
plot,x,cos(x)
af
plot,x,sin(x)^2
af
plot,x,cos(x)^2
lf
```

Cheers,

Liam.

Subject: Re: how to animate/loop plots (not images)
Posted by [Robert Moss](#) on Thu, 29 Aug 1996 07:00:00 GMT
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Charlotte DeMott wrote:

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>
> Thanks for any insight on this problem.
>
> Charlotte
> demott@olympic.atmos.colostate.edu

You can use XINTERANIMATE to do this. The trick is to plot your images to a pixmap, then use TVRD to get the pixmap and load it into XINTERANIMATE.

```
XINTERANIMATE, SET=[256,256,10] ;SAY YOU HAVE 10 PLOTS  
WINDOW, /FREE, /PIXMAP, XSIZE=256, YSIZE=256  
FOR I=0,9 DO BEGIN  
  PLOT, X, Y ;DO YOUR 10 PLOTS HERE AS YOU SEE FIT  
  XINTERANIMATE, FRAME = I, IMAGE = TVRD()  
ENDFOR  
XINTERANIMATE, /KEEP_PIXMAPS
```

Of course these plots will have screen resolution, but since your displaying it on the screen that shouldn't be a problem

--

Robert M. Moss, Ph.D. - mossrm@texaco.com - FAX (713)954-6911

This does not necessarily reflect the opinions of Texaco Inc.

Subject: Re: how to animate/loop plots (not images)
Posted by [peter](#) on Fri, 30 Aug 1996 07:00:00 GMT
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Thorsten Becker (becker@geophysik.uni-frankfurt.de) wrote:

: Robert Moss wrote:

: >

: > Charlotte DeMott wrote:

: > >

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: > > Charlotte

: > > demott@olympic.atmos.colostate.edu

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: >

: Take care using xinteranimate/xanimate if you have a lot of plots to

: combine. It is very memory consuming and may cause your (small) system's

: X11 to crash. (Did it with a 250 images 500x500 picture on a 32MB

: PowerPC running AIX.) Works fine on a big machine. Another way would be

: to convert your Postscript files using a shell script and gs. Or save as

: a tiff/gif from IDL, whatever. After that use special tools to produce

: GIF-animation (e.g. gifmerge) or MPEGs. This has the advantage of being

: more "exportable".

If they are simple plots, then just plot them. IDL is fast enough to plot many frames a second of simple graphics. More often you'll need to slow it down than speed it up. For slightly smoother graphics, maybe plot to a hidden pixmap and then copy it to the screen window.

Peter

Subject: Re: how to animate/loop plots (not images)

Posted by [jlaw](#) on Fri, 30 Aug 1996 07:00:00 GMT

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How about using TVRD() to turn the plots into images??

Subject: Re: how to animate/loop plots (not images)

Robert Moss wrote:

```
>
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>     PLOT, X, Y ;DO YOUR 10 PLOTS HERE AS YOU SEE FIT
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Thorsten

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IMGF Frankfurt/Main becker@geophysik.uni-frankfurt.de

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