
Subject: Re: How to use the z-buffer

Posted by [Liam Gumley](#) on Wed, 02 Oct 1996 07:00:00 GMT

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Ralf Monz wrote:

- > I have a series of two images in the same frame, one made with
- > 'shade_surf' and the other with 'plot'. Now I animate this with
- > 'xinteranimate'.
- > Is it possible to decrease time for loading the frame into the
- > 'xinteranimate' by using
- > the z-buffer?

For an easier (I think) way of animating images, check out

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

This collection of IDL tools allows you to create a set of image frames in memory. A visible window is created which at any time displays the contents of one frame in memory. The user can advance and backup frames, loop over a range of frames, or show a particular frame.

Cheers,
Liam.
