
Subject: Xinteranimate, getting control back
Posted by [Jeff Tyler](#) on Sat, 07 Nov 1998 08:00:00 GMT
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I am writing some code to model environmental changes over a number of years. The datasets can get quite large and the best way to communicate the effect of changing model parameters is to provide images to the user. The number of images to show users ranges from 15-100, and in the future may be even larger. I want to animate this and it looks like XINTERANIMAE is the best way to go.

My problem is that I want to be able to compute a set of results, let the user see the animation and then go back and compute a new set of results that the user then can animate again. However, once I start XINTERANIMATE then IDL wants the user's control of the program to go to the widget and when the user hits the "end animation" button, the program ends. I would prefer for control to go back to my program where the user can change model parameters, recompute and then run a new animation. Can anybody suggest how to get XINTERANIMATE to return control to the main program once it has stopped, or some other solution to the problem.

thanks,
Jeff Tyler
Great Lakes Environmental Research Laboratory

Subject: Re: Xinteranimate, getting control back
Posted by [philip aldis](#) on Wed, 11 Nov 1998 08:00:00 GMT
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David Fanning wrote:-

>
> While I'm waiting anxiously for Philip's new program, like
> the rest of you, I should point out that XINTERANIMATE doesn't
> take control of anything. There is nothing going on that would
> prevent the user from going back to the original program
> and launching *another* version of XINTERANIMATE, or doing
> some more work while the animation plays along happily in
> the corner of the display. (Whoops, except that XINTERANIMATE
> is written with COMMON blocks and can only allow one copy
> of itself to exist at any one time. A pity, really. Someone
> should have read my book. :-)

Luckily I did read your book, and so you want even find so much as a sniff of a common block, so you can have as many instances as you like.

Phil

--

Philip Aldis
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Subject: Re: Xinteranimate, getting control back
Posted by [davidf](#) on Wed, 11 Nov 1998 08:00:00 GMT
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Philip Aldis (teal@dera.gov.uk) writes in response to Jeff Tyler:

>> My problem is that I want to be able to compute a set of results, let
>> the user see the animation and then go back and compute a new set of
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>> XINTERANIMATE then IDL wants the user's control of the program to go to
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>> control to the main program once it has stopped, or some other solution
>> to the problem.
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> As for the problem you highlight here, all you would have to do is change
> the event handler on my program for the quit button, so that it notified,
> some other program - it would be a piece of cake to do. You could change the

> code quite easily.

While I'm waiting anxiously for Philip's new program, like the rest of you, I should point out that XINTERANIMATE doesn't take control of anything. There is nothing going on that would prevent the user from going back to the original program and launching *another* version of XINTERANIMATE, or doing some more work while the animation plays along happily in the corner of the display. (Whoops, except that XINTERANIMATE is written with COMMON blocks and can only allow one copy of itself to exist at any one time. A pity, really. Someone should have read my book. :-)

So I am confused about the notion of getting XINTERANIMATE to return control to the main program. Where else *is* the control, except in the main program. After all, this is the program that spawned XINTERANIMATE, correct? When the user quits XINTERANIMATE the other widget program (programs ?) should be there for them to interact with. There are certainly no limitations on how many widget programs can be running simultaneously that I know about.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Xinteranimate, getting control back
Posted by [philip aldis](#) on Wed, 11 Nov 1998 08:00:00 GMT
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Jeff Tyler wrote:

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> years. The datasets can get quite large and the best way to communicate
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> user. The number of images to show users ranges from 15-100, and in the
> future may be even larger. I want to animate this and it looks like
> XINTERANIMAE is the best way to go.

Now, I'm not so sure. I've written a bit of code, (well quite a large bit of

code) which replaces XINTERANIMATE, and my code is a great deal easier to understand and so you could manipulate it to do what ever you wanted and link it in with your current widget program, or if it's not a widget program then call from the program.

There are several advantages to my program, if you wanted to put a colour bar on the animation, or anything else, then it is very easy to do. You can check out a post I put about it titled : a replacement for xinteranimate.

But the main advantage is to do with pixmap storage space, my program only stores the minimum amount, i.e. it stores no black space, and never stores more than one copy of anything, so it would only store one colour bar in pixmaps.

Basically, I guess the fact that you would be able to change the code to exactly what you wanted, quite easily, rather than xinter.. which is written in such dense code that it is hard to understand, means that my program would be ideal.

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> thanks,
> Jeff Tyler
> Great Lakes Environmental Research Laboratory

As for the problem you highlight here, all you would have to do is change the event handler on my program for the quit button, so that it notified, some other program - it would be a piece of cake to do. You could change the code quite easily.

The program is currently, about to get publication permission - I have to get this before I can let others even look at it, and when that's done I'll e-mail a copy to you, with some examples of how to use it, and then I would be delighted to help you change the code to suit your particular needs.

cheers,
Phil Aldis

--

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