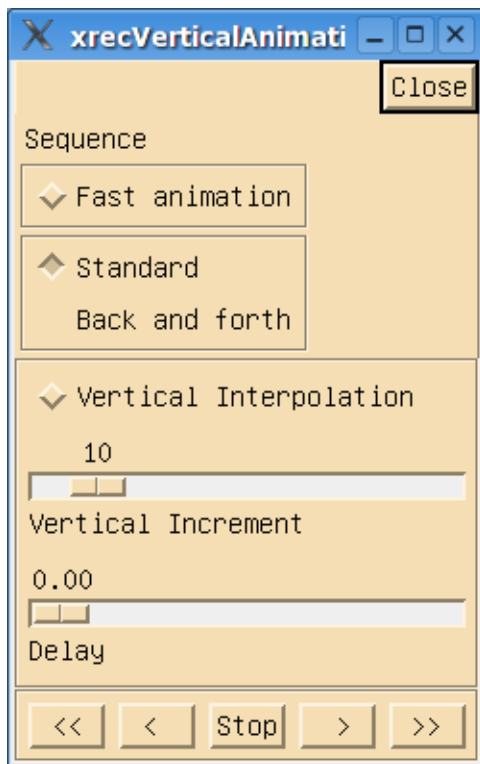


The Vertical Animation Panel



The “Vertical Animation” panel of xrec allows the user to quickly scan the vertical structure of a 3D as a collection of 3D slices.

To use this function, at least one field needs to be selected. Then clicking on any icon of the bottom row (except stop) starts the animation.



The animation is first done by looking in the standard file(s) for the records that match all the attributes of the field(s) displayed except pressure level (IP1). All the relevant fields are then loaded into memory, and the animation sequence starts.

Here is a brief explanation of the functions of the elements of this panel.

Fast animation toggle : This toggle, when activated, keeps the images in memory, so that when all images are generated, the animation sequence is done by only flipping the images. This gives the fastest animation, but is the most memory intensive, especially during very long sequences (100 + frames) On the modern workstations we have nowadays, this option is getting less and less useful or needed..

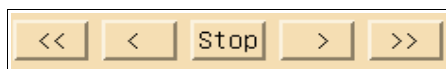
When this option is de-activated, more animation speed can be gained by removing display elements from the display window, such as smoothing, colors, heavy lines, etc. Zooming on a smaller area also increases animation speed.

Standard / back and forth toggle : This toggle is used to define the direction of animation, from the first to last frame (standard) or back and forth (first to last, last to first going backwards, etc.). For a 7 frame animation sequence, the order of animation when “Standard” is selected is 1-2-3-4-5-6-7-1-2-3-4-5-6-7-1-2-3-4-5-6-7-1-2-3... When “**Back and forth**” is selected, the order of animation is 1-2-3-4-5-6-7-6-5-4-3-2-1-2-3-4-5-6-7-6-5-4-3-2-1-2. For vertical levels, the “**Back and forth**” option is worth using.

Vertical interpolation : This toggle activates the use of vertical interpolation to smooth the animation. For instance, frames can be interpolated to 10-mb intervals even if the original frames are defined at every irregular levels. The interpolation between fields is done through linear point-to-point interpolation. The spacing between levels is set by moving the slider. Use the results with caution.

Delay between frames (sec.) : This slider sets the delay between frames. The default (0.12 seconds) gives about 8 frames / second. Animation speed can be less if the field takes more time to generate. The slider can go from 0.00 sec (no delay) to 1.00 second between frames.

The icons from the last row have the following function, by order of appearance :



<< : Fast backwards animation; < : one frame backwards; **STOP** : stops the animation; > : one step forward; >> : Fast forward animation.