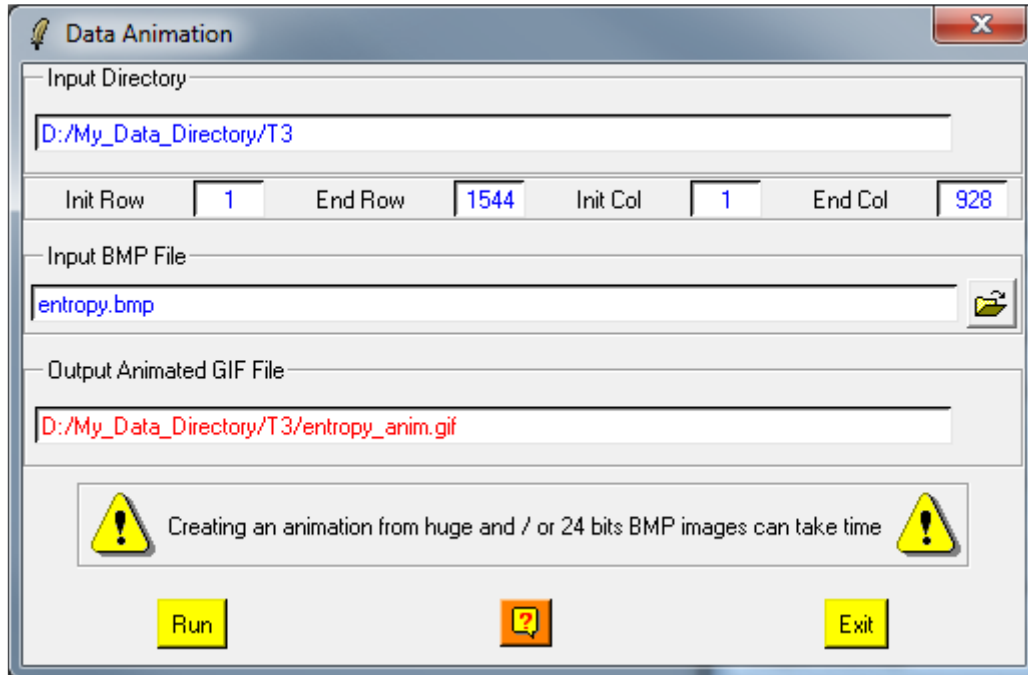


Data GIF Animation



The screenshot shows a Windows-style dialog box titled "Data Animation". It contains the following fields and controls:

- Input Directory:** A text box containing "D:/My_Data_Directory/T3".
- Init Row:** A spin box set to "1".
- End Row:** A spin box set to "1544".
- Init Col:** A spin box set to "1".
- End Col:** A spin box set to "928".
- Input BMP File:** A text box containing "entropy.bmp" with a folder icon to its right.
- Output Animated GIF File:** A text box containing "D:/My_Data_Directory/T3/entropy_anim.gif" in red text.
- Warning:** A yellow warning triangle icon followed by the text "Creating an animation from huge and / or 24 bits BMP images can take time" and another yellow warning triangle icon.
- Buttons:** "Run" (yellow), a question mark icon (orange), and "Exit" (yellow).

Description:

This function is used to create an animated GIF file from several bitmap (BMP) image files which constitute the animation frames.

Comments:

Parameters written in Red can be modified directly by the user from the keyboard.

Input/Output Arguments:

Input Directory Indicates the complete location of the considered **MainDirectory** containing the raw binary datasets

Input BMP File Indicates the complete location of the 8-bits BMP file.

Output

Animated GIF File Indicates the name of the bitmap output file.