

Animator – programmers documentation

In this document functions, important variables of animator are described and basic overview of the algorithm used is given.

Overview

First we load options from config, then we load options using getopt. After all options are loaded and checked for validity, input files are checked for overlap and merged in temporary folder.

Using gnuplot frames for resulting animation are generated and given to ffmpeg to create final mp4 file from. For more details check source code and description of functions and variables in this document.

Functions and scripts

- **verbose**

This function is used to check verbosity level and print its arguments if its at least 1.

- **vverbose**

This function is used to check verbosity level and print its arguments if its greater than 1.

- **Err**

Err function is used to exit the program with nonzero exit code and print its argument before doing that.

- **test_arg**

Function testing expecting its argument to be a filepath, its tests if the argument is not empty, is a file, is readable and file is not empty. After that it uses the perl scripts specified below to check if the dates in file are valid with respect to variable TIMEFORMAT and after that also performs a check which validates that lines are well ordered.

- **validate_params**

Validates parametres loaded via getopt, it uses simple regular expressions to do that.

- **parse_eparams**

Parses and validates options separated by : from parameter -e and saves them to DOTS and/or TYPE.

- **preq**

Performs check of perquisites need by the script.

- **max_folder**

As desired behavior is to increment folder suffix if the folder for output already exists, this function performs scan of the target directory for folder with the same name and sets NAME to its previous value suffixed with the incremented integer.

- **max_file**

Is used when creating temporary files, with prefix from variable TMPFILE and is very similar to max_folder, its an alternative to using mktemp as we prefer the behavior which is predictable for debugging.

- **process_arg**

Using first and last line of the argument which is well ordered creates temporary file unsorted which is to be sorted and used for merging the inputs aswell as checking for overlaps in inputs.

- **load_config**

This function check if config is not empty, is a file, is readable and data file is not empty, after that it check if all directives used are valid using variable directives_regex than creates a file config which is ready to be sourced and is sourced.

- **video**

Most important and longest function, creates file dots which is used as second datasource. Checks if the length of the file is not too small for chosen modulo. Sets y range based on specified options, creates frames using gnuplot. After calculating desired fps based on specified options it runs ffmpeg which creates animation from them

- **check_overlap**

Using conversion to epoch time, checks if the input files overlap, if they do error is produced.

- **merge_input**

Using conversion to epoch time sorts the input files and merges them in temp folder.

- **dates.pl**

Converts a single date to epoch and exits with nonzero code if conversion fails, format and date to be converted are specified as arguments. If you desire other than Europe/Prague timezone to be used edit this script.

- **datestd.pl**

Is used to convert all dates on stdin to epoch and exits with nonzero code if conversion fails, format is specified as argument. If you desire other than Europe/Prague timezone to be used edit this script.

Variables

- **ECODE**

Errorcode to be returned

- **VERBOSE**

Verbosity level

- **OUTPUT**

Output file name.

- **DOTS**

Modulo used for the effect.

- **TYPE**

Type of the dots used for effect.

- **TIMEFORMAT**

Timeformat string used for conversion.

- **TIME**

Desired duration of the animation.

- **YMIN**

Minimal y value to be shown.

- **YMAX**

Maximal y value to be shown.

- **NAME**

Name of the folder to store the result in.

Notes

Trap is setup on exit which removes the temporary folder, only animation is stored after the script ends.