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Subject: Re: Plotting a long vector on PV-WAVE  
Posted by [mgs](#) on Tue, 02 Dec 1997 08:00:00 GMT  
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In article <3482A196.500F@astro.ufl.edu>, Christos Siopis  
<siopis@astro.ufl.edu> wrote:

```
...  
> snap = tvrd(0,0,640,512)  
...
```

David Fanning already replied with the Device, Copy command.

```
> What's also funny is that the "TV, snap" command worked  
> instantaneously on a low-end Sun workstation but it would need half a  
> second or more to "unroll" on a much faster DEC Alpha machine. Could  
> it be that the Alpha's display holds more information?
```

This could be due to the video to system bus attributes, which are beyond IDL's control. If the low-end Sun workstation is using the S24 video, you should be getting excellent video throughput. I can't recall the specifics of the white paper I read about five years ago (I wonder what I used to kill those brain cells), but the basics were that the video and memory bus were shared, allowing much better performance.

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Interactive Visuals  
<http://ww2.sd.cybernex.net/~mgs/>

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