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Subject: Re: Speed up movie in object graphics.  
Posted by [davidf](#) on Wed, 05 Apr 2000 07:00:00 GMT  
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Erik Hummel (erik.hummel@philips.com) writes:

- > On WNT and with IDL5.3 I'll have an application with movie functionality
- > of images (say 256x256 byte array). The application is based on Object
- > Graphics. The movie is very slow (lower than 10 images/s).
- > The CW\_Animate application of IDL is much faster, but with structured
- > graphics.
- > My question is how to speed up the movie. To me seems an option using
- > the Read (or GetProperty, Image\_Data) method of IDLgrWindow and redraw
- > these screen dumps. Has someone experience with this
- > and is this indeed the way?

I don't have any experience animating object graphics images. Mostly, I think, because it would never occur to me to use object graphic images for this purpose. I can imagine it would be slow. And the READ or GET\_PROPERTY, IMAGE\_DATA is not going to help much, since reading from the window \*still\* results in an image object.

I think what I would do is pull each 2D image out of its image object using the GET\_PROPERTY, DATA method and load those images into XINTERANIMATE (or CW\_ANIMATE, I guess). This won't cause a problem unless you are running on an 8-bit display, in which case your colors will go a little crazy in the rest of your application while the movie is running. But it will work perfectly on a 24-bit display, which--if you are writing object graphics applications in the first place--I'm sure you have. :-)

Cheers,

David

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