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Subject: More on speed up movie in object graphics.  
Posted by [Erik Hummel](#) on Fri, 07 Apr 2000 07:00:00 GMT  
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Two days ago I had that question on how to speed up movies with object graphics.

I received several reactions and tried the following:

- Set Renderer option of Widget\_Draw to 1, i.e. rendering by IDL SW.

This increased for my PC

with graphics card the speeds with somewhat less as a factor of 2.

- Used the object graphics program of Richard Adams with a list of images (IDLgrImage objects). No usage

of DATA. This increased somewhat the performance (10 - 20 %), Probably due to the usage of DATA.

- Some other options as Transparency of windows, HIDE option of IDLgrImage and IDL5.3.1. Did not tried them.

- Use the direct graphics movie. About the same as with object graphics!

- IDL cw\_animate example: due to the usage of DEVICE, COPY and windows in memory:

roughly a factor of 5 - 10 faster!

Performance problem is probably the rendering of the images to the window. The only solution I'll

see is using DEVICE, COPY (a direct write to to the screen buffer?). In both TV or IDLgrWindow

I have seen no options to prevent rendering. There is a read

functionality which can read the

pixels on the screen for a certain window, but these can not be replaced by with a direct copy.

Some has any ideas?

Erik

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