Subject: Re: How to do efficient overlay with IDL ?
Posted by Bernard Puc on Mon, 16 Oct 2000 07:00:00 GMT
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Jean Luc MAILLART wrote:

>
> Hello
>
> I have a camera connected with some DLL functions writen in C++ that are
> called by IDL main program.
> The acquired images are processed and displayed with overlays results by IDL
> program.
> Today i use TV ou TVSCL for display, then i use some PLOT procedure with
> specific reserved values in the color table to draw the overlays
> informations. after each frame acquisition.
> This kind of method is not very efficient under 256 colours, and is
> dramaticaly slow under full colors display, and limit the ability to deal
> with real-time processing (50 or 60 frames/sec).
>
> Is somebody knows :
>
> 1) Why IDL is dramaticaly slower in full colors (3 to 4 time more than in
> 256 colors !) ?
>
> 2) Others more efficient methods to deal with overlays informations on IDL ?

I'm not certain about this but I think that if you first create a pixmap
window and use it for your output, then copy the contents of the pixmap
to your screen output, you can improve the speed. I'm sure someone else
on the newsgroup knows more about this.

> Thank's for your help.
>
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