
Subject: How to do efficient overlay with IDL ?

Posted by [Jean Luc MAILLART](#) on Sat, 14 Oct 2000 07:00:00 GMT

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Hello

I have a camera connected with some DLL functions written 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 dramatically 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 dramatically 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 ?

Thank's for your help.

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