
Subject: Testers needed for TV benchmark
Posted by [billb](#) on Wed, 08 Aug 2001 17:24:05 GMT
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Hi all,

I've been working at trying to get the fastest TV update rate possible and am a little discouraged by my results so far. I developed a short benchmark program and am curious what results might be obtained by other machines. I have a P3-550 and obtained the following:

TV-Device Copy Test: Array Size: 512 13.520000 seconds
=> Frames/sec: 3.6982249 Frame time: 0.27040000
Video Xfer rate: 2908402.4 bytes/sec

TV Direct Test: Array Size: 512 13.290000 seconds =>
Frames/sec: 3.7622272 Frame time: 0.26580000
Video Xfer rate: 2958735.9 bytes/sec

If your time permits, I would appreciate knowing anyone else's results and a brief mention of the computer used. My benchmarks were identical for IDL 5.2 and 5.3.1. Thanks in advance.

Bill B.

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; Benchmark test for window updating

PRO WIN_TEST, GROUP=Group

set_plot, 'win'
DEVICE, DECOMPOSED = 0 ; New for IDL 5.2

sz = 512

WINDOW, /FREE, /PIXMAP, XSIZE = sz, YSIZE = sz
pixmap0_id = !D.WINDOW
WINDOW, /FREE, XSIZE = sz, YSIZE = sz
pixmap1_id = !D.WINDOW

R = FINDGEN(256)
G = R
B = R

TVLCT, R, G, B ; Load these vectors into the color table:

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s = 0          ; seed
data = (randomu(s, sz, sz, 3) * 255) ; create some initial data

; TV to pixmap and copy test -----

T0 = SYSTIME(1)
FOR I = 0, 49 DO BEGIN
  WSET, pixmap0_id

  ;data = (randomu(s, sz, sz, 3) * 255)
  ;s = s + 1

  TV, data, true = 3

  WSET, pixmap1_id
  DEVICE, COPY = [0, 0, sz-1, sz-1, 0, 0, pixmap0_id]
ENDFOR

T1 = SYSTIME(1)
fps = 50.0 / (t1 - t0)
print, 'TV-Device Copy Test: Array Size: ', sz, ' ', t1 - t0, '
seconds', ' => Frames/sec: ', fps, ' Frame time:', 1.0/fps
print, ' Video Xfer rate: ', DOUBLE(sz) * DOUBLE(sz) * 3D * fps, '
bytes/sec'
print

; TV direct test -----
T0 = SYSTIME(1)
FOR I = 0, 49 DO BEGIN
  WSET, pixmap1_id

  ;data = (randomu(s, sz, sz, 3) * 255)
  ;s = s + 1

  TV, data, true = 3

ENDFOR

T1 = SYSTIME(1)
fps = 50.0 / (t1 - t0)
print, 'TV Direct Test: Array Size: ', sz, ' ', t1 - t0, ' seconds', '
=> Frames/sec: ', fps, ' Frame time:', 1.0/fps
print, ' Video Xfer rate: ', DOUBLE(sz) * DOUBLE(sz) * 3D * fps, '
bytes/sec'

WDELETE, pixmap0_id
WDELETE, pixmap1_id
END

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