
Subject: Re: fast image display

Posted by [Dan Larson](#) on Wed, 15 May 2002 23:45:16 GMT

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In article <abukaq\$1n4k\$1@nntp6.u.washington.edu>, rtowler@u.washington.edu says...

>
>> I think you're wrong there, Rick. (Gee I never thought I'd get to say
>> that!) XINTERANIMATE generates off-screen pixmaps and then brings them
>> onto the screen with DEVICE, COPY=... and this is faster than calling
>> TV for every frame.

>
> That's the last time I make a guess! (Well, ok it isn't.) I assumed that
> the limiting factor would be bandwidth to the graphics buffer but obviously
> TV does something else to slow drawing down. And doing the math it doesn't
> really add up. But maybe Dan could be using a 486 with 1MB ISA video card.
> It's possible! ;)

>
> -Rick

>
>
>
>

Also Xmovie.pro gives the same error: "%window: unable to create pixmap"

dan
