Subject: Re: fast image display
Posted by Dan Larson on Wed, 15 May 2002 23:33:04 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
>
>
>
>
I'm not using a 486 :). However, I have tried the approach that
several people suggested, Xinteranimate. This routine works fine
for about 100 image frames. Larger number of frames leads to the
following error message:

"%window: unable to open pixmap" OR
"unable to allocate memory for backing store. Window closing."

This is a problem I have encountered before with Xinteranimate.
Changing the backing store (RETAIN) doesn't really alleviate
the problem. In addition, I don't know how to add color with
Xinteranimate.

It could be I'm asking for too much to use pixmaps on such
large arrays...

Dan