"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:abu5nk$f0e$1@nntp6.u.washington.edu...
> The rate that TV can write images to the screen is dependent on your
> hardware and the images you are displaying. I just displayed a
> 768x512x24 image using tv at 25 fps so real-time playback is
> reasonable if you have sufficient juice in your PC. I don't think
> there is a faster way to display something other than using direct
> graphics...

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.

So, as Reimar suggested, Dan should definitely check out
XINTERANIMATE.

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