
Subject: Re: fast image display
Posted by [Rick Towler](#) on Wed, 15 May 2002 17:26:00 GMT
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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. Using object graphics will just introduce more overhead.

Don't shy away from writing .AVIs. I highly recommend Ronn Kling's IDLtoAVI windows only .dlm based on Oleg Kornilov's code. I have been using it and loving it for about a month now. No wasting your time writing frames to disk and using an external program to combine them. It does all the work for you. (I can even let my users make their own .AVIs now!) I use it with the ligos indeo 5 and divX codecs and get excellent results that far exceed MPEG-1 in quality and compression rates. (just remember you need the codec installed on your playback machine.)

The .dlm can be found here:
<http://www.kilvarock.com/freesoftware/dlms/avi.htm>

codecs here:
<http://indeo.ligos.com/pi=103.php> (best for x-platform support)
<http://www.divx.com/divx/> (best compression rates)

-Rick

"Dan Larson" <drl16@cornell.edu> wrote in message
news:MPG.174c58eb5cdb33fd98968d@newsstand.cit.cornell.edu...

> I would like to display large (768 x 512) 24 bit color
> images at video rate in a graphics window. In the past,
> I have relied on writing AVIs or MPEGS, but this approach
> is time-consuming. The simple approach (using TV) reaches
> about 4 frames/s on my PC. Is there an easy way to
> accomplish fast display in a graphics window?
>
> Cheers,
>
> Dan
