
Subject: Re: fast image display
Posted by [R.Bauer](#) on Wed, 15 May 2002 16:43:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dan Larson wrote:

>
> 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

Dear Dan,

how much images did you have?

If it's less than 128 the best rate you will get
by copying each image to a pixmap window.
Then each pixmap is copied to the actual window
by a device copy command.

This is the method of xinteranimate or cw_animate

Reimar

--

Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-I)
Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de

a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml

=====