
Subject: Re: Passing file LUN to C routine

Posted by [Stein Vidar Hagfors H\[2\]](#) on Mon, 12 May 2003 15:25:30 GMT

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Ben Tupper <btupper@bigelow.org> writes:

[..]

- > (1) pass C the LUN and have the C write each frame: best rate about 15
- > frames per second (fps)
- >
- > (2) pass C a predefined array into which it stores the latest frame
- > and return to IDL, then have IDL store the frame: best rate about 15
- > fps
- >
- > No difference!
- >
- > Each of these are performed in a event driven loop where the events
- > are simple timer events with `TIMER = verySmallValue`. I think I'll try
- > it in just a simple loop for fun.
- >
- >
- > Ultimately, I would like to access the video at full frame rate (30
- > fps) - not that I need all the frames, but rather I can be sure I am
- > getting the every Nth frame. I seem to have other problems right now;
- > if I have C grab N frames as fast as it can without sending each frame
- > back to IDL
- > then I see frame rates as high as 22.5 fps. Hmmmm. The promotional
- > stuff that came with the frame grabber says I can get full frame rate.
- > Dang.

With your problem above (22.5 fps max), are you still writing to disk?
Uncompressed, full-framerate video to disk is quite a challenge for a
number of hardware configurations...

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