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Subject: Re: Passing file LUN to C routine  
Posted by [btt](#) on Mon, 19 May 2003 12:33:14 GMT  
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Stein Vidar Hagfors Haugan wrote:

> Ben Tupper <[btupper@bigelow.org](mailto:btupper@bigelow.org)> writes:

>

> [...]

>

>> Clearly, the bottle neck is in the getTheData part, which I have  
>> written myself. It is a series of "Start Frame" - "Make Sure It's  
>> Done" - "Copy The Frame Data to Stack" steps. Mea culpa!

>

>

> Ben, if you want to get full 30fps rate, you may want to reorganize this part  
> to do the "Start Frame" action \*last\* (i.e. to let the hardware acquire the  
> frame while you're doing other stuff). Often, hardware like that are driven  
> with "callback" routines (for when a frame is ready).

>

>

Hi,

That sounds like an interesting idea. I'll try it.

Thanks,  
Ben

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