Subject: Re: Passing file LUN to C routine
Posted by Stein Vidar Hagfors H[2] on Fri, 16 May 2003 17:45:49 GMT
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Ben Tupper <btupper@bigelow.org> writes:

[...]
> Cleearly, 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).

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