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Subject: Re: video cards

Posted by [David.Chevrier](#) on Tue, 27 May 2003 14:43:17 GMT

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thanks for all the info!

- > Performance depends a lot on what you are doing. Can you describe what you
- > are trying to do? How are you measuring performance?
- >
- > What sort of acoustics?

i'm working with HUGE arrays. we use a simrad ek500 echosounder with 3 seperate frequencies, so i am getting 3 650 floating-point arrays per second. i go out to sea and collect data 6 weeks a year, so i end up with gb's and gb's of data. i was able to make a program that allows you to interactly view weeks of data at once (using rebin and congrid). the tough part was making a surface that had the x-y-z axis as lng,lat,depth, where the boat traveled (with cutoffs at the ocean depth) and then pasting the acoustic data onto the surface. (i know this sounds easy.. but this wasnt a simple surface and image problem. it is tough to explain without visuals, but you can check out <http://www.nefsc.noaa.gov/femad/ecosurvey/acoustics/> if you really want to understand our data.)

rick - do you know Mike Jech?

david - i can understand your jealousy, but no need to be envious, we can't all have big computers :) you might want to check out [comp.cold.shower](#)

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