Subject: Re: mpeg creation problem
Posted by Sven Geier on Tue, 13 Mar 2007 07:35:55 GMT

kostis wrote:

[...]
> Questions:
>
> 1. Can I do the same job without each frame appearing on my screen??
> How should I change the code??

You could try plotting into the z-buffer if nothing else. The way you're
doing it now, you're transporting every pixel over your network.

> 2. Do U have any other suggestions to improve this ??

I create mpegs with a couple thousand frames of data fairly regularly. it
takes a while when you hit the mpeg_close, but each frame shouldn't take as
long as you're indicating. How large is the window that you're using (I
didn't see the window,xsize=..., ysize=... statement). If it is anything
other than 300x300, then you're not only transmitting unnecessarily large
bitmaps around, but you incur some rebinning penalty at each frame. You
might consider doing a tvrd() "by hand" for each frame and then handing the
resulting bitmaps to mpeg_put individually - if only to see whether that
makes a difference (that's how I usually do it).

- S

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http://www.sgeier.net
My real email address does not contain any "Z"s.