
Subject: Re: Faster movies in wave
Posted by [knipp](#) on Mon, 27 Sep 1993 08:27:35 GMT
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As I understand MOVIE tv's an image directly to the window; an indirect way however would be faster:

- first open p.e. 20 windows with keyword /PIXMAP
- display 20 images into the (pixmap)-windows
- open a display-window
- copy the images to the display window via
DEVICE, COPY=[...]

Karl

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Subject: Re: Faster movies in wave
Posted by [landers](#) on Mon, 27 Sep 1993 13:23:51 GMT
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In article <CDzp33.11q@quark.ansto.gov.au>, rfulton@atom.ansto.gov.au (Roger Fulton) writes:
> Does anyone know how to display movies faster than is
> possible with the movie command in wave/idl ? I have a need
> to play 256x256 movies, and can't get them to run fast enough,
> even on a Sparc 10/30 with 32 Mb.
>
> Is the problem a hardware limitation with SUN Sparcs ?
>

Assuming you're using X-windows:

Use the XANIMATE command (in the User's lib).

The problem is not hardware, but implementation of MOVIE. MOVIE does repeated TVs to cycle thru the images. This requires the client (PV-WAVE) to send the image data to your X server over and over again. XANIMATE opens a large pixmap window, and TVs all of the images there once. It then sends repeated DEVICE,COPY=... commands to let the X server handle the image copying.

Bottom line - much faster.

--

Dave
