
Subject: Speed up movie in object graphics.

Posted by [Erik Hummel](#) on Wed, 05 Apr 2000 07:00:00 GMT

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On WNT and with IDL5.3 I'll have an application with movie functionality of images (say 256x256 byte array). The application is based on Object Graphics. The movie is very slow (lower than 10 images/s).

The CW_Animate application of IDL is much faster, but with structured graphics.

My question is how to speed up the movie. To me seems an option using the Read (or GetProperty, Image_Data) method of IDLgrWindow and redraw these screen dumps. Has someone experience with this and is this indeed the way?

Regards,

Erik

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