Subject: Speed up movie in object graphics. Posted by Erik Hummel on Wed, 05 Apr 2000 07:00:00 GMT View Forum Message <> Reply to Message

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

Erik Hummel dr. E. Hummel MR Image Handling Software

email: erik.hummel@best.ms.philips.com

Phone: +31 40 2763987 Fax: +31 40 2765644

Philips Medical Systems Building QR1117, Veenpluis 6, 5684 PC Best

The Netherlands