Subject: Re: How to do efficient overlay with IDL ?
Posted by Aaron Birenboim on Mon, 16 Oct 2000 07:00:00 GMT
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Craig Markwardt <craigmnet@cow.physics.wisc.edu> wrote:

:> Is somebody knows :
:>
:> 1) Why IDL is dramaticaly slower in full colors (3 to 4 time more than in
:> 256 colors !) ?

Three times the data to process.
This gets really nasty when you are sending the display
over a network (like X to a remote IDL server)

: Wy is true color 3-4 times slower than 8-bit color? My guess is that
: it's transferring 3-4 times as much data (24 or 32 bits versus 8 bit).

Thats what I see on UNIX/X displays.

--
Aaron Birenboim
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http://www.swcp.com/~aaron

Subject: Re: How to do efficient overlay with IDL ?
Posted by Craig Markwardt on Mon, 16 Oct 2000 07:00:00 GMT
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"Jean Luc MAILLART" <jeanluc.maillart@wanadoo.fr> writes:
...
> This kind of method is not very efficient under 256 colours, and is
> dramaticaly slow under full colors display, and limit the ability to deal
> with real-time processing (50 or 60 frames/sec).
>
> Is somebody knows :
>
> 1) Why IDL is dramaticaly slower in full colors (3 to 4 time more than in
> 256 colors !) ?
>
> 2) Others more efficient methods to deal with overlays informations on IDL ?

Memory bandwidth is probably killing you. It's not clear to me that
any program can do 50-60 frames/sec. It depends on the image size,
which you don't say. It takes time to transfer the bytes to the video
memory buffer, and that time may be too long for you. You might want

to write a sample program in straight C to see the maximum bandwidth
you can achieve. If there are color conversions then it will slow
down even more.

Wy is true color 3-4 times slower than 8-bit color? My guess is that
it's transferring 3-4 times as much data (24 or 32 bits versus 8 bit).

Craig

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Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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Subject: Re: How to do efficient overlay with IDL ?
Posted by Bernard Puc on Mon, 16 Oct 2000 07:00:00 GMT
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Jean Luc MAILLART wrote:
>
> Hello
>
> I have a camera connected with some DLL functions writen in C++ that are
> called by IDL main program.
> The acquired images are processed and displayed with overlays results by IDL
> program.
> Today i use TV ou TVSCL for display, then i use some PLOT procedure with
> specific reserved values in the color table to draw the overlays
> informations. after each frame acquisition.
> This kind of method is not very efficient under 256 colours, and is
> dramaticaly slow under full colors display, and limit the ability to deal
> with real-time processing (50 or 60 frames/sec).
>
> Is somebody knows :
>
> 1) Why IDL is dramaticaly slower in full colors (3 to 4 time more than in
> 256 colors !) ?
>
> 2) Others more efficient methods to deal with overlays informations on IDL ?

I'm not certain about this but I think that if you first create a pixmap
window and use it for your output, then copy the contents of the pixmap
to your screen output, you can improve the speed. I'm sure someone else
on the newsgroup knows more about this.

> Thank's for your help.

>
> Jean Luc Maillart
> France
> jeanluc.maillart@wanadoo.fr

--

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