Subject: Real-time image drawing
Posted by korisk on Tue, 29 Jun 2010 16:07:23 GMT
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Hi is it possible to use U++ for creating dinamic real-time image, like visualisation of FFT of sound flow?
If yes, give me please several keywords to search instructions.
Thank you.

PS. I like the framework it seems simple, but poweerful tool.

Subject: Re: Real-time image drawing
Posted by Mindtraveller on Wed, 30 Jun 2010 05:19:08 GMT
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There is a possibility to use ImageBuffer class from Painter package to make images in run-time (just call Image(ImageBuffer &) constructor). It supports a number of effects, transparency (alpha-channel), antialiasing, gradients, vector & font rasterization, etc. You may draw this Image to the window, you may use Image as a label for Button, you may do with it everything you want. Just execute examples/PainterExamples package to see what Painter is capable for.

So the general answer to your question is "YES, it is possible".
The main problem is efficiency. Rasterizing is "heavy" for CPU. So you have to make a simple etude where you paint some kind of FFT and check if you are pleased with its speed.

My opinion is while your effect resides in the small area of screen (say 128x64 pixels), using Painter will be sufficient enough.

If you want any large, full-screen effects, you should use OpenGL (DHCtrl or something like that - please look at example packages) control and draw everything using OpenGL. It is harder, but the only way to make true dynamic real-time graphics on both Windows/POSIX.

Subject: Re: Real-time image drawing
Posted by korisk on Wed, 30 Jun 2010 15:24:29 GMT
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Thank you. I'll try.

Subject: Re: Real-time image drawing
Posted by koldo on Sat, 10 Jul 2010 18:52:30 GMT
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Hello korisk

I share the same opinion that Mindtraveller.

If you have a sample set of data and you have problems doing the sample we can help you.