
Subject: Is it possible?

Posted by [Wlad](#) on Sun, 21 Nov 2010 08:43:54 GMT

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Is it possible to show 30 "fps" (Size = 704x576x32) using standard U++ widgets?

"Frames" are the jpeg images saved in a BIG file consequentially (one after other without gaps).

Subject: Re: Is it possible?

Posted by [dolik.rce](#) on Sun, 21 Nov 2010 11:23:30 GMT

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Wlad wrote on Sun, 21 November 2010 09:43: Is it possible to show 30 "fps" (Size = 704x576x32) using standard U++ widgets?

Hi Wlad,

Theoretically yes. Not sure how much standard do you need the widgets to be, but a simple custom control using standard U++ capabilities gives about 40fps for the resolution you asked about on my machine (intel atom netbook, no high performance system). The code can be something like this: class MyAnim: public Ctrl{

```
public:
```

```
Image img;
```

```
typedef win CLASSNAME;
```

```
void Paint(Draw& w){
```

```
    SetSurface(w,0,0,704,576,img);
```

```
}
```

```
win(){
```

```
    //some initialization here
```

```
    SetTimeCallback(-1,THISBACK(Next));
```

```
}
```

```
void Next(){
```

```
    img = LoadNextFrame(); //you'd have to implement this one, but it should be simple
```

```
    Refresh();Sync();
```

```
}
```

```
};
```

Note that the code is not complete, it's purpose was only to benchmark the speed. It plays as fast as it can; to achieve a given frame rate, you would have to control that better. The SetTimeCallback solution is simple, but probably not optimal. Also it produces some flicker, you would probably have to add bit more logic to avoid that.

Wlad wrote on Sun, 21 November 2010 09:43: "Frames" are the jpeg images saved in a BIG file consequentially (one after other without gaps).

This could be a problem. Decoding jpeg is not very fast. With some random 704x576 images I got about 50ms to load and decode. That limits the performance a lot (for comparison SetSurface() in above code takes only about 10ms), unless you are able to get the images buffered in memory before playing (or doing it in second thread, while playing). That should be easy for some reasonably low number of frames, but quite challenging for long animations.

Are you trying to play a movie or some kind of animation? I would recommend you to experiment with other image formats if you can, they might cheaper decoding. For GIF or multipage TIFF, you could use RasterPlayer, but the price to pay there would be probably a quality.

Best regards,
Honza

Subject: Re: Is it possible?
Posted by [Wlad](#) on Sun, 21 Nov 2010 15:30:18 GMT
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Hi, Honza!

>>>Are you trying to play a movie or some kind of animation?

I can not change format due to it used by manufacturer of a videocamera. More precisely the format is M-JPEG. I have developed a low level hardware to achieve videoframes from several cameras and to store them in IDE flash (using my file system). Then I open this flash as an device file and try to read frames from there.

It is all right and is done as I had planned but the fps turned to be VERY slow...

Now I want to apply your proposals.

Subject: Re: Is it possible?
Posted by [dolik.rce](#) on Sun, 21 Nov 2010 17:22:12 GMT
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Have a look at the forum and search for SDLCtrl and video player. Koldo is working on it currently and I believe it is just about to be finished. It uses SDL for displaying video and ffmpeg for decoding, all encapsulated into U++ Ctrl. It should be capable to play the common video formats, such as M-JPEG. Don't hesitate to ask Koldo directly for further info

Honza

Subject: Re: Is it possible?
Posted by [Wlad](#) on Sun, 21 Nov 2010 17:35:57 GMT
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TNX!

Subject: Re: Is it possible?
Posted by [koldo](#) on Sun, 21 Nov 2010 20:24:50 GMT

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Hello Wlad

MediaCtrl is not ready but I would be glad to help.

If you can, send me a sample to test it. If ok and you are in a hurry I can upload a version for you.

Second group of functions for saving the changes (encoding) are less advanced but something could be done if necessary.

Subject: Re: Is it possible?

Posted by [Wlad](#) on Tue, 23 Nov 2010 05:09:20 GMT

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koldo wrote on Sun, 21 November 2010 22:24 If ... you are in a hurry I can upload a version for you.

VY TNX for your wish to help and quick answer!

Yes I am in a hurry. But I have already done this work using WPF.

Thank you all very mach!!!

I suppose U++ for me will be the best choice for a time later...

Of course U++ as a decision is very interesting but after C#/F#.NET+MSVS the only lang+IDE+lib I agree to work is Qt+QtCreator (as a the most mature means to work with C++).

Subject: Re: Is it possible?

Posted by [AnnabelleR](#) on Thu, 02 Dec 2010 12:48:07 GMT

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Hello,

Sorry i can't help you because i am newbie here and i am here for getting information regarding U++. So i hope you guys will help me learning about U++.

Regards,

Ali.
