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Problem slowing down the Frame

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Problem slowing down the Frame

🗅by **potto216** » Mon Dec 02, 2013 8:34 pm

Hi,
We are using a Sonix Touch running version 6.0.4 of the research software for the following question.

Is there a way to slow down the frame rate without increasing the resolution for bmode collects? To get around the memory limitation we can collect at a slower frame rate for a longer time. However, when we change the frame rate from high to medium it slows down the frame rate, but increases the line density so the total number of frames stored does not increase. Is there a way to fix the line density, depth, and sector size and then slow the frame rate down so we can collect for a longer time before the memory buffer fills up?

thanks!

potto216

Posts: 21
Joined: Thu Feb 18, 2010 4:52 am

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Re: Problem slowing down the Frame

by **Ali** » Mon Dec 02, 2013 9:13 pm

Unfortunately there is no way to do what you want.

The only parameter is a limit FR functionality (SYNC menu, "max fr"), but it will never go below 30 Hz (10 and 20 map back to 30 in the code).

I hope that helps.
Ali Baghani, PhD
Research Scientist
Ultrasonix Medical Corp.

Ali

Posts: 240
Joined: Mon Jun 11, 2007 6:30 pm

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Re: Problem slowing down the Frame

by **potto216** » Tue Dec 03, 2013 7:48 pm

That would work. Our frame rate is currently 80fps so going to 30 would be great. So all we need to do is to go to the sync menu and set the "max fr" to 30? Cheers, Paul

potto216

Posts: 21
Joined: Thu Feb 18, 2010 4:52 am

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