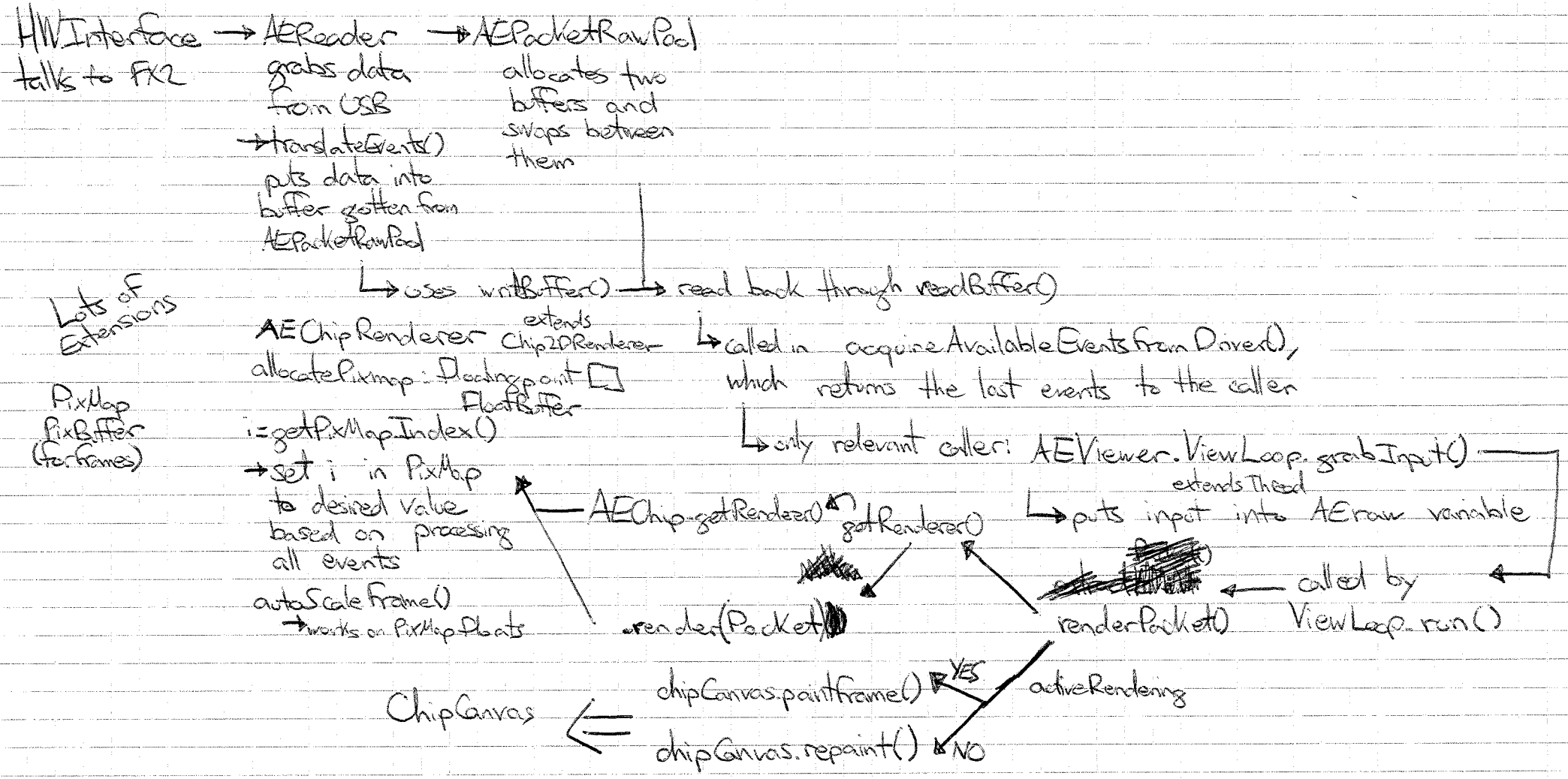
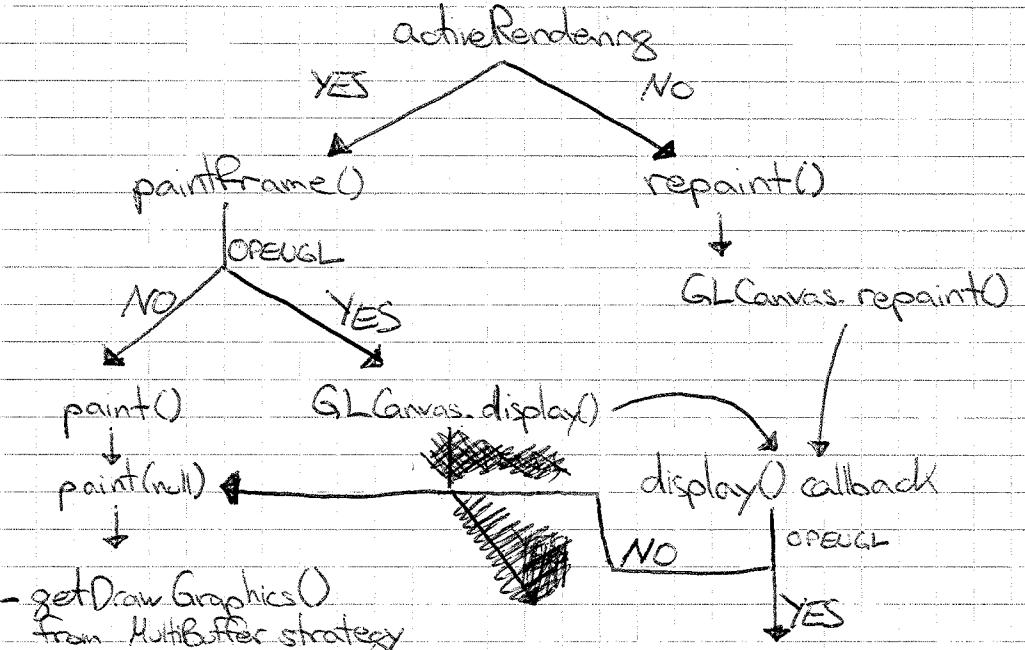
Swing VS JavaFX

JOGL VS lwjGL VS JavaFX3D

how is OpenGL used currently?





Cochlea/SpaceTime:
- use of 3D shapes ?
→ not really only lines & rectangles

Chip: displayPixMap
- clear display
- if !ZOOM, draw pixels with scale=1
- if ZOOM, draw rectangles (Projection provides zoom!)
- draw blue borders (Box)
- draw special events line (white)

depends on DisplayMethod
- Chip - Histogram
- Cochlea - ...

ChipRGBA:
- clear display
- USE TEXTURES
  - draw Polygons
- draw borders
- draw spevents line

- getDisplayMethod()
- execute all FrameAnnotator
- for each filter:
  - execute annotate()
  - recurse through all enclosed filters

Execute annotate() implementation from chips + filters

Example: DVS128 rate Estimator text
Aps DVS info text | Cochlea text
PanTilt draw circle | Cluster Boxes, Text
Filters lines, text, circles, points, ellipses, Vector