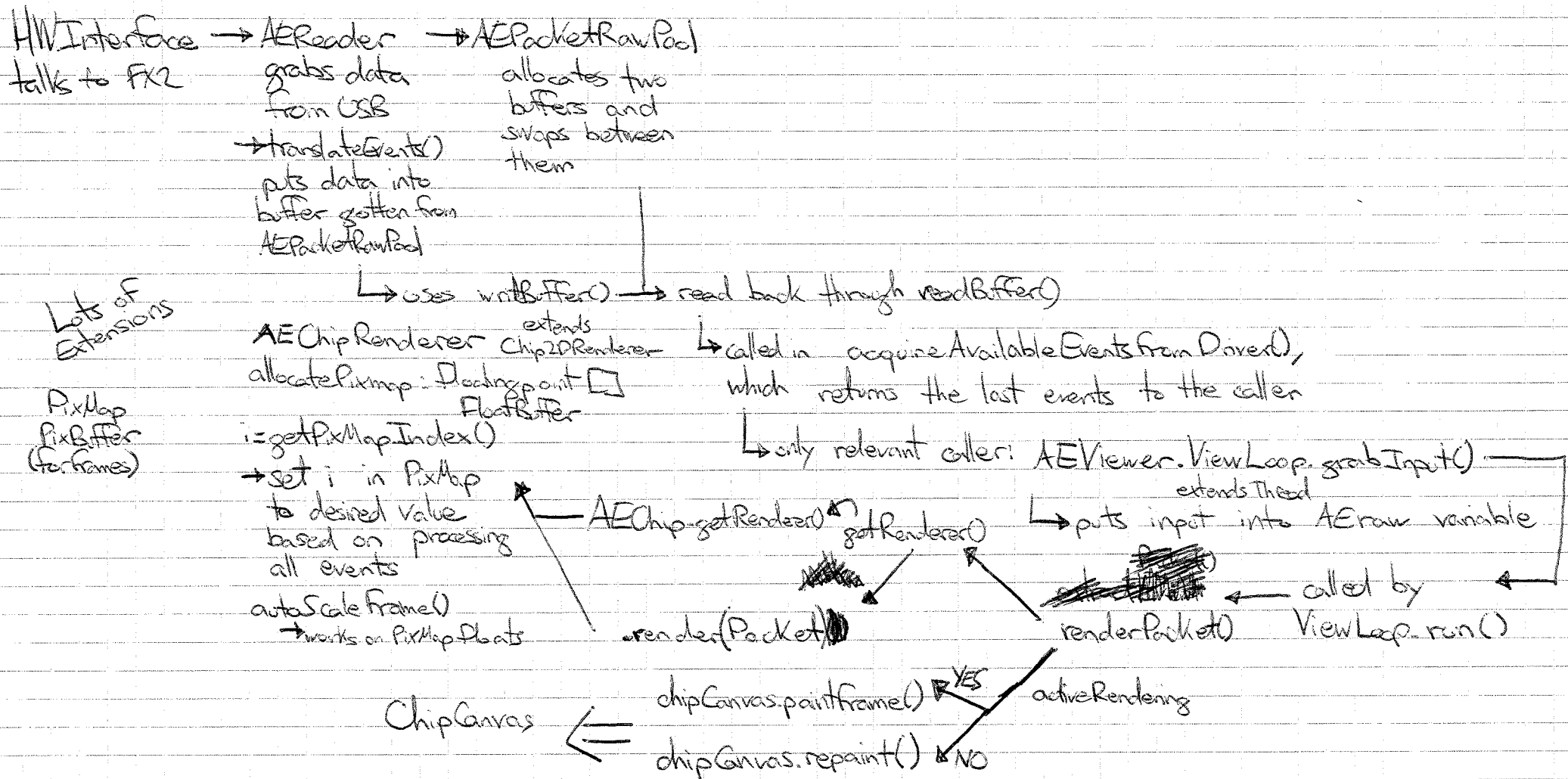


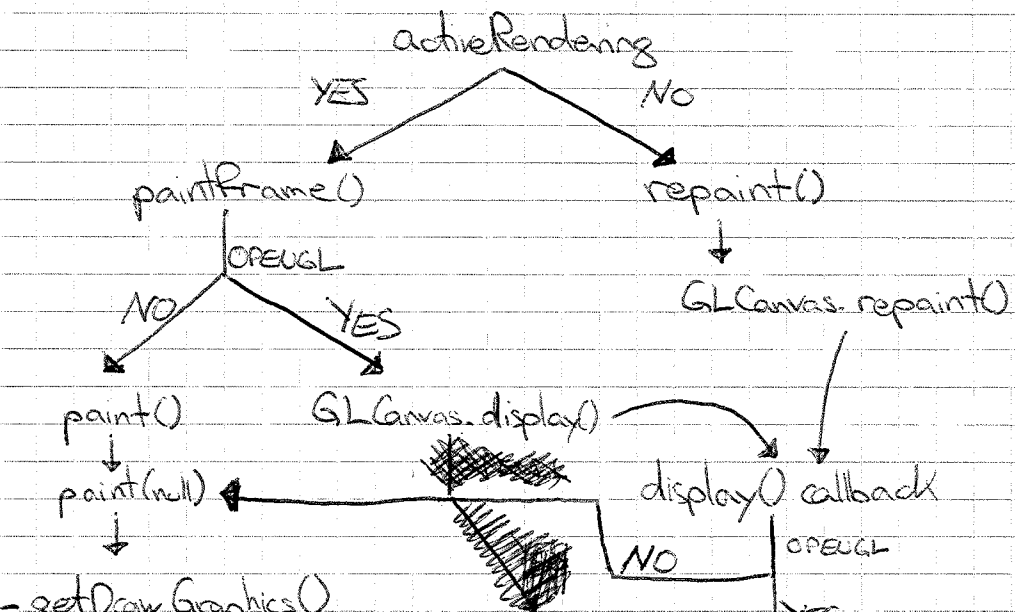
Swing VS JavaFX

~~XXXXXXXXXX~~

JOGL VS LWJGL VS JavaFX3D

how is OpenGL used currently?





- getDrawGraphics() from MultiBuffer strategy
- black BG, draw bounds
- discover scale
- fill Rectangles with content from PixMap

- get GL
- set MatrixMode to ~~OpenGL~~ ModelView
- set Projection (ZOOM)
- DisplayMethod.display()
- Run annotators (annotate())
- Write string/Show Spike/...
- Grab current Image
  - ↳ store pixels for MotionViewer

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

Chip: display PixMap

- 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)

ChipR GBA:

- clear display
- USE TEXTURES
  - draw Polygons
- draw borders
- draw special line

depends on DisplayMethod

- Chip
- Cochlea
- Histogram
- ...

- getDisplayMethod()

- execute all FrameAnnotators

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

Execute annotate() implementation

from chips + filters

Example: DVS 128 - rate Estimator text  
 Apr DVS info text | Cochlea text  
 PanTilt draw circle | Cluster Boxes, Text  
 Ellipses, Vector  
 Filters lines, text, circles, points