

JPEG images rendering slowly

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Hi,

I have a custom application that works as a Digital Sign network client, downloading and displaying standard jpeg images and Flash clips in a full screen display.

I'm trying to cut some of the fat out of our XPE images – the previous techs seemed to simply use a "full-blown" image similar to the XP Pro Emulated image I've seen floating around xpefiles and this forum.

So, I've gotten everything with respect to the client to work starting from a bare-bones XPE image and slowly building it component-by-component. One final problem exists however.

The JPEG images that are displayed are rendered too slowly – about half the image comes in then 200ms or so later the other half comes in. Even after looping the whole show, the images still render slowly. Oddly, the Flash 9 "movies" render very quick and smooth. The VIA/S3G UniChrome IGP Graphics adapter drivers are properly installed, and I know the hardware is fast enough (images render super fast even using software rendering in DSL live CD running on the board).

I've tried adding the following components to the image with no effect whatsoever:

- GDI+ XPSP2 [R2890]
- DirectDraw [R2890]
- Direct3D [R2890]
- DirectX Diagnostic Utility [R2890]

I'm pretty sure the application doesn't use DirectX, but I added the DX9 stuff as proof-of-concept that the Graphics Adapter drivers are installed and working. I believe the application was written using Turbo Delphi 2006, and uses a standard TImage panel or TImageList or the like for displaying images – whatever libraries in Windows those use (I'm not sure).

So, anyone have any suggestions for what is missing from this XPE image that is present in the full-blown XP image and lets it render the JPEG graphics quickly?

Thanks,

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