

Forum: [Hack Forums](#)

Thread: [Motion Detection Block Matching](#)

Nov - August 6, 2014, 6:44 am

I am currently developing software using the AForge framework. I am trying to write a method to calculate the mean square error <http://www.mathworks.co.uk/help/vision/ref/blockmatching.html>

Any advice?

Fjux - August 6, 2014, 9:30 am

i must say,

if you look at the link you gave and the code.

the code is a very simple calculation. but the formula on the website is quite more complex. At this moment to tierd to check if you formula is working.

But i know that your code probbably is slow as hell, this is because C# is standard in "safe mode" and it will slow down image proccessing a lot.

i suggest you start looking into C++ or create a class that is unsafe (contains C++ like code) to calculate these things. it will speed up the calculation by around a factor 100, if not more.

also, i've found this document about Blockmatching:

<https://software.intel.com/sites/default/files/m/d/4/1/d/8/3430.pdf?wapkw=pentium+book>

and it has example code in C++, maby you can use that.

but i think the Aforge framework will do everything in "unsafe mode" But you are not utilizing that. It only asks for a pixels brightness, and then calculate something. getting a value won't matter that much in safe or unsafe mode, but the calculation probably will ;)

i hope it helped a bit!

Dispersia - August 6, 2014, 7:12 pm

(Aug 6, 2014 09:30 AM)Fjux Wrote: [\[CITE\]](#) i suggest you start looking into C++ or create a class that is unsafe (contains C++ like code) to calculate these things. it will speed up the calculation by around a factor 100, if not more.

a class doesn't have to be unsafe to utilize native code. Anyway, you're in C#, stick to C# if possible. Yes, how it works normally is very slow scanning like that, but simply call lockbits. There is no need for C++ to do something like this.

0xDEAD10CC - August 6, 2014, 8:34 pm

(Aug 6, 2014 07:12 PM)Dispersia Wrote: [\[CITE\]](#) a class doesn't have to be unsafe to utilize native code. Anyway, you're in C#, stick to C# if possible. Yes, how it works normally is very slow scanning like that, but simply call lockbits. There is no need for C++ to do something like this.

He never said to use C++ code, he just mentioned that it's more C++-like code when using unsafe context and pointers I would assume. Even though that's not really true, it would be more C-like, because in C++ you typically stay away from pointers for the most part.

PENISSMELLSLIKEFISH - August 6, 2014, 8:44 pm

(Aug 6, 2014 08:34 PM)0xDEAD10CC Wrote: [\[CITE\]](#) He never said to use C++ code, he just mentioned that it's more C++-like code when using unsafe context and pointers I would assume. Even though that's not really true, it would be more C-like, because in C++ you typically stay away from pointers for the most part.

C is for real programmers that use loop and not strlen

<https://hackforums.net/showthread.php?tid=4382069>

0xDEAD10CC - August 6, 2014, 9:13 pm

(Aug 6, 2014 08:44 PM)PENISSMELLSLIKEFISH Wrote: [\[CITE\]](#) C is for real programmers that use loop and not strlen

<https://hackforums.net/showthread.php?tid=4382069>

Ahh, so excluding you, you mean? I get it now. It's also a language used by people who know what the difference between a debug and release config are.

Btw:

Code @"\\.\PhysicalDrive0"

;))

PENISSMELLSLIKEFISH - August 6, 2014, 9:14 pm

(Aug 6, 2014 09:13 PM)0xDEAD10CC Wrote: [\[CITE\]](#) Ahh, so excluding you, you mean? I get it now. Is your interpreter not beside you?

0xDEAD10CC - August 6, 2014, 9:30 pm

(Aug 6, 2014 09:14 PM)PENISSMELLSLIKEFISH Wrote: [\[CITE\]](#) Is your interpreter not beside you? Who needs one when you have a compiler. ;) You must.

d3agle - August 6, 2014, 9:34 pm

(Aug 6, 2014 09:13 PM)0xDEAD10CC Wrote: [\[CITE\]](#) Ahh, so excluding you, you mean? I get it now. It's also a language used by people who know what the difference between a debug and release config are.

Btw:

Code @"\\.\PhysicalDrive0"

;))

Code \\.\PhysicalDrive0

This looks fancier though, so many slashes

PENISSMELLSLIKEFISH - August 6, 2014, 9:39 pm

(Aug 6, 2014 09:13 PM)0xDEAD10CC Wrote: [\[CITE\]](#) Ahh, so excluding you, you mean? I get it now. It's also a language used by people who know what the difference between a debug and release config are.

Btw:

Code @"\\.\PhysicalDrive0"

;))

you think i got time for that disable debug info bullshit i program in 2008 express