Norm image should not be calculated on every frame

Norm image (what some called gain image) is typically calculated ahead because the complexity of dead pixel or hot pixel in a divide calculation need more calculation resource than a simple multiplication which will not fail mathmatically.

The frame correction in 9d5f18a3 calculates norm for every frame. It is not a good idea and should be changed.

If this can not resolved quickly, I recommend revert the call to the old one and fix this in a branch that does not affect beta nor release.

Associated revisions

Revision 02d85252 - 01/16/2018 11:26 AM - Anchi Cheng
refs #5435, #5436 workaround by reverting to the old code

History

#1 - 01/16/2018 11:00 AM - Anchi Cheng
- Project changed from Leginon to Appion