

Dry Run Video

Video processing

- Factor of ~4 timelapse for the test
- Aiming at ~30 for the actual run
- All 4 camera streams resulted in ~410% CPU usage
 - We have 4 cores, so this is an issue
 - Ran with 3 cameras for the computer to keep up
 - Will be fixed with a different encoding for the actual run (lower framerate and a time-space tuned h264)
 - Can reduce this to ~20-30%

Check the video

- Time lapse version of the loading is uploaded
- Looking at the shock details time does reveal minor shakes
- Otherwise very boring