Subject: Re: Can't create pixmap

Posted by Martin Schultz on Mon, 22 Mar 1999 08:00:00 GMT

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Phil Aldis wrote:

>
> Okay, now this is just silly
>
> I'm fully aware that the message can't create pixmap means that you've
> run out of memory. However this is never a message I get because my NT
> machine seems to be able to cope with using ordinary memory and in
> fact goes into page file space and if it runs out of that, well
> windows doesn't like that.
>
> However, I keep getting it and I could understand that if there was no
> memory left however I'm getting it when I create pixmaps of certain
> sizes. It's in an animation routine that the error occurs. It crashes
> out of the program with 'can't create pixmap'. The size of pixmap is
> 210x230, or something like that. If I create a 200x200 pixmap or
> 500x500 pixmap it's okay but as soon as you get close to the 210x230
> size it gives the previous error message.
>
> What is going on and more importantly what can be done to stop it,
> short of c not creating pixmaps of a certain size.
>
> I'm running IDL 5.1.1 on an NT 4.0 machine.
>
> Cheers,
> Phil

hmmm... just a thought: could it be that you are using integer values at
some point where there should be long's ? Then IDL would try to create a
pixmap with a negative number of elements...
This has happened to me a few times (although not with pixmaps), and you
can avoid it by explicitely "declaring" your variables as e.g. N=40000L
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Martin.

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