Subject: Can't create pixmap
Posted by philaldis on Mon, 22 Mar 1999 08:00:00 GMT
View Forum Message <> Reply to Message

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