
Subject: Re: Xinteranimate "Unable to create pixmap" error

Posted by [davidf](#) on Fri, 05 Nov 1999 08:00:00 GMT

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Joe Means (means@fsl.orst.edu) writes:

> Here is more info on this problem. The last two times I ran it, in response
> to David's comments, it hung on 106 and 107 frames. Regarding memory, there
> is 1Gb of system RAM and 1Gb of swapfile [virtual memory] space. Performance
> monitor showed that there was still 630Mb free RAM and 910Mb free swapfile
> space when it choked, and it had used up ca. 3000Mb of RAM when running. This
> works when I try to create smaller animations. Interestingly, when, in the
> IDL Devel Env., I hit the Reset button [includes Heap_GC, /Verbose] this
> recovered about half of the memory drawdown from the run, ca. 160Mb. Killing
> IDE recovered the rest, ca., 140Mb.
>
> I'd sure like to find that it is just a programming error.
>
> Can I program around this by specifically putting the pixmaps in system RAM
> and animating from there by loading them into the IDL window just as they are
> needed?

I'll see if I can get more specific information about this, but I have a feeling we are running up against some kind of limitation in either the graphics driver or NT itself. I tried creating 700 by 400 windows. With my graphics driver with 32MB RAM and 1GB swapfile, I was able to create 150 pixmap windows before I got the "unable to create pixmap window" message.

Since I don't have any fix, here are a couple of suggestions. First, I presume you have thought about smaller windows and rejected that. You appear to have a fairly robust machine there, Joe. I presume you have Gigs and Gigs of disk space. :-)

So I think what I would do is write these screen dumps out to a file. Then I would do the animation from the file using the Associated Variable method of reading a single image from the file. Some experiments last night on my machine (not as nice as yours unfortunately) leads me to believe that this can produce an animation with acceptable results.

I think I would start with my XMOVIE program and modify it to read from an associated variable rather from memory if I was tackling this job.

<http://www.dfanning.com/programs/xmovie.pro>

Cheers,

David

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