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

Posted by [Joe Means](#) on Thu, 04 Nov 1999 08:00:00 GMT

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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?

Joe Means

-----Original Message-----

From: Randall Frank [mailto:frank12@llnl.gov]

Sent: Thursday, November 04, 1999 5:37 PM

To: Joe Means

Cc: davidf@dfanning.com

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

You've run into one of the interesting things about Windows NT. Under NT, device dependent pixmaps are allocated against the video driver. The video driver can choose to place them on the card or in system RAM. This is driver dependent. Now, under NT (unlike the Mac and Unix) driver graphics resources cannot page so you are limited to system memory no matter what (virtual memory cannot be used for these pixmaps). I would like to see the commands you are using to create this movie. I have seen 1/2 GB movies run just fine in boxes with that much RAM. I am interested to see if any of the frames are allocated or if it fails with the first frame (some drivers place restrictions on device dependent pixmaps). Also, you might want to watch the system with the task manager to see what the memory state is when the failure occurs. If there is not enough free swappable pages, you can also run into a problem.

So, you can make big movies under NT, you may be running into a driver limitation (suprising w/an nVidia card), a separate

system limit (swappable pages) or user error.

Hope it helps.  
rjf.

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David Fanning wrote:

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> Joe Means (means@fsl.orst.edu) writes:
>
>> I run IDL 5.21 on a PC under WinNT.
>>
>> While running Xinteranimate.pro I got the error:
>> % WINDOW: Unable to create pixmap.
>> % Execution halted at: CW_ANIMATE_LOAD 652
>> c:\win32apps\RS\IDL52\lib\cw_animate.pro
>>
>> This animation used about 15Mb of memory [according to Performance
>> monitor] before giving me this error. I understand the error comes from
>> running out of RAM on my video card, right? My video card is a Viper
>> v770 with 32Mb ram.
>>
>> My PC has 1Gb RAM, much more than is needed to run this animation. I
>> got this much RAM specifically to be able to run large animations in
>> IDL. How can I get this animation to run? I also need to be able to
>> get animations to run for which the file containing the stored images is
>> about 60Mb up to 300Mb. Do modifications need to be made to
>> Xinteranimate and its subroutines to use regular RAM instead of video
>> RAM?
>
> I'm on some shaky ground here, because I don't know
> the details as well as I would like. But my understanding is
> that most operating systems will swap video RAM memory
> with disk memory when the video RAM fills up. I would
> have thought you were running into a virtual memory
> limitation here. Do you know how much virtual memory
> you have? (System control panel under the Performance
> tab.)
>
> Also, what frame is this that you choke on? Is it
> always the same? Can I see the code used to load
> the XInterAnimate pixmaps?
>
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> Cheers,  
>  
> David  
> --  
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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
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