
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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In answer to your questions below:

--Virtual memory [pagefile size] is just over 1Gb
--It does choke at the just about the same place.
--The code used to load the images into Xinteranimate is:

```
;;;---snip---  
;nx= about 700 & ny= about 400 & nframes = 180  
  
;----- Initialize loop to produce images  
images = Bytarr(nx,ny,nframes)  
;initialize animation  
Xinteranimate, set=[nx,ny,nframes], /track, title=title  
  
;Set up 2D arrays with points that cover the whole range of data  
;to set the axes ranges in Surface  
  zz_ = Dblarr(2,2) & xx_ = Dblarr(2,2) & yy_ = Dblarr(2,2)  
  zz_ = [ [zr[0], zr[1]], [zr[1], zr[0]] ]  
  xx_ = [ [xr[0], xr[1]], [xr[0], xr[1]] ]  
  yy_ = [ [yr[0], yr[0]], [yr[1], yr[1]] ]  
  
; - - - - - LOOP TO CREATE IMAGES - - - - -  
FOR i=0,nframes-1 DO BEGIN  
  Erase ;Erase the window to prepare for next plot  
  
;;;---snip--- ---I creat the axes and plot the data here.  
  
  ;Plot the data. Psym: 3=dot, 8=usersym  
  Plots, sxyz[xc,*], sxyz[yc,*], sxyz[zc,*], /T3d, $  
  Psym=psym, Symsize=symsize, Color=datacolors  
  
  ;Read image from window and add to animation  
  image = Tvrd(x0,y0,nx,ny,!d.window)  
  images[*,* ,i] = image  
  Xinteranimate, Frame=i, Image=image  
  
  anglez = (anglez+delta_angle) mod 360  
ENDFOR
```

David Fanning wrote:

```
> 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\RSIDL52\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?
>
> Cheers,
>
> David
> --
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