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

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

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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\RSI\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?

Cheers,

David

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